

---

Subject: Re: scripts.dll 2.4

Posted by [bisen11](#) on Tue, 31 Jan 2006 12:42:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Buckery wrote on Mon, 30 January 2006 22:16I 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.

So the door is a "she" eh? And you want to go up to her and press E eh?

---