Subject: Re: Help pls!
Posted by hego64 on Thu, 16 Jun 2011 21:25:49 GMT
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Ok I found my problem...the presets I had been using (plxy_door, big_door, dsp_gdicapped, and pow_midbagwall) were all under the tile menu in LE. Those apparently don't work. So today I used only objects from the objects menu and everything worked fine. Thanks for all your help guys!

One last thing though. Is it possible for a teleporter that I made to work both ways? So I don't have to have 2 separate ones for back and forth?

Hego64