

---

Subject: Doors?

Posted by [General Havoc](#) on Thu, 08 May 2003 22:51:54 GMT

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

---

Custom scripts will use the POKE command to make the switch pressable. This is fine for a singleplayer game but multiplier it won't work. Jonathan Wilson and Namehunter have confirmed that and I, myself have tested many scripts that use "POKE" and the clients don't function with it in multiplayer. But Making a zone that triggers the door open for a certain team is probably more than possible.

\_General Havoc

---