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Subject: AKK: elevators, doors, ect. -- could you please help?

Posted by [dufis791](#) on Mon, 22 Dec 2003 21:11:49 GMT

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alright, how are doors and elevators done? is it an animation in gmax, or what? and even then, how do you get them to open at the correct moment? im new to mapmaking, i have a fair map going, but no doors ect...just doorways. any help would be appreciated. thanx in advance.

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