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Subject: Re: 4.3 RC3, maps and DA  
Posted by [Gen\\_Blacky](#) on Fri, 27 Jan 2017 19:07:28 GMT  
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jonwil wrote on Thu, 26 January 2017 13:59 We are already shipping fixed mgagd\_ag\_2.w3d, mgwep\_ag\_4.w3d and mnatr\_mct.w3d files including the moved AGT damage aggregate fix mentioned in the above linked thread.

You guys on are on top of it. I like it.

jonwil wrote on Thu, 26 January 2017 13:59  
Not sure how to fix the missing MCT aggregate in the nod refinery.(which I believe is caused by a mis-named proxy in the w3d file)

Exactly.

jonwil wrote on Thu, 26 January 2017 13:59  
If anyone has any suggestions that don't involve re-exporting the maps from LE (which as mentioned before I dont want to do) please let me know.

I am playing with a few ideas we will see how it goes.

jonwil wrote on Thu, 26 January 2017 13:59  
Simply hex-editing the w3d file wont help since proxies are only read and dealt with in LE.

I didn't think about that. I hexed edited it for my custom stock maps forgot I re-exported the maps.

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