Subject: Ok, question.
Posted by R315r4z0r on Thu, 23 Aug 2007 05:00:56 GMT

Ok, I'm going to stop beating around the bush. I been asking little things that I needed to know once in a while, trying to get this to work by myself.

But all that is doing is basically nothing.

Bottom line: How do I make a duplicate of a building. (Like 2 AGTs /2 Obs) on a map?

I've had my own little theories I been trying, but they all ended in failure. My last one came close, but the interiors don't work correctly.

What I did just now to check what I should do, was I used XCC and imported a W3D of a map that has multiple AGTs/Obs. And you know what I found? Well my sole idea that in order to have multiple buildings, the dubs need different prefixes in their mesh names. Well in the map that I looked at, all the AGT's had the same prefixes in their name, they just had an "a" or something at the end to make them different.

So this is why I am now COMPLETELY and UTTERLY stumped on how to accomplish this. I have come to a point where I need someone who knows how to do it, and has done it, to explain it to me.

If someone could, I would REALLY appreciate it!

EDIT: You know, I never thought to do this... I don't know why. I checked Renhelp (lol) and in the FAQ section, it briefly describes how to do this. In fact, this is what it says:
www.renhelp.net You need to rename ALL the meshes in the second building to include a different character. Such as obl_box1 instead of obl_box (Nod Obelisk) then, you need to do the same to the interiors, or else you will get all kinds of name collisions from the interiors, then you need to clone the building controller and add the new prefix that you edited to.
Now that confuses me even more. It says to change the names just by adding something to the end. But then it goes on to say to make sure to change the prefixes in the building controller...

Am I just too dense to not see how easy it is? Or whats up?!

Subject: Re: Ok, question.
Posted by Gen_Blacky on Thu, 23 Aug 2007 07:58:03 GMT

Its easy just takes a while to rename everything ...

Y are you confused about the building controllers
just make a copy of the agt building controller and rename the prefixes ?

Subject: Re: Ok, question.
Posted by R315r4z0r on Thu, 23 Aug 2007 08:31:59 GMT

I understand the renaming the building parts. Everything in Renx is easy to do.. I can get it done in like 10 seconds.

But the building controller confuses me because it says to rename the prefix.

The examples I looked at and Renhelp showed that the building prefix names were not changed, only added on to the end, for example:

For the mesh "mgagd^000", changing the prefix would mean making it "mgag2^000" If this was the case, I could work with it easy, because the building controllers only ask for a mesh prefix (In which case I would substitute mgagd, with mgag2)

But you see, in the example maps I looked at, the duplicate building meshes had the SAME prefixes. One would be "mgagd^000" and the duplicate was "mgagd^000a" Adding that "a" doesn't change the prefix, it only avoids name errors when exporting, and therefore what do I change in the building controller so that it recognizes it to be its own building?

To put it simply, how is it that I am not supposed to change the prefixes, but then later on change the building controller to look for the prefixes I changed??? It doesn't make sense!

Subject: Re: Ok, question.
Posted by Zion on Thu, 23 Aug 2007 12:17:55 GMT

A prefix always ends in ^ or ~. This is the last symbol you put into the prefix name of the building controller. You DO NOT put any other characters after this symbol as it will think it's part of the prefix and will ONLY work for mesh with that prefix.

If you get stuck, take a look at a working building controllers prefix name.

If you are still stuck i am willing to help once i install RPT2. I will inform you of that time.

* I need to research that part, it's been a while since i exported buildings.

Subject: Re: Ok, question.
Posted by R315r4z0r on Thu, 23 Aug 2007 18:10:15 GMT

Yes I know, which is why I am confused...

Ok, it seems I am not good at explaining my problem, people keep getting the wrong ideas. So I will use images!

Here: This is the first mesh in the first AGT. This is what I did, what I THOUGHT was I had to do.

