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Subject: Re: animated damageable objects

Posted by [Jerad2142](#) on Sun, 16 Mar 2014 19:24:15 GMT

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Do you want the door to open in close? And do you want it to re-spawn.

Pretty sure you'll have to do it as a simple object no matter how you go about it. And this object will most likely need a script and script zone, unless simple object has the door physics type and you can get that to work.

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