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Subject: Re: C&C\_Grassland

Posted by [Zion](#) on Mon, 28 Aug 2006 21:23:32 GMT

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I got this prob whisl't aggregating the Soviet Barracks for Apoc Rising. It seems to be, that the buildings call boxes are calling for something it can't find, make sure that w3d (with CORRECT name) is in the presets tree or delete that call box.

From the error, this is what's causing the problem:

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal\_Set\_Animation("MNREF\_MCT.MNREF\_MCT")

Unable to find preset for placeholder MNREF\_AG\_3N.

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal\_Set\_Animation("MGWEP\_MCT.MGWEP\_MCT")

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal\_Set\_Animation("MNATR\_MCT.MNATR\_MCT")

Unable to find preset for placeholder MNATR\_AG\_3N.

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal\_Set\_Animation("MGBAR\_MCT.MGBAR\_MCT")

FAILED TO FIND ANIM IN

AnimCollisionManagerClass::Internal\_Set\_Animation("MNHND\_MCT.MNHND\_MCT")

I would reccommend finding these call boxes (press H in Gmax/Renx) and finding what preset they use.

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