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Subject: Door Glitch on my first map

Posted by [xpontius](#) on Fri, 08 Aug 2003 22:37:14 GMT

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If anyone has downloaded pacific, you might see some doors with a double image where you have to press e to get through(thats what i did to get by)

Currently I have no idea why this is. Its pretty much the regular door opening correctly but also with a copy that is locked. Its pretty annoying but livable although i would like to update it and fix it. If any body can tell me what they think thatd be good. In level edit i had to delete the doors to put vis points while the trees and those other objects were visible so I could get most of the vis errors. Then i undid the delete, I think that might have something to do with it...

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Subject: Door Glitch on my first map

Posted by [Jaspah](#) on Sun, 10 Aug 2003 12:55:57 GMT

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Leave it, It makes it more realistic!

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