
Subject: Online doors file name (ren)
Posted by [Scrin](#) on Tue, 04 Dec 2007 20:50:52 GMT
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ok texture for single/wol/lan doors is nod_tridoor1.dds
i need to know doors w3d file name in always.dat
i cant find it by myself, i need help with it,cos this crap reflection doors is boring

Subject: Re: Online doors file name (ren)
Posted by [Gen_Blacky](#) on Wed, 05 Dec 2007 03:04:29 GMT
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have fun

Subject: Re: Online doors file name (ren)
Posted by [Dreganius](#) on Wed, 05 Dec 2007 10:46:19 GMT
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Well holy fuckbuckets... there's like a door for every building in always.dat! take your pick.

Subject: Re: Online doors file name (ren)
Posted by [Scrin](#) on Wed, 05 Dec 2007 15:59:29 GMT
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Dreganius wrote on Wed, 05 December 2007 04:46Well holy fuckbuckets... there's like a door for every building in always.dat! take your pick.
i cant find w3d door file (lol in multiplayer any building got this doors)
here pic ffs, for those who dont know what i talked about
i realy need to know that damn w3d file name
<http://img468.imageshack.us/img468/5025/doorsrj5wm4.jpg>

Edit by YSL: Please link to images that stretch out the tables.

Subject: Re: Online doors file name (ren)
Posted by [Scrin](#) on Fri, 07 Dec 2007 11:02:54 GMT
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up

Subject: Re: Online doors file name (ren)

Posted by [BlueThen](#) on Sat, 08 Dec 2007 01:16:34 GMT

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Your radar changes in almost every pic...

Subject: Re: Online doors file name (ren)

Posted by [YSLMuffins](#) on Sat, 08 Dec 2007 02:35:04 GMT

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Doors are actually called by a proxy, so they are all replaceable. However, Renguard rejects w3d changes unless approved, so it does complicate things. If you can open a gmax scene that has the multiplayer buildings on it, you should be able to find the proxy that calls the model.

I can't check at the moment, but my hunch is that it's mp_door* or something like that.

Subject: Re: Online doors file name (ren)

Posted by [Scrin](#) on Sat, 08 Dec 2007 08:49:17 GMT

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YSLMuffins wrote on Fri, 07 December 2007 20:35
Doors are actually called by a proxy, so they are all replaceable. However, Renguard rejects w3d changes unless approved, so it does complicate things. If you can open a gmax scene that has the multiplayer buildings on it, you should be able to find the proxy that calls the model.

I can't check at the moment, but my hunch is that it's mp_door* or something like that.

ty to deleted SK's scap

also thanks for help, its mpdr_0.w3d
