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Subject: Giving Harvesters Keycards

Posted by [General Havoc](#) on Mon, 09 Jun 2003 16:51:25 GMT

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Laeubil'm not sure if Keycards work for vehicles but try to enable the:

[x] Door opens for vehicle (its at the bottom of the Door settings.

That makes a door act like a weapons factory door. I tested it on the singleplayer Nod refinery so it would open when the harv gets near and it opens for the harvester, which has no driver.

However if it is a keycard door and you check open for vehicles then it will only open for vehiles IF someone is driving it with the correct keycard.

So both of you are right, you just got a little mixed up on what you were refering to. Laeubi was on about a standard door with no keykards.

\_General Havoc

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