Subject: Door problem for a hallway in a room
Posted by Titan1x77 on Mon, 31 Mar 2003 05:30:49 GMT
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ive started work on a new map....its a multi floored building and im having a problem when a door is going to open.....i want to place two hallways right next to each other and cant have the door open to verticly or horizontally....is there a way to animate it so when the door opens it vanishes and comes back?

Heres a pic if u dont get what i mean

http://www.n00bstories.com/image.fetch.php?id=1218036226

Subject: Door problem for a hallway in a room
Posted by Doitle on Mon, 31 Mar 2003 12:38:25 GMT
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Have em open <-|-> Like that and it will be fine. Then they won't slam each other.

Subject: Door problem for a hallway in a room
Posted by Titan1x77 on Mon, 31 Mar 2003 21:29:45 GMT
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but they will open into the room surronding them....i think ive figured out a way to solve this problem.

Remember there will be a floor above them and below them.