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Subject: MCT Mesh

Posted by [YSLMuffins](#) on Thu, 09 Sep 2004 21:05:36 GMT

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Sounds more like a problem in level edit. Make sure the preset is configured correctly--when you point at the MCT, is the building highlighted or does the selection box go blank?

If it is the former, make sure IsMCT is checked in the properties. If it is the latter, make sure the name you exported the fake MCT as matches the name of the preset you named it as in Level Edit.

Personally, I'd make sure to give it a unique name just so that you don't conflict with other maps out there.

Edit: I just reread and it sounds more like the latter. Make sure the fake MCT mesh prefix matches the one specified in the building controller.

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