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Subject: Doors

Posted by [Brandon](#) on Sun, 01 Oct 2006 22:38:55 GMT

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I'm using the original terrain of M08 (before westwood turned it into a co-op campaign). I'm trying to find the Jail Doors that open and close and I'm trying to stop old terrain pieces from coming back but need some help. Everytime I load up my lvl file the terrain I deleted comes back, how do I permanently get rid of it? And if anyone knows where the opening and closing jail doors are please let me know.

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Subject: Re: Doors

Posted by [Zion](#) on Sun, 01 Oct 2006 22:52:16 GMT

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You cannot delete terrain that is called with boxes when the map loads, since the call boxes are still there. It's just not possible without getting the original .gmax file from Westwood and deleting the call boxes.

And try looking in the Doors section of the Tiles branch in LE.

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Subject: Re: Doors

Posted by [Brandon](#) on Sun, 01 Oct 2006 22:56:47 GMT

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Well that sucks, as for the jail doors I give up. There's more and more but I decided I'd use the Level 2 Security Jail Doors instead 0.0

I'll just finish the terrain last then so I don't have to waste more and more time every beta test.

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