Subject: [Models for mappers/modders] Building duplicates
Posted by DL60 on Tue, 20 Jan 2009 20:19:49 GMT
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Yea yea another file from my old ren modding stuff.

If you want more than one OBI/AGT or PP in your map and don't want to copy/rename everything for the duplicates (or set the collisions up again) just load these already finished duplicates into you gmax-scene. Further installation instructions are in the archive.

Can be also downloaded @ deathlink.ut-ccr.de of course . Damn I still have some stuff to upload but this is enough today.

```
File Attachments
1) DoubleBuildings.zip, downloaded 179 times
```

Subject: Re: [Models] Building duplicates
Posted by DeathC200 on Tue, 20 Jan 2009 22:11:06 GMT
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not bad i like it

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by CarrierII on Wed, 21 Jan 2009 10:14:00 GMT
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Fiddled with the title to avoid people going "wtf this doesn't do anything in my rene!!!! :("

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by Genesis2001 on Wed, 21 Jan 2009 14:17:44 GMT
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nice. If I can get the patience to model..I'll use them:P

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by DL60 on Wed, 21 Jan 2009 14:54:42 GMT
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Quote:Fiddled with the title to avoid people going "wtf this doesn't do anything in my rene!!!! :("

Yes indeed) This is nothing for our skin- and replacment-geeks here. Something for mappers.

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by Gen_Blacky on Wed, 21 Jan 2009 16:52:46 GMT
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all the prefix mesh names are different ?

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by DL60 on Wed, 21 Jan 2009 17:17:59 GMT
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Quote:all the prefix mesh names are different ?
No. I know what you think but these duplicates work. If you shoot at AGT3, AGT 3 takes damage and not AGT1, AGT2 and AGT3 oder something crazy like that. You have 3 AGTs and 3 AGT buildingcontrollers placed on the map.

This is the common way to make duplicates. Check out Cairo for example.

Subject: Re: [Models for mappers/modders] Building duplicates
Posted by Gen_Blacky on Wed, 21 Jan 2009 17:29:07 GMT
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nvm i opened it up in gmax and saw exactly what you did.

Gj