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Subject: How do I make GE/PD doors?

Posted by [F1AScroll](#) on Thu, 22 Mar 2007 22:57:28 GMT

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How do I make GE/PD doors? I want to be able to open them with the action button. I also want to be able to require keycards/active timers to open. Also, I want it so AI guards can open doors, Can this be done? If so how. Also, if anyone wants to map or make scripts, I be happy for your help.

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