I went through, and renamed all the meshes with a different prefix(Not just the one in the shot). The original prefix was "mgagd" but do to some problems it caused with misplaced guns on the side, I needed to re-export it with the new prefix of "mgagr"

Now this is my SECOND AGT:

I originally thought that I needed a DIFFERENT prefix for the building to be separate from the other AGT (According to the controller). SO What I did was I gave all, not just the one shown, the meshes new prefixes. In this example, I used "mgagw"

When I exported, there were no name collisions.

If this where how it actually works, then I wouldn't be here so confused:

The option I boxed in is the ONLY option that tells a building controller what to look for. And as you can see in the preset tree, I have temped it 2 times. One for mgagr and the other for mgagw. (The original is still mgagd).

I temped those, and made them, then stuck them on the buildings. Exported it to renegade, and the building works FINE! But I can't target the interior.

So thinking I screwed up in Renx somewhere, I decided to import another map (Not my own) which used multiple AGTs/Obs and have been played countless times online (Deleted the mesh to stay out of trouble with creator). Here are a few screen shots that I found to my surprise:

The first one is normal. It is the simple normal first AGT, nothing special added to it. Has the normal default prefix of "mgagd"

But ready? This is what throws me through a loop:

The prefix to this structure is EXACTLY THE SAME as the first agt! The only difference in the mesh name is that there is an "a" added to the end of it!

Now, knowing that, look back up at the screen shot from level editor. There is only that one option to change the building controller to find different meshes. And that is to label the different mesh prefix. And since the maps that I looked at in Renx DO WORK in renegade... and didn't use separate prefixes for the buildings... HOW DID THEY GET IT TO WORK?

Do you guys understand why I am so confused? I'll break it down.
(First I want to say I deleted the mesh from the imported map, to avoid trouble)

I have played that map online MANY times. It has functioning duel AGTs! No aiming problems or anything.
In Renx, it shows that they both use the EXACT SAME mesh prefix.
How can I change a building controller to look for a unique prefix if they are BOTH THE SAME?
The buildings STILL WORK! What is going on?!

Subject: Re: Ok, question.
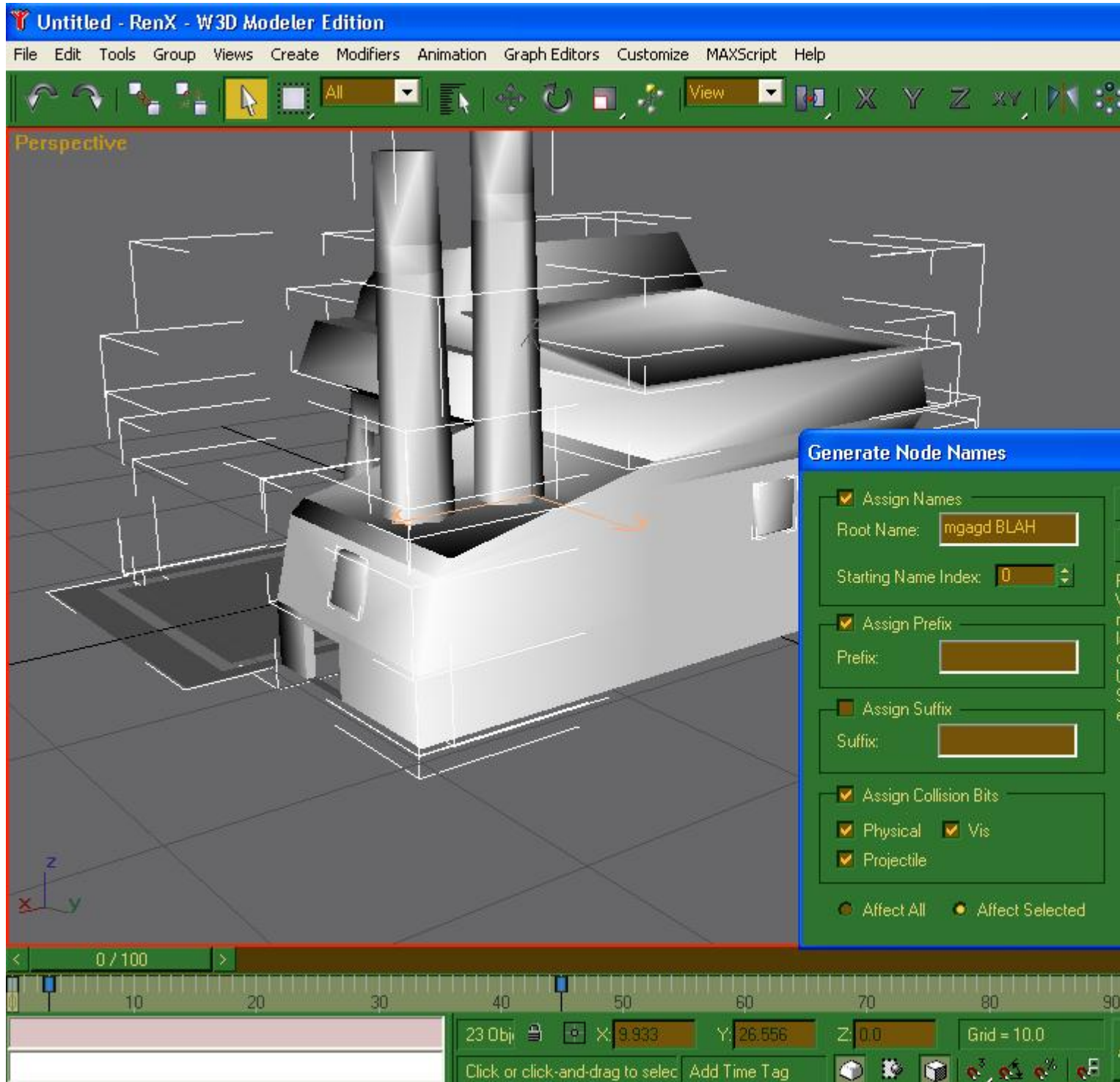Posted by GrayWolf on Thu, 23 Aug 2007 18:25:11 GMT
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Yikes! You renamed all the meshes individually? I don't know how to fix your problem but you could have just selected the AGT and assigned node names... Renames all the meshes automatically.

