
Subject: MCT prefix - "making things blow up faster!"
Posted by [nastym4n](#) on Mon, 17 Nov 2003 16:04:54 GMT
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I have continued to make my own structures. I still have no problems doing this, I can export and build interior and exterior meshes, and rene picks them up fine.

However, in order to make it worth hitting the inside of buildings I need to get the MCT to work properly.

Take the GDI pp as the example:

I have named all the interior meshes (including the MCT) mgpwr#. Renegade is detecting these as interior meshes fine, but is counting the MCT as building interior.

What do I need to change to produce an operational MCT?
