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Subject: Re: Doors to maps

Posted by [Altzan](#) on Mon, 22 Dec 2008 06:01:46 GMT

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Dthdealer wrote on Sun, 21 December 2008 23:35 Double click on the door instance on your map. Now go to the last tab of its properties, and manually set its position.

In LE? Ok, that makes sense, thanks

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