
Subject: Custom Building - MCT invisible ingame?
Posted by [WNxCABAL](#) on Tue, 20 Dec 2005 10:57:06 GMT
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Hey,
I've made my own building, of which is implemented into renegade using interior, door & mct proxies.
I got the proxies to work first time, alligned perfectly!
However, just when I thought I got the MCT to work perfectly, I ran into a little trouble..
Basically, the MCT displays fine in Level Editor, but ingame, its there, only invisible...(as you can see below..)

I'm a little confused as to why this is happening..?
I followed the two tutorials on renhelp (for MCT's) word by word, so I'm at a dead end now!
Advanced Building Tutorial - <http://renhelp.co.uk/?tut=42>
MCTs and PTs - <http://renhelp.co.uk/?tut=56>

Any help would be much appreciated!

Thanks,

Andy
