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