

---

Subject: Doors to maps

Posted by [Altzan](#) on Mon, 22 Dec 2008 02:56:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have a .gmax file of part of a level I'm making (deathmatch, no buildings). I have a W3D and .gmax of a working door I made. My question is: how do I put those doors in the map? Should I merge the gmax door into the level, or should I manually add each door in leveledit?

---