Subject: Keycards
Posted by bigwig992 on Wed, 13 Aug 2003 01:04:15 GMT
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Sure thing. Look through the scripts, should be one like "grant key card 4". Attach that to the start up spawner. (not the preset, or else it won't work if you export as .mix). I would tell you the exact script, but for some reason Commando keeps crashing when I try to load it.