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Subject: Yay! More questions!

Posted by [SuperMidget](#) on Mon, 28 Feb 2005 20:09:06 GMT

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Doors:

I need a 'jail cell' style door that opens when you pick up a certian key card. I know how to make key spawns, but I don't know what do to to make that type of door, as well as it to open with the key, is there anything special I have to do for the key card spawner? (scripts?) Please give me a better understanding

Roof + Floor:

In RenX, I am making a two storey building. I make a polygon and the camera shows that it is there. Then when I go under it, it vanishes! I think this is normal, to let you see through it, but I've done this before, and in LevelEdit, and when you actually play it, there is no visible polygon. What's the dealio?

I need this information stat. Thanks peeps.

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