Subject: Found Something Interesting...
Posted by Burn on Wed, 22 Dec 2004 03:57:55 GMT
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I found some line of code in the object editor in the Commando Editor. There's a line that says, "LockCode."

I suppose this means the door will only lock for one team- GDI or Nod, or anything more specific. I searched around for information on it, but found nothing. Would anyone happen to know how you use it?

Subject: Found Something Interesting...
Posted by laeubi on Wed, 22 Dec 2004 10:09:09 GMT
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That are use for Key cards. in SP for example you ahve LockCode 1 = Green
2 = Yellow, 3 = Red
The stupid thing is that Red is jsut for Red... and don't include Yellow and Green... but thats jaut a small issue I think.

Subject: Found Something Interesting...
Posted by Nightma12 on Wed, 22 Dec 2004 12:05:37 GMT
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key cards on doors?

red key card for nod doors & yellow for GDI?

Subject: Found Something Interesting...
Posted by flyingfox on Wed, 22 Dec 2004 16:14:27 GMT
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And green for mutants?

It seems to me the best way would be to avoid the yellow card and use red and green. Red cards could be used by Nod soldiers to open red-enbedded doors, and because of the bug, they couldn't open green embedded doors - GDI's. And the green couldn't open the red either.

Subject: Found Something Interesting...
Posted by Burn on Wed, 22 Dec 2004 16:56:18 GMT
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Yeah that's what I figured.

It would be kinda neat to be able to use that in multiplayer.