
Subject: door has strange behavior - please help
Posted by [Goltergaul](#) on Wed, 14 Apr 2004 19:28:36 GMT
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i have two basedoors on my map and they funktion how i want them to do (when i host myself) buuuut when a friend host this map on a dedicated server the door dont open. You run against it and a short time later you can walk trough it like a ghost through walls. the door seems to open but its not shown on the players display *confused*

and sometimes it funktioniert normally... also now im so confused about this problem and i dont know what to do :/
someone has a idea?

edit: if noone has an idea, i want to have a "laser" door that stopps projektills. do someone have a texture to let this laser-area look good (something like the stealth texture)
