
Subject: Re: Do AI soldiers in renegade open doors?
Posted by [iRANian](#) on Sun, 25 Aug 2013 10:46:03 GMT
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The GDI soldiers patrolling around the AGT in the tutorial aren't able to open doors.

<http://i.imgur.com/xVbAUfo.jpg>

But If I patch out the check I get:

<http://i.imgur.com/X56rtcD.png>

Obviously certain AI soldiers can indeed open doors in the campaign, but how? Is there special logic for unlocking doors (as opposed to just opening them? Or special scripts?
