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Subject: Question

Posted by [Mauler](#) on Tue, 11 Sep 2018 19:12:53 GMT

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If anyone is still around... Is the WEP#CONSTUCTOR hard coded or something, it doesn't work if you use anything other than WEP# prefix in the preset.

Asking due to issues creating custom vehicle build animations for factory

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Subject: Re: Question

Posted by [dblaney1](#) on Tue, 11 Sep 2018 20:47:16 GMT

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You actually don't need the mesh prefix to match. We use WEP#CONSTRUCT2.W3D for ours but the building itself's mesh prefix is ikgwf.

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Subject: Re: Question

Posted by [Mauler](#) on Thu, 13 Sep 2018 00:23:31 GMT

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Yeah. I figured it out and made custom targetable animations and with proper mesh prefixes.

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