Subject: MCTs
Posted by bisen11 on Tue, 03 Mar 2009 21:58:08 GMT
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I created a new building and the damage part of it works fine and all except on the part that's supposed to be the MCT. I looked at one of the building tutorials on renhelp and it said in the assign node name part to name it the base name and add #MCT . So that's what I did and it doesn't work. The only other thing I can think of is that I'm not using an inside mesh (or at least I'm not telling it what it would be) for the building but I wouldn't think that that should matter :/

Subject: Re: MCTs
Posted by Jerad2142 on Tue, 03 Mar 2009 22:07:32 GMT
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Whats the main building named (w3d name)?

Because if the name is too long the proxy won't be able to find the matching preset (you did make an mct preset right, and not just a w3d?).

Subject: Re: MCTs
Posted by bisen11 on Wed, 04 Mar 2009 02:10:18 GMT
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I made a a seperate g-max file for it but then I merged the whole building into my map. I didn't know I had to make w3d files for the building.