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Subject: Re: Online doors file name (ren)

Posted by [YSLMuffins](#) on Sat, 08 Dec 2007 02:35:04 GMT

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Doors are actually called by a proxy, so they are all replaceable. However, Renguard rejects w3d changes unless approved, so it does complicate things. If you can open a gmax scene that has the multiplayer buildings on it, you should be able to find the proxy that calls the model.

I can't check at the moment, but my hunch is that it's mp\_door\* or something like that.

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