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Subject: Interior Elevator Problem

Posted by [Generalcamo](#) on Tue, 19 Jun 2012 14:34:33 GMT

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Alright, so recently I was trying to fix up a map for release. However, I notice something really weird. I am using the unused interiors, the ones with the elevators. The elevators have a strange model. They look like the regular elevators. Except they have no collisions, always have the lights on, and the screen above has texture problems.

Could anyone identify this problem?

EDIT: After 6 weeks, SIX WEEKS, of not working, it decides to fix itself. I am going to start finishing that map up and release it.

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