Hi Before I tell what my problem is I tel you what I did.

1. Renx: Made My doors. Did it like I read in the door tut on renhelp.

2. Because it has to be a glass door I made it like glass (From the faq ren help.net)

3. LE : Also from the tut-doors in tile I made the door. Give the zones etc etc

4. I placed the door where I want it to be used.

5. Export mix in Le. Copied the map to my FDS. Copied objects.ddb to data folder server. Renamed to objects.aow.

Q1: When i want to load the map by LAN (1 player etc etc) it crashes on loading. Waht is wrong

Q2: When I Play on FDS it works til I come in the triggerzone. Then the game crashes clientside. What is wrong.?

I also did put an readymade door (qht_door) in the map and this works perfect.

I retried it on several ways but I cant find where I did go wrong

Please help. I want to finish the map in a few weeks.

Working animated door in Renx

Exportfilename

Exportsettings

LE Settings

The glass door

The glass wall where the door had to fit in. (dont mention the with messes. I am not ready whit texturing) Had some problems with boolean. Without textures it works better then with.

The sub I made. I also tried without subs or in the root of tilesub.

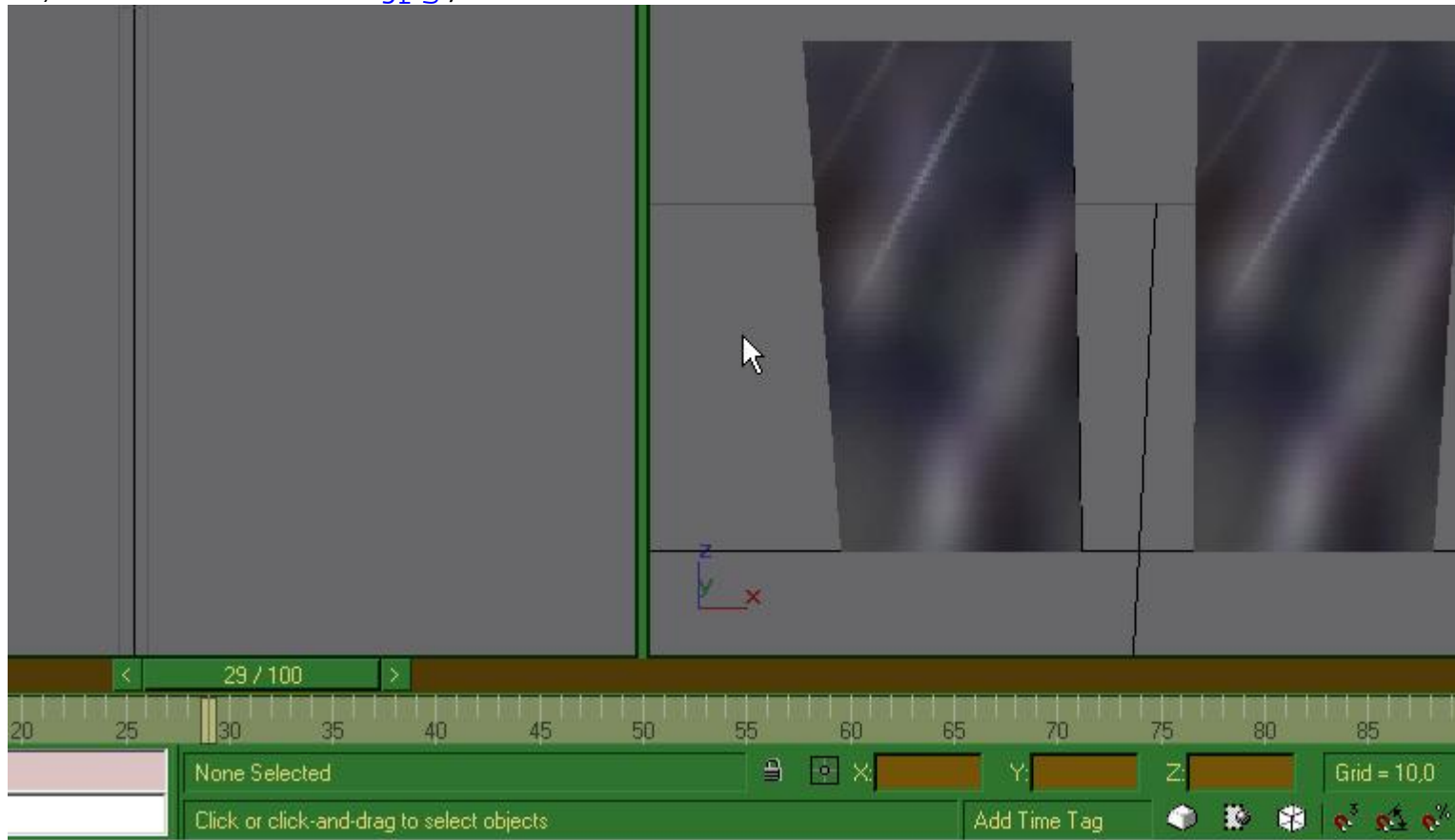I hope somebody can tell me where I did go wrong.

