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Subject: Tib Silos

Posted by [Cpo64](#) on Tue, 14 Oct 2003 02:26:05 GMT

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Here, strait out of the WS how to's...

Quote:Exterior Meshes

Meshes that are part of the exterior of a building should be named like this:

<MeshPrefix> ^ <unique mesh name>

symbol indicates that it is an exterior mesh.

Interior Meshes

Meshes that are part of the interior of a building should be named like this:

<MeshPrefix> # <unique mesh name>

mesh names must be less than 16 characters long.

When a bullet hits either an interior or exterior mesh of the building, damage will be applied to the logical building controller.

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