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Subject: m08

Posted by [Fr3EdOm](#) on Tue, 10 Mar 2009 23:28:22 GMT

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Back to modding mission maps for the WGC crew, (wittebolx). And i have a problem with my newly edited map m08, specifically with the doors. They dont open. People "glitch" or "ghost" through them. I would like to get them working again, just dont know how, any ideas? TY in advance!

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Subject: Re: m08

Posted by [IronWarrior](#) on Wed, 11 Mar 2009 02:17:21 GMT

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Hmm, that is the big house map I think, I asume you are talking about the doors at the barracks?

If you work that out, please share how.

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Subject: Re: m08

Posted by [Fr3EdOm](#) on Wed, 11 Mar 2009 02:32:17 GMT

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nope, it is in the prison camp area. The doors simply do not open. Can someone please help with this! Cmon renegadeforumns do your magic!

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Subject: Re: m08

Posted by [Reaver11](#) on Wed, 11 Mar 2009 08:53:09 GMT

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Do not change the original .lsd file. If you modify it it can cause the doors to glitch.

What you can always do is extract the original m08.lsd and put that in your server data folder.

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Subject: Re: m08

Posted by [Fr3EdOm](#) on Wed, 11 Mar 2009 19:14:14 GMT

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thanks much bro, ill post back in a little bit to see if that is what was wrong with it. Brand new .lsd here i come!

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Subject: Re: m08

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Posted by [Fr3EdOm](#) on Thu, 12 Mar 2009 03:06:58 GMT

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yep it worked, you saved me a lot of work trying to redo it lol. Thanks again Reaver11.

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Subject: Re: m08

Posted by [Reaver11](#) on Fri, 13 Mar 2009 09:00:42 GMT

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No problem

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