
Subject: Re: Online doors file name (ren)
Posted by [Scrin](#) on Sat, 08 Dec 2007 08:49:17 GMT
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YSLMuffins wrote on Fri, 07 December 2007 20:35: Doors are actually called by a proxy, so they are all replaceable. However, Renguard rejects w3d changes unless approved, so it does complicate things. If you can open a gmax scene that has the multiplayer buildings on it, you should be able to find the proxy that calls the model.

I can't check at the moment, but my hunch is that it's mp_door* or something like that.
ty to deleted SK's scap
also thanks for help, its mldr_0.w3d
