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Subject: Keycards

Posted by [Shadow](#) on Wed, 13 Aug 2003 00:23:14 GMT

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Can anyone tell me how to make someone spawn with a keycard?  
Also, how do you make a keycard respawn once picked up?

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Subject: Keycards

Posted by [Beanyhead](#) on Wed, 13 Aug 2003 00:44:17 GMT

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Not sure about the first question, but the second, you need to make a spawner with the preset in Level-Edit.

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Subject: Keycards

Posted by [Laser2150](#) on Wed, 13 Aug 2003 00:45:41 GMT

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i thought it was impossable to alter the startup spawner..

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Subject: Keycards

Posted by [Shadow](#) on Wed, 13 Aug 2003 00:53:49 GMT

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The maker of the Base Lock mod on CNC Ammo must know how to do it.

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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.

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Subject: Keycards

Posted by [Shadow](#) on Wed, 13 Aug 2003 03:40:22 GMT

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I can't find any script that sounds like that...Maybe I'm not looking hard enough...

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Subject: Keycards

Posted by [bigwig992](#) on Wed, 13 Aug 2003 05:58:23 GMT

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Try attaching these to the spawners.

M04\_Keycard\_01\_Script.jdg

M04\_Keycard\_02\_Script.jdg

M04\_Keycard\_03\_Script.jdg

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