

---

Subject: Re: Blackhand Studios needs mappers for Core Patch 2

Posted by [danpaul88](#) on Sun, 12 Jun 2005 13:13:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

uhm..the MCT bug is probably just caused by the MCT meshes being named with the wrong prefix etc? That would be my first guess anyway...

---