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Subject: How do i use these scripts?

Posted by [\\_SSnipe\\_](#) on Mon, 26 May 2008 23:22:31 GMT

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I wanna make it so i can only enter a door if i have the right key card

but heres what i dont get  
here what i found inside the readme

Quote:

JFW\_Zone\_Send\_Custom\_Keycard (sends a custom when a zone is entered or exited but only if the object that entered it has a specific keycard)

    ID ()

    EnterMessage (message to send on entry)

    EnterParam (param to send on entry)

    ExitMessage (message to send on exit)

    ExitParam (param to send on exit)

do i put this info on the the door? the zone? or daves arrow?  
and to what ever i do attach it to..how do i set it up?

Quote:

    Player\_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

    Keycard\_Number (the keycard number to look for)

agian how i find the number?

if tested this for a few hours but aint getting anywhere...maybe easier if i know how to find the keycard number

blah wrong fucking section...guess thats what happens when you have 5 firefox tabs of ren fourms  
=/ sorry move to mod fourms

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