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Subject: MCT's appearing in CLE, but not in Renegade  
Posted by [WNxCABAL](#) on Mon, 20 Dec 2004 00:40:06 GMT  
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Can anyone help me with this frustrating bug I have with snowfight?  
I have just added MCT's all over the map, followed the below tutorial:  
<http://renhelp.co.uk/?tut=56>  
and some buildings do the job just fine, some don't for some reason.

for example, My Nod Refinery (custom made) has a prefix name called "ref" (how original ey?) I gave the MCT the prefix name.  
When I add it to the CLE, I place it to exactly where I want it to be, but, when I export it and launch the map in renegade, the MCT is totally invisible but displays 'Master Control Terminal' when you place the reticle over it.

Can anyone tell me what faults I could have made to have done this, and how to resolve it.

Snowfight is 99.7% complete (random number )  
I just need to get 3 buildings which have this bug sorted, which is then I can release it...

Any Help?

Cheers,

Andy

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Subject: MCT's appearing in CLE, but not in Renegade  
Posted by [SioxerNic](#) on Mon, 20 Dec 2004 08:05:26 GMT  
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You need to place that MCT prefix in RenX... Recheck the advanced building tutorial on <http://renhelp.com>

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