
Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

how do you put more than one copy of a building on the same map? I keep getting an error about the bones is there a work around? Is there any way to open the buildings separately instead of the template? Thanks for the help...

Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

it might be possible, I've also tried this and gotten the same error, but maybe if you got File-Merge then just choose the Template map, and in the box select the Weapons fact... I have not tried this so I am unsure. but give it a go and let me know ok.

Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Abjab knows how, because he was working on getting two weapons factories working at the same time.

Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 06:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think the problem is that both weapon factories have the same bones name and stuffs so I make crash I think we only have to rename some and it can work.

Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

how do you rename the bones? that is the problem according to the error.

Subject: how do you put more than one copy of a building on the same
Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

sadly it's in gmax so you need to take back W3d to gmax file. Can someone make a little program for that ??

Subject: how do you put more than one copy of a building on the same

Posted by [Anonymous](#) on Mon, 22 Apr 2002 07:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

hmmm, if they are done correctly when oyur making your map, you wouldnt need to back-step from W3d and if your prepared you would have the exported mesh sitting in you folder in gmax format... but, i'm about to start working on exactly what your talking of now i'll keep you guys informed ok.
