
Subject: Basegates and walls

Posted by [Fear](#) on Mon, 30 Jan 2006 14:42:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

i tried to make basegates and the walls next to it but when i start the serv it doesnt work in there.
please can someone help me ???

Subject: Re: Basegates and walls

Posted by [JRPereira](#) on Mon, 30 Jan 2006 22:15:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

can you be more specific?

Subject: Re: Basegates and walls

Posted by [JeepRubi](#) on Mon, 30 Jan 2006 22:18:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Please

Subject: Re: Basegates and walls

Posted by [rm5248](#) on Mon, 30 Jan 2006 22:20:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think he means that the gates don't open when he plays the map. I suppose that you have to use a script to determine when the gate will open?

Subject: Re: Basegates and walls

Posted by [WNxCABAL](#) on Mon, 30 Jan 2006 23:14:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

A Base Gate is just a door, in Renegade terms.

Doesn't really need any scripting unless you wanted it to do something other than it is intended to do.

Subject: Re: Basegates and walls

Posted by [JRPereira](#) on Tue, 31 Jan 2006 00:04:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

He will need to define the zones to open the door though.

Pro tip - use invisible doors as sound triggers by assigning different sounds to the door when it opens.

Subject: Re: Basegates and walls
Posted by [FeaR](#) on Tue, 31 Jan 2006 01:40:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

no i ment to get them to work serverside,bc when i add them from the presets in lvledit they appear on the map,but when i save it and upload it,they dont appear ingame
