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Subject: invisible mcts

Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 07:32:59 GMT

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You still proxied in the interior, didn't you? From what I recall that's conflicting with the interior mesh which is called mgbars#mct, and the game is responding by hiding it as if it never existed. Try changing the mesh name to mgbars#mct01.

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