Thanx

GrTz Red

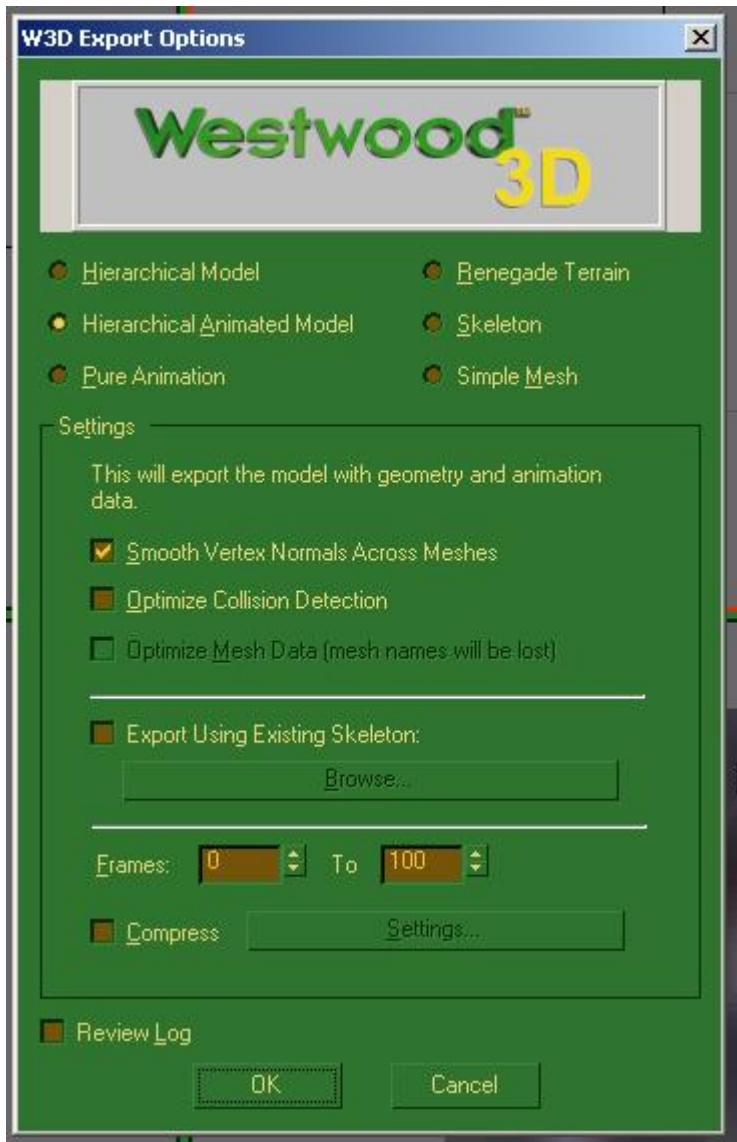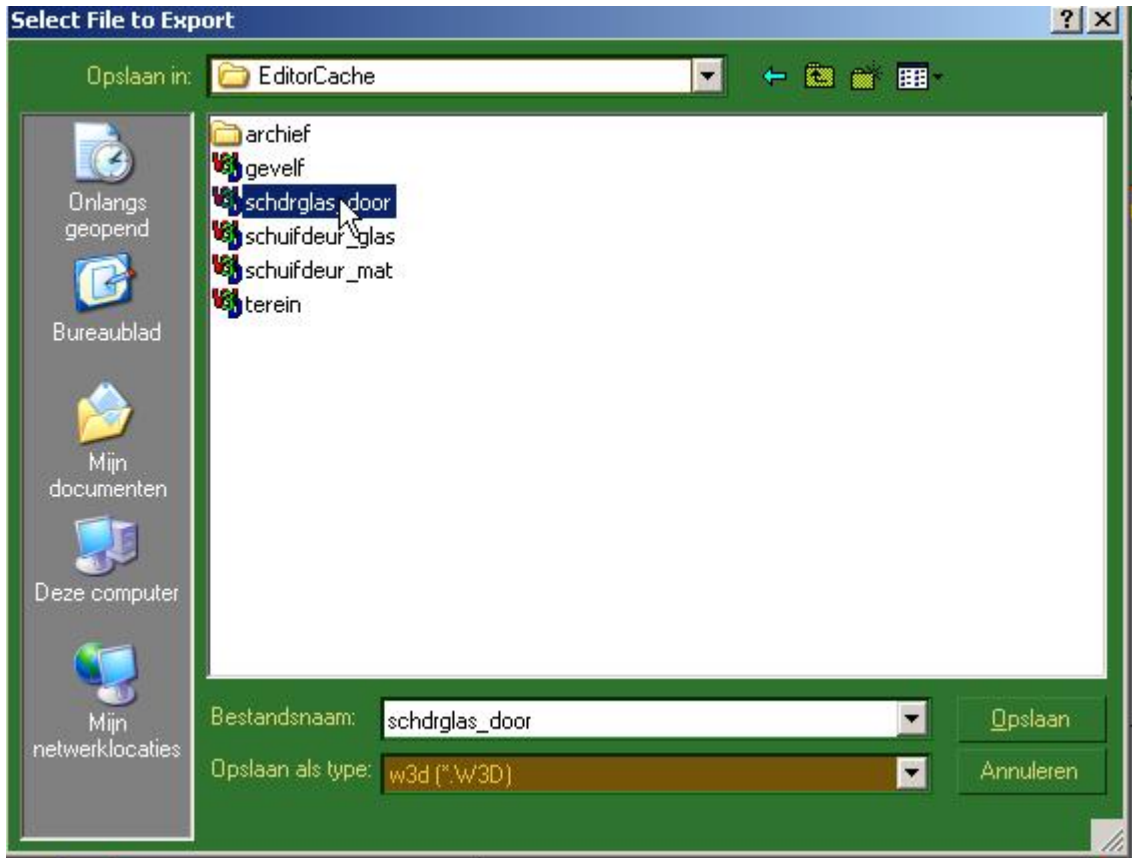PS I will make another topic with more prtscns for those who want to see

