

# Changing doorpositions and dooranimations

If you want to change the position of doors you have to find the right place in your files to edit them. You'll find them whether in .msh, .mdl, .grp files

I've attached 2 screenshots in which you can see the right entrees to search for.

I hope this will help you to bring more modells with dooranimatins into the game.

In my second sceenshot you'll find the position of all doors.

To change all doorposition you have to change the values under lod\_0\_door1, lod\_0\_door2, lod\_0\_door1, lod\_0\_door2

If you have questions, please feel free to ask. I'll add further information to this entree if needed. Big thankyou goes to "mediziner" for helping me understand the door animations