
Subject: How to add 2 of the same building
Posted by [Titan1x77](#) on Mon, 19 May 2003 20:27:37 GMT
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i want to add 2 or 3 Silo's to a map.

How do i rename it so they don't conflict with each other.

Do i have to rename every mesh seprately?

Or is there a simple way?

Subject: How to add 2 of the same building
Posted by [Skier222](#) on Mon, 19 May 2003 20:49:42 GMT
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i think u can just select all of the silo objects at click clone, they should automatically rename, this is done in RenX/Gmax.

Subject: How to add 2 of the same building
Posted by [General Havoc](#) on Mon, 19 May 2003 21:53:35 GMT
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This is from Stonerooks mod FAQ, which I now maintain and host at
<http://generalhavoc.port5.com> In the tutorials section.

A: You need to rename ALL the meshes in the second Obelisk/AGT to include a different character.

Such as obl_box1 instead of obl_box

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...

_General Havoc

Subject: How to add 2 of the same building
Posted by [Titan1x77](#) on Mon, 19 May 2003 22:19:58 GMT
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I get a bone duplicate error.

Where do i modify the bone names?

Subject: How to add 2 of the same building
Posted by [maytridy](#) on Mon, 19 May 2003 22:37:02 GMT
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Quote:i think u can just select all of the silo objects at click clone, they should automatically rename, this is done in RenX/Gmax.

That would cause the players to get 4-5 credits/sec.

Subject: How to add 2 of the same building
Posted by [General Havoc](#) on Mon, 19 May 2003 22:41:08 GMT
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Put a "1" on the end of the duplicated bone and so one for the others "2,3,4. It simply allows you to proxy something into your map multiple times without getting errors when exporting.

_General Havoc

Subject: How to add 2 of the same building
Posted by [Titan1x77](#) on Mon, 19 May 2003 23:44:12 GMT
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maytridyQuote:i think u can just select all of the silo objects at click clone, they should automatically rename, this is done in RenX/Gmax.

That would cause the players to get 4-5 credits/sec.

This is with no refinery...so it'd be only 2-3 per second.

Plus im sure they will be a prime target for the opposing team.

Where do i go to edit the names of each bone?

I go to export and it doesnt let me rename them....hmm

Subject: How to add 2 of the same building

Posted by [laeubi](#) on Tue, 20 May 2003 05:43:15 GMT

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goto group-> open and then you can edit the bones (bones are the ones with a ~ at the end).

Subject: How to add 2 of the same building

Posted by [Titan1x77](#) on Tue, 20 May 2003 07:31:37 GMT

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Thank you Gentlemen!

Subject: How to add 2 of the same building

Posted by [xpontius](#) on Tue, 20 May 2003 19:07:14 GMT

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Quote:Laeubi

Recruit

Member # 193

Posted: Tue May 20, 2003 8:43 am

goto group-> open and then you can edit the bones (bones are the ones with a ~ at the end).

Will that work for my rep pad prob. I dont clone the nod rep but it still says theres an object with the same name.

Subject: How to add 2 of the same building

Posted by [General Havoc](#) on Tue, 20 May 2003 20:43:34 GMT

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Yes it will. Check out Stonerooks FAQ that i now maintain at <http://generalhavoc.port5.com/tutorials/faq.htm>

_General Havoc

Subject: How to add 2 of the same building

Posted by [laeubi](#) on Tue, 20 May 2003 21:04:32 GMT

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- write down the duplicate name
- press H
- type in the duplicate name
- it now highlighten the 2 (or more) objects with the same name
- rename one of the objects

BE CAREFULL!!

Renegade/w3d only reads the first 15 Characters so it will interpret

mycustomnameforanobject
mycustomnameforanobject2

as the same because the first 15 characters match (mycustomnamefor)
