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Subject: Re: JFW\_Gate\_Zone\_2 problem  
Posted by [Zion](#) on Thu, 06 Jul 2006 18:06:20 GMT  
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Probably but the gate was imported with the map so theres no tab to add script's too it.

Ok, i got the script to not crash LE but now i need to know its values to open the gate. its current values are:

Player\_Type = 2  
Time = 10.00  
TimerNum = 2  
ID = 151541  
Animation = MANUAL

I think this is all right but i dont know.

Once again, if anyone know's how to use this script, or has another script with similar outcomes, please let me know.

Thanks in Advance, Merovingian

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