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Subject: Re: [Release] SSDM + SSHTP full package  
Posted by [EA-DamageEverything](#) on Sun, 27 Apr 2008 22:24:06 GMT  
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ARGH! I know why doors and gates are solid! This is because I removed the .isd files after being told that only the .idd would be necessary to get a modified map to work. It seems that it doesn't.

For the spawnpoint, I will check it again in LE tomorrow. Give me 24h to re-mod the sp maps and the downloads will be replaced then by new ones.

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