
Subject: Re: Do AI soldiers in renegade open doors?

Posted by [jonwil](#) on Fri, 23 Aug 2013 17:37:41 GMT

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Regarding AI soldiers opening locked doors, this is because the scripting for the missions (e.g. the M04_Doorway_Enterer_JDG script used for the catwalk entry officer guy mentioned by Ethenal) specifically grant the relevant keys to the soldier in question.

In any case I have now successfully verified that with a scripts build numbered 6225, the nod officer on the boat level does open the door when you walk through the catwalk zone but with a scripts build numbered 6331, the nod officer doesn't open the door.

I now need to figure out which of the changes made between the codebase that works and the codebase that fails actually broke things.