File Attachments

1) ScreenShot008.jpg, downloaded 360 times

2) ScreenShot007.jpg, downloaded 355 times

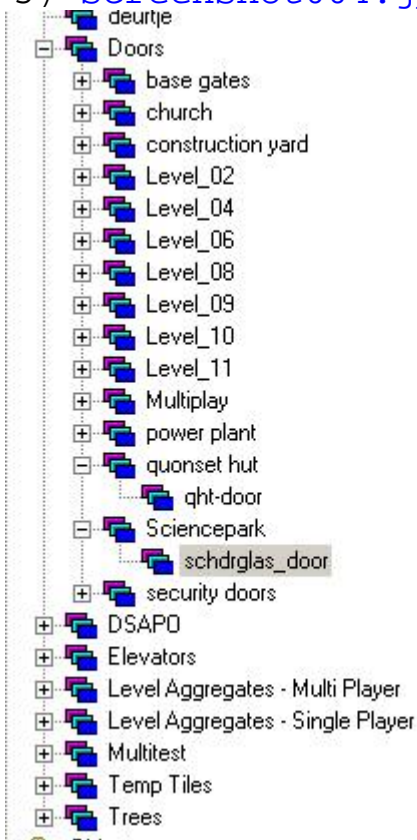3) ScreenShot006.jpg, downloaded 355 times
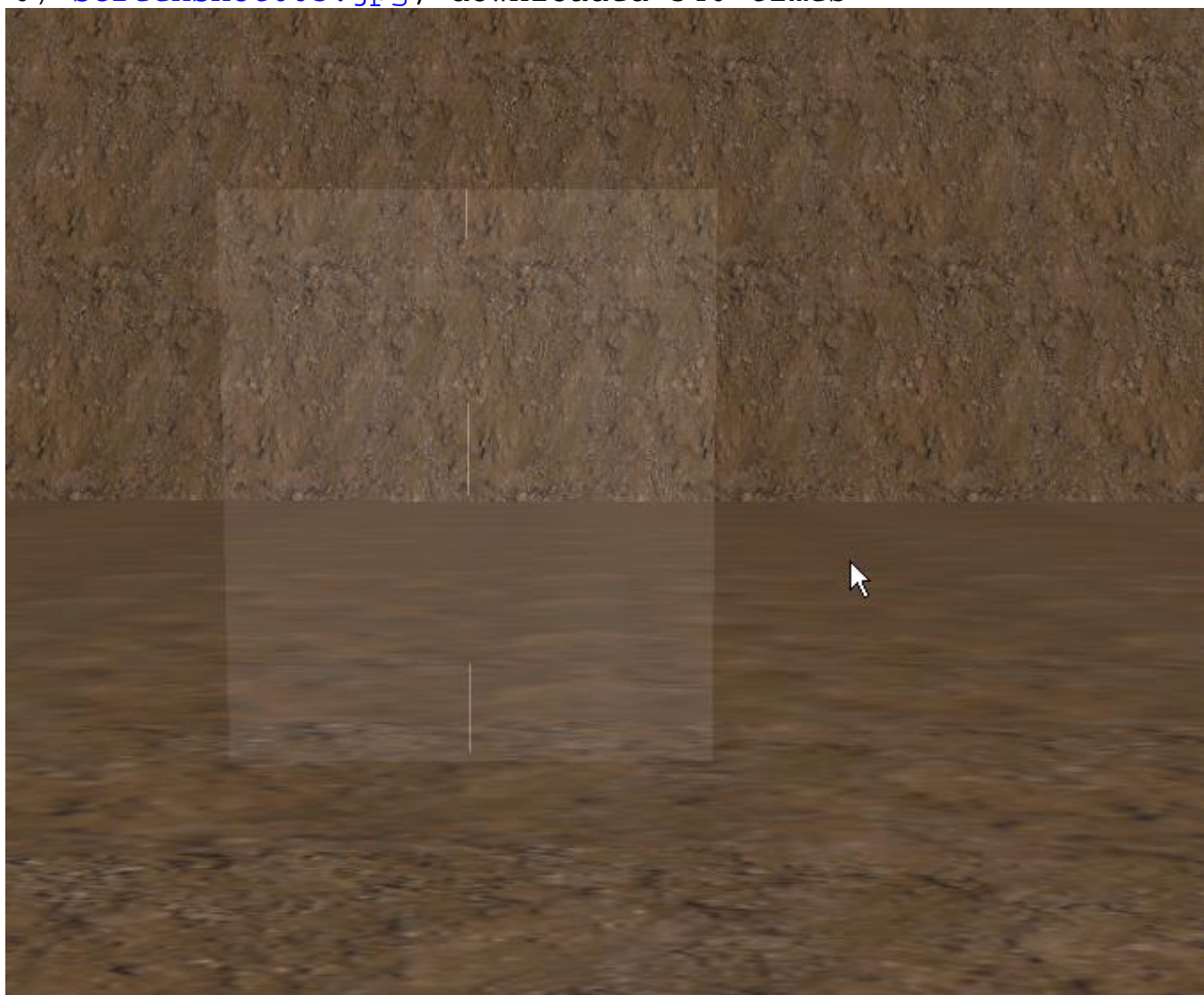
4) ScreenShot005.jpg, downloaded 346 times

