
Subject: LevelEdit Sounds + Lighting Help
Posted by [SuperMidget](#) on Fri, 04 Mar 2005 16:55:18 GMT
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I figured it out

BUT:

Now I need to add glass on the swinging door.

Glass= box with glass as material, hidden

when i attach the glass to the actual door (which is required in order to move it all 90degrees) a window pops up with 3 options (material+ID and that sorta stuff). Which one do I choose if I want everything I attach to the main door to keep its original properties?
