Subject: Level Edit Door Problem
Posted by Gen_Blacky on Sun, 21 Dec 2008 08:28:29 GMT
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I remade a default westwood map and everything works besides the doors. In lan mode the doors work fine in multiplayer they don't work. Does anyone know how to solve this problem ?

http://img387.imageshack.us/img387/9186/screenshot04kx0.png

Subject: Re: Level Edit Door Problem
Posted by RedOne on Mon, 22 Dec 2008 16:10:41 GMT
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Gen_Blacky wrote on Sun, 21 December 2008 02:28I remade a default westwood map and everything works besides the doors. In lan mode the doors work fine in multiplayer they don't work. Does anyone know how to solve this problem ?

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Dont know if this is the sollution. I just started self on doors. But don't you need the objects.dbb (or .aow) on the multiplayer server from the mod map of LE?? Dont forget to rename to somethingdifferent then .ddb

Greetings

Rene

Subject: Re: Level Edit Door Problem
Posted by mrÃ£Ã§Ä·z   on Mon, 22 Dec 2008 16:13:41 GMT
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Wanna have my serverside door script? works on multiplayer

Subject: Re: Level Edit Door Problem
Posted by Gen_Blacky on Mon, 22 Dec 2008 18:48:39 GMT
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what does it do ?

Subject: Re: Level Edit Door Problem
Posted by GEORGE ZIMMER on Mon, 22 Dec 2008 18:56:09 GMT

Either place the normal door presets (Located under Tiles>Doors>Security doors>door_0 or something like that I think), or as said, make your own doors that work.

It may have placed broken doors there or something, I dunno. Make sure the presets are right.

Subject: Re: Level Edit Door Problem
Posted by Reaver11 on Mon, 22 Dec 2008 21:00:26 GMT

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How did you remake it?

The doors are storred in the .lsd file. I dont know what you have edited to the map but waht should fix it is by placing the original .lsd file in the map. (in the mix or your data folder or servers data folder)

Subject: Re: Level Edit Door Problem
Posted by Gen_Blacky on Mon, 22 Dec 2008 21:39:19 GMT

yea i got them working just deleted them and remade them didn't think it would woorks because the doors are part of the map .w3d

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