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Subject: Re: Custom Building - MCT invisible ingame?

Posted by [Spice](#) on Tue, 20 Dec 2005 18:28:39 GMT

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Well, i just had this problem with the Hand of nods barracks, I did nothing to fix it. In fact, after I reexported my interior, It was fixed.

Try reexporting the interior terrain. Possibley add a Manual VIS sample inside the building aswell. Do this by walking into the area in LE and pressing CTRL + ~.

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