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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Fri, 08 Aug 2003 20:42:49 GMT

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Yeah you should be able to grant more than 3. The rest are interanl keys used in singleplayer for door locks and things. These haven't been tested in multiplayer but I see no reason why they shouldn't work. You can make people start with a granted key but weather you can spawn a key that is greater than 3 is another think. Check the keycard preset (trace it back from the spawner).

\_General Havoc

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