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Subject: invisible mcts

Posted by --oo00o00oo-- on Sat, 14 Feb 2004 20:04:26 GMT

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i placed seperate mct models in a map to control the damage of the barx and hand. the mcts appear and work fine in a .pkg but the turn invisible when i make it a .mix. i searched and found a related topic and they way to fix it (as stated in that topic) was to make sure everything was named correctly. so i went back and double checked and everything was named accordingly. any reason why it would still turn invisible when making a .mix?

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