
Subject: interesting bug in c&c_canyon

Posted by [Anonymous](#) on Thu, 09 Jan 2003 02:04:00 GMT

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The file mnref_ag_3n (contains the MCT animation stuff for the nod refinery) isnt being pulled in by the w3d file. There could be other bugs like this in other levels, anyone know of any?

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Posted by [Anonymous](#) on Thu, 09 Jan 2003 02:28:00 GMT

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That's in every fan made and official level...Except Glacier Flying and any of my recent maps. Why? Rename the proxy bone in the Nod Refinery to mnref_ag_3_n~ instead of mnref_ag_3n~Works wonders.

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Posted by [Anonymous](#) on Thu, 09 Jan 2003 16:31:00 GMT

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The bug is not with the proxy bone. Its acutally a typo on the presets tree...

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Posted by [Anonymous](#) on Thu, 09 Jan 2003 16:38:00 GMT

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No, it's the proxy bone. The proxy bone refers to mnref_ag_3n~The preset list refers to mnref_ag_3_n~They did that for some reason... But it works.
