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Subject: Re: mct in airstip

Posted by [Veyrdite](#) on Thu, 28 Aug 2008 10:11:37 GMT

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xpontius wrote on Thu, 28 August 2008 19:28 Speaking of MCTs, has anyone discussed fixing the graphical glitch on the Nod Refineries animations being absent for healthy buildings? That would require editing the W3D file and fixing the proxy name.

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