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Subject: Re: .lsd file causes doors not to open  
Posted by [sycar](#) on Mon, 04 Sep 2006 20:08:37 GMT  
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yes .ldd and .ddb are both in there. i put them in on all my maps. but this specific one ive used waypaths in and the only way i could get the waypaths to function correctly was to put the lsd file in the server. On this current map, no it doesnt crash it, just causes the door error.

Any ideas?

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