
Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [Yrr](#) on Sat, 15 Sep 2007 19:39:20 GMT
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I was just playing around with replacing whole maps server-side and I had the problem that doors did not work.

To resolve this problem, do not delete door tiles, but delete the doors from the terrain itself (as mentioned in the first post, some tiles are duplicates, and doors are some of them).

Alternatively you can set the terrain door's ID to the tile door's ID and remove the tiles.

I cannot automate that since I'd have to load the terrain W3D files, what is much work and I don't know anything about the .w3d file format.

Edit: This must be done for elevators, too.
