
Subject: Door open on "Use" switch
Posted by [Spike](#) on Sun, 11 Jan 2004 21:21:39 GMT
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So ya.. Is it possible to have it so when you use a switch, a door opens. If so could you tell me?
Thanx.

Subject: Door open on "Use" switch
Posted by [boma57](#) on Sun, 11 Jan 2004 21:56:17 GMT
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Yep, when you're creating the door in LevelEdit, "Switch" (or something to that effect) is one of the options for the type of door.

Subject: Door open on "Use" switch
Posted by [Doitle](#) on Sun, 11 Jan 2004 22:13:58 GMT
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The problem is, it's disabled in multiplayer I beleive so this is not possible except on single player campaign maps.

Subject: Door open on "Use" switch
Posted by [General Havoc](#) on Sun, 11 Jan 2004 22:32:28 GMT
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There has ben a script which does enable it to work though, although I won't gointo detail here, you need to read the scripts.dll readme.txt

Subject: Door open on "Use" switch
Posted by [Dante](#) on Mon, 12 Jan 2004 05:17:51 GMT
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"poking" does not translate over MP, only the host will have the ability to do it.

Subject: Door open on "Use" switch
Posted by [Titan1x77](#) on Mon, 12 Jan 2004 09:26:10 GMT
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it is possible.

Sanada had a "poke" lift in C&C_Woodland....so I dont see any reason why it wouldnt work on a door.

You'll have to wait for sanada to see this to find out how its done.

Like Gen Havoc said,the custom scripts does include a poke script,but Dante says it wont work...lve never tried it so we'll have to wait for Sanada.

Subject: Door open on "Use" switch
Posted by [Deactivated](#) on Mon, 12 Jan 2004 14:09:52 GMT
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Sanada didn't use a poke lift... it was made simply to trigger the elevator animation when you got close to the switch.

Subject: Door open on "Use" switch
Posted by [Sanada78](#) on Mon, 12 Jan 2004 17:19:43 GMT
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'Tis true. I just moved the transitions around so when you stood next to the terminal, it activated the lift.

Subject: Door open on "Use" switch
Posted by [Blazer](#) on Mon, 12 Jan 2004 17:30:43 GMT
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vloktboky said you could do pokes via SERVER-SIDE scripts.dll changes, but I don't think he has actually tested pokability yet
