
Subject: Custom Building - MCT invisible ingame?
Posted by [WNxCABAL](#) on Tue, 20 Dec 2005 10:57:06 GMT
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Hey,
I've made my own building, of which is implemented into renegade using interior, door & mct proxies.
I got the proxies to work first time, aligned perfectly!
However, just when I thought I got the MCT to work perfectly, I ran into a little trouble..
Basically, the MCT displays fine in Level Editor, but ingame, its there, only invisible...(as you can see below..)

I'm a little confused as to why this is happening..?
I followed the two tutorials on renhelp (for MCT's) word by word, so I'm at a dead end now!
Advanced Building Tutorial - <http://renhelp.co.uk/?tut=42>
MCTs and PTs - <http://renhelp.co.uk/?tut=56>

Any help would be much appreciated!

Thanks,

Andy

Subject: Re: Custom Building - MCT invisible ingame?
Posted by [Spice](#) on Tue, 20 Dec 2005 16:03:24 GMT
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Can you see it at certain angles in-game? If so it's most likely a VIS problem.

Subject: Re: Custom Building - MCT invisible ingame?
Posted by [WNxCABAL](#) on Tue, 20 Dec 2005 17:32:13 GMT
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With it being in such a confind space of the MCT, its hard to do different angles, but I have tried as much as possible to see if it appears, but still nothing...

Subject: Re: Custom Building - MCT invisible ingame?
Posted by [Titan1x77](#) on Tue, 20 Dec 2005 18:07:08 GMT
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Im almost positive I had this problem when setting up the MCT's in C&C_Titanic

Just go over the presets very carefully and make sure you set them up right.....either the tutorial was missing something you needed to do.

If I can remember what the fix is...I'll be sure to post it.

If you want go ahead and extract the .ddb from my level and examine the MCT preset.

Subject: Re: Custom Building - MCT invisible ingame?

Posted by [Spice](#) on Tue, 20 Dec 2005 18:28:39 GMT

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Well, i just had this problem with the Hand of nods barracks, I did nothing to fix it. In fact, after I reexported my interior, It was fixed.

Try reexporting the interior terrain. Possibly add a Manual VIS sample inside the building aswell. Do this by walking into the area in LE and pressing CTRL + ~.

Subject: Re: Custom Building - MCT invisible ingame?

Posted by [Titan1x77](#) on Wed, 21 Dec 2005 13:36:31 GMT

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If he hasnt generated VIS ...a manual point will do nothing.

Make sure you name the preset the same name as the .w3d

Subject: Re: Custom Building - MCT invisible ingame?

Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 16:19:50 GMT

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"Vis" isn't an acronym you idiots... It's an abbreviation for visibility rendering.

Subject: Re: Custom Building - MCT invisible ingame?

Posted by [WNxCABAL](#) on Wed, 21 Dec 2005 16:24:23 GMT

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Problems Solved.

For my building, I used the same naming convention as Westwood's models. I had 2 presets named the same, thus being ingame, but not visible.

Once I renamed the exterior, interior and the mct naming convention to one of my own, it began

to work fine.

Thanks for your help you guys!

Andy.

Subject: Re: Custom Building - MCT invisible ingame?

Posted by [Spice](#) on Wed, 21 Dec 2005 18:13:34 GMT

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Aircraftkiller wrote on Wed, 21 December 2005 11:19"Vis" isn't an acronym you idiots... It's an abbreviation for visibility rendering.

Thanks for the heads up.
