Gen_Blacky wrote on Sun, 21 December 2008 02:28I remade a default westwood map and everything works besides the doors. In lan mode the doors work fine in multiplayer they don't work. Does anyone know how to solve this problem ?

http://img387.imageshack.us/img387/9186/screenshot04kx0.png

How did you remake it?

The doors are storred in the .lsd file. I dont know what you have edited to the map but waht should fix it is by placing the original .lsd file in the map. (in the mix or your data folder or servers data folder)