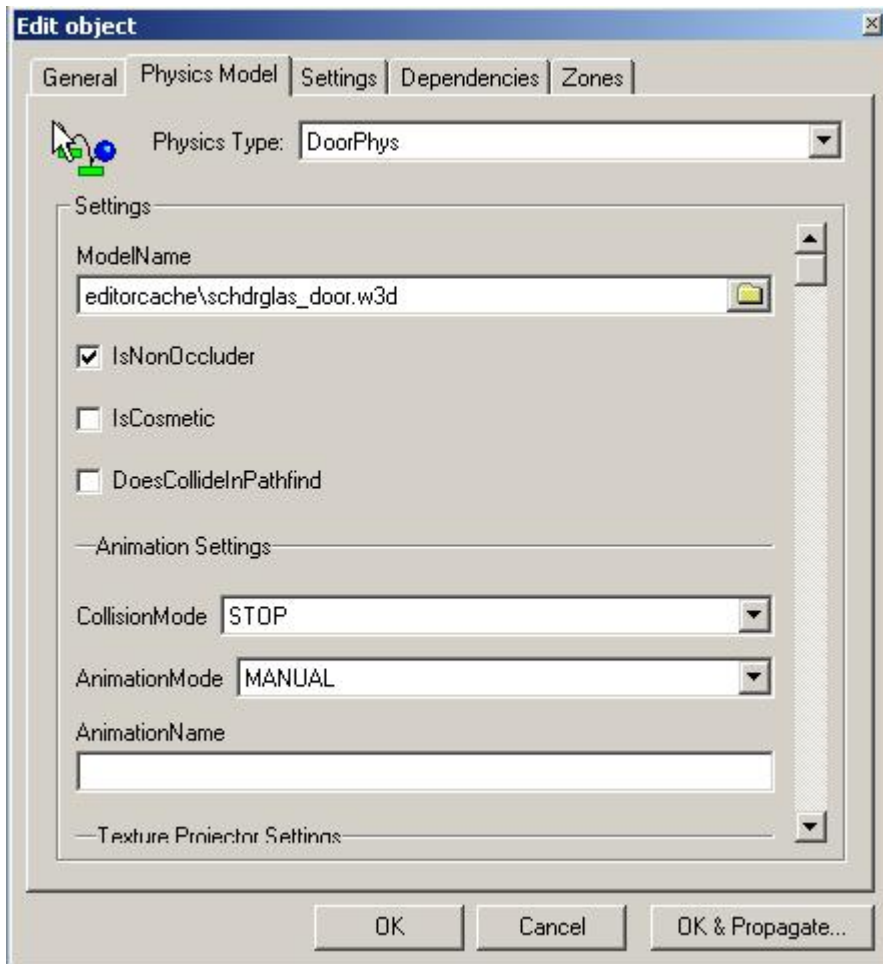5) ScreenShot004.jpg, downloaded 361 times

6) ScreenShot003.jpg, downloaded 346 times

7) ScreenShot002.jpg, downloaded 346 times

8) ScreenShot001.jpg, downloaded 356 times

Edit object

General | Physics Model | Settings | Dependencies | Zones

Name: schdrglas_door

ID: 40960033

Comments:

OK | Cancel | OK & Propagate...