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Subject: MCT model

Posted by [Titan1x77](#) on Fri, 23 May 2003 02:57:04 GMT

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i followed the MCT setup the way it said..and this happened...the MCT's are invisible in .mix...but i can see them in .pkg

I named them just as the buildings its self...MNREF, MGREF, MGBAR, MNHND

maybe they are conflicting?

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