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Subject: MCT Mesh

Posted by [Sanada78](#) on Thu, 09 Sep 2004 20:58:16 GMT

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For the map I'm making, it has a Construction Yard (both teams). I've made a custom interior for them, but I'm having a problem with the MCT. Using the GDI ConYard as an example; the MCT has a proxy in the MGCON\_Int.W3D file. The proxy is called MGCon\_MCT and doesn't exist. I've therefore imported the MGBar\_MCT one and exported it. The problem is that I don't know what settings are needed for it to work. I have selected what I think they are.

These settings don't work and the MCT target box does not appear when I point the reticle over it. It also doesn't cause damage to the building when I shoot it.

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