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Subject: My new map issues

Posted by [c0vert7](#) on Sun, 05 Nov 2006 15:49:01 GMT

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Ok I am working on a new map with a buddy of mine (stallion-david) I am doing the renx and helpign with level edit and he is designing and doing most the level edit stuff. ( I dont like doing stuff in level edit, building controllers, pts, ect.) Anyway, I am running into some animation and textureing issues on the map. First question is, How do I make text and add a picture onto an object? Second question, I made a chest that is animated to open on the top (which slides back) and the front (which slides to the left and right, 2 doors) It works fine but the door closes and opens way to fast. I need to figure out how to slow it down and to if possible to keep the door open while there in it. Cause its a walk in chest that can close u around it.

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