Subject: [Help] Doors server-side
Posted by Brandon on Sat, 22 Dec 2007 04:35:10 GMT
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I want to create a door that'll move server-side, like on the A T L 4 N T I S server. Could someone help me. I know how to make tiles server-side I just can't get doors to move or be animated.

Subject: Re: [Help] Doors server-side
Posted by cnc95fan on Sat, 22 Dec 2007 11:52:51 GMT
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Look through the tiles on LE and find the model name. Then go to your map in RenX or 3DS and add a box 1x1x1 and give it the name of the door tile.

Subject: Re: [Help] Doors server-side
Posted by Zion on Sat, 22 Dec 2007 15:35:40 GMT
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That's not serverside.

I'm not sure how to get doors to animate serversided, i just know that they physically open but look closed. You can still walk though them, but you 'jump' (lag, your client thinks they're closed but the server says otherwise) through them.