Subject: Base Gates in SP maps
Posted by ghostSWT on Wed, 20 Apr 2005 21:05:54 GMT

m02, m03, m08, m10 all have large gates some open when you get near them and some of a switch poke, does anyone know a way to make them work?

Like if i host m03 and I'm the only one in game the gates work fine 4 me, but once someone joins or i die they kind of stop working...
do i add a script zone around the gate and attach some script?
do i attach the script to the gate?
do i add something to the gate in gMax?