Subject: Re: scripts.dll 2.4
Posted by Napalmic on Tue, 31 Jan 2006 03:40:00 GMT

Buckery wrote on Mon, 30 January 2006 19:16I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And she opens.

There's been four added toggle door scripts since 2.2 now? And some include requiring a key to open.