If you want to find the exact position/facing of, say, the Nod Refinery MCT (that is, the physics object that counts as the MCT and will take the extra MCT damage when hit), do this:


```
#include "buildingaggregateclass.h"
#include "buildinggameobj.h"
#include "matrix3d.h"

//somewhere in your code
BuildingGameObj *obj = Find_Refinery(0);
BuildingAggregateClass *ba = obj->Find_MCT();
Matrix3D tm = ba->Get_Transform();
Vector3 position = tm.Get_Translation();
float rotation = RAD2DEG(tm.Get_Z_Rotation());
```


Change the first line of code as appropriate to find the MCT for different buildings.
The position/rotation values you just obtained can be passed to Commands->Set_Position and Commands->Set_Facing as appropriate.

The values you get here should match exactly to what you would see if you opened up the .lvl file in LevelEdit and double clicked on the MCT object.