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Subject: Gates?

Posted by [Anonymous](#) on Wed, 13 Nov 2002 19:05:00 GMT

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Well, you can have it open by shooting it, or have it open automatically like when you walk through a door, I am not sure if the scriptzone would react to a tank though... Having it open when destroyed is easy, just make a big hole in it for the destroyed state. Oh yeah, just remembered that if you have it open by shooting it, it does not close, not to mention that is just a destroyed state thing... So scratch that... [ November 13, 2002, 19:06: Message edited by: ApacheRSG ]

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