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Subject: Re: LevelRedit, a .mix to .lvl converter!  
Posted by [Slave](#) on Mon, 01 Oct 2007 20:27:18 GMT  
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Useful tool overall, but im kind of getting owned by a door issue on C&C\_Sand.

I first used method one, removing the terrain doors. But this way the harvester bays remained closed on unload.

So I started over and removed the tiles, giving the terrain doors the correct id.

Method 2 works great on every building exept for the HON. In 1p lan mode it runs perfect and opens like it is supposed to open. But as a client on a server, where both have the edited Sand.mix, the doors remain closed. You can lag through them, but it just isn't right.

So the 3rd thing i tried was removing both the terrain and tile doors for the Hand. But every single time, after leveledit reloads, the terrain doors are there again. When exporting to mix they remain closed ingame...

I'd appriciate it if you could look into this problem.

[edit]

I'll try disabling the terrain hondoors through the instances tab in leveledit, by simply unchecking them. I'll report in when I have results.

[edit2]

As soon as i uncheck them, they dissapear, but when saving or exporting the level, they show up again, even though they are unchecked. meh.

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