Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by Slave on Tue, 18 Sep 2007 21:11:44 GMT

Yrr wrote on Sat, 15 September 2007 14:39
Alternatively you can set the terrain door's ID to the tile door's ID and remove the tiles.

I'm guessing this is the closest to the official way, where doors are part of the terrain? Or am I wrong? Ty.