
Subject: Re: scripts.dll 2.4

Posted by [TD](#) on Tue, 31 Jan 2006 13:43:23 GMT

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dude#1 wrote on Tue, 31 January 2006 13:42Buckery wrote on Mon, 30 January 2006 22:16I was thinking of a more practical door. Where you walk up to it and hit E(or whatever your action key is) And she opens.

So the door is a "she" eh? And you want to go up to her and press E eh?
Lol, 'E' her!
