Subject: Multiple Buildings
Posted by Gamer9013 on Wed, 01 Apr 2009 00:57:53 GMT
View Forum Message <> Reply to Message

Alright, I'm working on this project that I think everyone will like.

But, to do it, I am going to need to make multiples of a few buildings.

I'm wondering how I can actually do that, because in Gmax, when I make multiples of a building, I have to rename all of them. I'm still scared, though, that it won't work. The reason I think that it won't is because of buildings like the construction yard. The hook is separate, but it's read as a part of the Con yard.

I'm almost certain that if I do something like that (IE: with tiberium refineries) it will do damage to both buildings at once, reading it as one tiberium refinery.

Does anyone have advice that would prevent that from happening? If it even happens at all?

Sorry if this is a nub question, I've never actually had to deal with a situation like this before.

Oh, and it's just going to be a downloadable map.

Subject: Re: Multiple Buildings
Posted by renalpha on Wed, 01 Apr 2009 10:34:03 GMT
View Forum Message <> Reply to Message

if you dont really know how to do this, dont waste your time doing this.

The thing you have to do is rename every single mesh of the duplicate, then tell the controller that the mesh has this new name.

Subject: Re: Multiple Buildings
Posted by Gen_Blacky on Wed, 01 Apr 2009 16:31:17 GMT
View Forum Message <> Reply to Message

Look how deathlink made duplicate buildings.

http://deathlink.ut-ccr.de/buildings/DoubleBuildings.zip

Subject: Re: Multiple Buildings
Posted by Gamer9013 on Wed, 01 Apr 2009 17:57:44 GMT
View Forum Message <> Reply to Message

renalpha wrote on Wed, 01 April 2009 06:34if you dont really know how to do this, dont waste

your time doing this.

The thing you have to do is rename every single mesh of the duplicate, then tell the controller that the mesh has this new name.

I'm trying to learn how though. Trying to be unique. Pretty big project for the first map that I'm actually planning to finish. =X Thanks for the info though.

Gen_Blacky wrote on Wed, 01 April 2009 12:31Look how deathlink made duplicate buildings.

http://deathlink.ut-ccr.de/buildings/DoubleBuildings.zip

Thats interesting, do you know if they were linked together in-game? Seems that the exterior textures have the same prefix. (IE: Identical pieces named mgagd^021 and mgagd^011)

Subject: Re: Multiple Buildings
Posted by cnc95fan on Wed, 01 Apr 2009 20:59:35 GMT
View Forum Message <> Reply to Message

I did multiple controllers with a WF before. It works apart from the building of vehciles.