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Subject: Re: All the Mission Scripts

Posted by [piotrkol1](#) on Tue, 03 Jul 2007 03:51:13 GMT

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Ok well here's the dealio. I'm modding a SP map for serverside. Well for one of the main buildings it requires you to have a yellow key card to enter it. Is there a certain script that I can add to all the spawners which will automatically give them the card when they spawn instead of havin to go and pick up the keycard somewhere on the map?

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