
Subject: Re: My new map issues

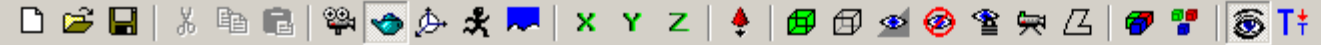
Posted by [Jerad2142](#) on Wed, 08 Nov 2006 22:53:56 GMT

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

If your talking about time look below. But if you are talking about the doors closing when you are in between them you will have to work on the zones. You can do that through the "Zones" tab, make sure the zone is in between the doors where you could stand.

File Attachments

1) [doorclosedelay.png](#), downloaded 495 times



Edit object

General Physics Model Settings Dependencies Zones

Physics Type: DoorPhys

Settings

Shadow Settings

- ShadowDynamicObjs
- ShadowsAdditive
- ShadowIgnoresZRotation

ShadowNearZ 0.500

ShadowFarZ 5.000

ShadowIntensity 0.500

LockCode 0

CloseDelay 2.000

OpenSoundDefID Doors Opening Test Twiddler

OK Cancel OK & Propagate...

Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\FullMoon.tga