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Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [Titan1x77](#) on Sun, 12 Jun 2005 19:40:11 GMT

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danpaul88 wrote on Sun, 12 June 2005 09:13uhm..the MCT bug is probably just caused by the MCT meshes being named with the wrong prefix etc? That would be my first guess anyway...

That could be the case or it could be that the building controller is too far away from the building(if it's placed on the strip)

if it's the wrong prefix,it would have to be edited in g-max,if it's a controller it would have to be re-done in LE.

Either way without the source files it would take some time to get it done.

I'd rather fix up some of my maps(seeing I have the source files) for the CP2 or create a few new maps for the community.

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