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Subject: Re: Custom Building - MCT invisible ingame?  
Posted by [WNxCABAL](#) on Wed, 21 Dec 2005 16:24:23 GMT  
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Problems Solved.

For my building, I used the same naming convention as Westwood's models.  
I had 2 presets named the same, thus being ingame, but not visible.

Once I renamed the exterior, interior and the mct naming convention to one of my own, it began to work fine.

Thanks for your help you guys!

Andy.

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