Subject: Base Gates in SP maps
Posted by ghostSWT on Wed, 20 Apr 2005 21:05:54 GMT
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m02, m03, m08, m10 all have large gates some open when you get near them and some of a switch poke, does anyone know a way to make them work?

Like if i host m03 and I'm the only one in game the gates work fine 4 me, but once someone joins or i die they kind of stop working...
do i add a script zone around the gate and attach some script?
do i attach the script to the gate?
do i add something to the gate in gMax?

Subject: Base Gates in SP maps
Posted by Fleetatks on Sat, 30 Apr 2005 14:00:04 GMT
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If you know how to edit maps...which i dont.... you can add like a stair case over it like a server i was in

Subject: Base Gates in SP maps
Posted by reborn on Sat, 30 Apr 2005 14:11:01 GMT
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hermoid you was in his server

I am really sure that the gates animation is controlled client side, wilo from st0rmhosting once had it working i think possibly, but god knows how he done it, best bet is to ask him at ts.stormhosting.net on his teamspeak there he is often known as Asuka.