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Subject: Doors & Scripts

Posted by [bat66wat6](#) on Sat, 29 Sep 2007 04:15:55 GMT

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I have only been using levelEDIT for about 4 months now but im getting pretty good at it i think. Anyway, i have tried on several occasions changing the doors in Certain buildings lock codes(So you need a Card) i can do this no problem but the PowerPlant for example does not have specific doors, the same Type of door is used in the Airstrip, so that's locked 2!

I have tried to remove the normal boring Miltiplayer doors and replace them with the Coloured (Security) doors from Presets>Tiles>Doors> but when i click make in levelEDIT they do not appear! What do i need to do to replace the doors for the ones i want?

If it involves something called GMax i do not have it and W3dView i have no idea how to use!

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P.S: Is it possible to make some sort of a script so that only one type of character can go through a certain door? It may come in handy to me in the future for any mods i wanna make....

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