
Subject: Re: My new map issues

Posted by [Jerad2142](#) on Wed, 08 Nov 2006 22:53:56 GMT

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If your talking about time look below. But if you are talking about the doors closing when you are in between them you will have to work on the zones. You can do that through the "Zones" tab, make sure the zone is in between the doors where you could stand.

File Attachments

1) [doorclosedelay.png](#), downloaded 386 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

Edit object

General Physics Model Settings Dependencies Zones



Physics Type: DoorPhys

Settings

Shadow Settings

ShadowDynamicObjs

ShadowIsAdditive

ShadowIgnoresZRotation

ShadowNearZ 0.500

ShadowFarZ 5.000

ShadowIntensity 0.500

LockCode 0

CloseDelay 2.000

OpenSoundDefID Doors Opening Test Twiddler

OK

Cancel

OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\havoc\FullMoon.tga

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\FullMoon.tga

Ready

Camera (0.00,0.00,80.00)



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