
Subject: Can i place a building controller on a MCT only (no building)
Posted by [Titan1x77](#) on Tue, 18 Mar 2003 15:17:52 GMT

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say i make my own room on a terrain and i want the room to represent the PP or HON or REF, Can i attach the building controller to the MCT so thats the only way of destroying the PP or etc.?

Subject: Can i place a building controller on a MCT only (no building)
Posted by [StoneRook](#) on Tue, 18 Mar 2003 15:58:39 GMT

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You dont need to attach the controller to the MCT - it just needs to be in the vicinity of the mesh.

All the building controller does is look for the mesh prefix you specified in the settings for the controller.

So - if you name the mct mesh MYBUILDING#MCT - and the MYBUILDING is the prefix - it will register the hits on the mct mesh.

Remember - you have to use the MCT#HACK to make the mct work right for damage.

(the mesh for the mct is just one part of the mct setup - you also have the damage aggie (the lights and smoke) and the MCT#HACK)

If you want only make the MCT the only way to destroy a building - don't name the other meshes with the prefix.

Subject: Can i place a building controller on a MCT only (no building)
Posted by [Titan1x77](#) on Tue, 18 Mar 2003 22:11:09 GMT

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Thanks!!...I'm prob not going to be trying this for awhile but i have a very special Idea for a new type of mod.
