
Subject: MCT Mesh

Posted by [YSLMuffins](#) on Thu, 09 Sep 2004 23:18:20 GMT

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There's your problem--the name of the preset MUST match the prefix specified in the building controller, which in this case appears to be "mgcon." There in the screenshot, it looks like r_mgcon, which just won't cut it.

Edit: In general, all of the preset names must follow this pattern: the name of the preset as defined in level edit has to match the mesh prefix specified in the building controller, or they won't be recognized.
