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Subject: little building problem  
Posted by [Nightcrawler](#) on Mon, 01 Mar 2004 11:52:49 GMT  
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i don't know where the light comes from. I made everything exactly as dante said but got a light in the middle of my building. Should it not be at the master control terminal??

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Subject: little building problem  
Posted by [Oblivion165](#) on Mon, 01 Mar 2004 12:10:55 GMT  
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You can have it anywhere you like, all it does is what it says. Adds light to areas, so you can move it over if you wish. but it won't effect your model any.

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Subject: little building problem  
Posted by [Nightcrawler](#) on Mon, 01 Mar 2004 12:13:08 GMT  
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oblivion165 You can have it anywhere you like, all it does is what it says. Adds light to areas, so you can move it over if you wish. but it won't effect your model any.

No i can't move it. That light comes from my w3d proxy called building\_ag\_2~. And if i delete that proxy my master control will be invisible

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Subject: Re: little building problem  
Posted by [Nightcrawler](#) on Mon, 01 Mar 2004 13:08:32 GMT  
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can some1 tell me how to add a MCT zones. Like Purchase Terminal Zones

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Subject: Re: little building problem  
Posted by [Nightcrawler](#) on Tue, 02 Mar 2004 17:07:30 GMT  
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I have a problem here so can some1 answer :rolleyes:

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Subject: little building problem  
Posted by [Oblivion165](#) on Tue, 02 Mar 2004 19:47:18 GMT

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Is the light grouped to anything?

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Subject: little building problem

Posted by [Beanyhead](#) on Tue, 02 Mar 2004 20:06:07 GMT

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have you done a compute light solve and check the box?

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Subject: little building problem

Posted by [Sanada78](#) on Tue, 02 Mar 2004 22:29:33 GMT

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I think it's because you haven't linked the light to the correct bone/ag or the MCT.

The same thing happens with tanks that have a muzzle flash. If you don't link the muzzle flash ag to the muzzle bone, then the flash will appear at 0X, 0Y, Z0 like you're seeing in the picture.

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