
Subject: Problem with M10 doors serverside
Posted by [piotrkol1](#) on Sun, 08 Jul 2007 02:51:41 GMT
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I'm having a problem with the doors on M10 for serverside. I'm using the westwood M10 level edit file for this and for some reason in game the doors don't open or close and you just sort of get teleported through them. And no, I didn't delete the doors in level edit. I've also noticed this same problem on other M10 serverside maps. Does anyone know how to fix it so the doors work normally?

Subject: Re: Problem with M10 doors serverside
Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 02:59:23 GMT
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hmm i wonder if thsi problem is related to the problem i had with citys and walls flying where doors did not work due to missing files

Subject: Re: Problem with M10 doors serverside
Posted by [Ivan275](#) on Sun, 08 Jul 2007 22:54:07 GMT
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doors, you mean the building doors or the large gates? Well depending on the way you make the map... do you have all the door w3d files in your map.mix file or in the data folder?

Subject: Re: Problem with M10 doors serverside
Posted by [piotrkol1](#) on Mon, 09 Jul 2007 04:28:25 GMT
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I meant the building doors. It works fine in single player just when i add the serverside files from level editor its all messed up.
