Subject: Re: [Models for mappers/modders] Building duplicates
Posted by DL60 on Wed, 21 Jan 2009 17:17:59 GMT

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.