Also have you looked at this yet? It may answer a lot of your questions.http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=1

File Attachments
1) node.JPG, downloaded 583 times

Screenshot contains the following UI text:

Untitled - RenX - W3D Modeler Edition

File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help

All | View

X Y Z XY

Perspective

Generate Node Names

☑ Assign Names

Root Name: mgagd BLAH

Starting Name Index: 0

☑ Assign Prefix

Prefix:

☐ Assign Suffix

Suffix:

☑ Assign Collision Bits

☑ Physical   ☑ Vis
☑ Projectile

○ Affect All   ● Affect Selected

z
x y

0 / 100

10   20   30   40   50   60   70   80   90

23 Obj   X: 9.933   Y: 26.556   Z: 0.0   Grid = 10.0

Click or click-and-drag to selec   Add Time Tag

Subject: Re: Ok, question.
Posted by R315r4z0r on Thu, 23 Aug 2007 18:46:21 GMT
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I... I did not know I could do that... thanks going to see if that is the problem. Possibly something I screwed up with naming manually.

Subject: Re: Ok, question.
Posted by Zion on Thu, 23 Aug 2007 20:29:24 GMT
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assigning the node names is what Jerad has there. If you just renamed them inside the name stuff no wonder it doesn't work.

You should read the buildings tut on renhelp. That's what helped me.

Subject: Re: Ok, question.
Posted by R315r4z0r on Tue, 04 Sep 2007 22:25:22 GMT
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The Merovingian wrote on Thu, 23 August 2007 16:29assigning the node names is what Jerad has there. If you just renamed them inside the name stuff no wonder it doesn't work.

You should read the buildings tut on renhelp. That's what helped me.

I did read that tutorial. All it does is explain what each part of the building's mesh name does. I already know that, and that is why I am confused.

BTW, doing that node name thing screwed up the entire thing, and made the problem worse, so I just reverted to what I had originally.

EDIT:
Alrighty than. I just tried my own little experiment, and it worked. Has absolutely NOTHING to do with the mesh prefixes.