
Subject: Re: I have an idea, can it be done?

Posted by [_SSnipe_](#) on Sun, 18 Jan 2009 06:56:51 GMT

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piotrkol1 wrote on Sat, 17 January 2009 22:52 Alright so I've tested the map out and there's a few problems:

1.) For some reason none of the doors are workin in the HON. They don't open/close you just kinda glitch your way through them and it makes the game seem pretty sloppy. Anyone know how to fix this?

2.) For the script JFW_Vehicle_Buy_Poke how do i determine where the vehicle appears when it is bought? Because there isn't anything in the script that you fill in for that.

Ya the door thing, If i remember theres two ways and one is the right way (cant remember)

way 1: dont add one of the files .lsd or .ldd cant remember into the mix after editing

way 2: add one edited file (again dont know if its the ldd or lsd) into the mix and which ever that one is, the other one leave the default one in mix while putting that edited one into data

so just if its lsd then put the edited ldd into mix and the edited lsd into data while the mix has the original lsd

i think mad rocks knows
