Subject: MCT model
Posted by Titan1x77 on Thu, 22 May 2003 12:09:40 GMT
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Im looking for a MCT.w3d

Or do i just merge a MCT from a building and delete the rest?

Subject: MCT model
Posted by StoneRook on Thu, 22 May 2003 16:02:13 GMT
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http://members.aol.com/bumpaneer/setup.htm

Subject: MCT model
Posted by Titan1x77 on Thu, 22 May 2003 23:56:45 GMT
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Thanks!!

Gen havoc should add this to renhelp.

He's takin it over right?

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?

Subject: MCT model
Posted by laeubi on Fri, 23 May 2003 05:46:24 GMT
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use as temp instead of add, if you wanna do a map.

Subject: MCT model
Posted by Titan1x77 on Fri, 23 May 2003 08:13:41 GMT

i figured it out...i didnt change all the meshes to mgref and so on .....Cmon man you know i atleast know to temp!

BTW where do i find the settings to control the con-yards rate of repair?