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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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Subject: invisible mcts

Posted by [Cpo64](#) on Sun, 15 Feb 2004 05:47:07 GMT

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Are they still targetable?

Are they invisable, or not there at all?

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Subject: invisible mcts

Posted by [--oo00o00oo--](#) on Sun, 15 Feb 2004 06:05:40 GMT

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.pkg = targetable, works fine, visible

.mix = targetable, works fine, invisible

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Subject: invisible mcts

Posted by [Cpo64](#) on Sun, 15 Feb 2004 06:08:39 GMT

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Is there any nameing conflicts that may be comeing into play?

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Subject: invisible mcts

Posted by [--oo00o00oo--](#) on Sun, 15 Feb 2004 07:01:26 GMT

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not that i can tell

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Subject: invisible mcts

Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 07:32:59 GMT

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You still proxied in the interior, didn't you? From what I recall that's conflicting with the interior mesh which is called mgbar#mct, and the game is responding by hiding it as if it never existed. Try changing the mesh name to mgbar#mct01.

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Subject: invisible mcts

Posted by --oo00o00oo-- on Sun, 15 Feb 2004 13:25:14 GMT

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ty ack, that did it. my mct are now visisble and work accordingly in a .mix format.

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