Subject: Re: JFW_Grant_Key_Zone_Entry
Posted by Jerad2142 on Fri, 23 May 2014 13:28:38 GMT

Script is pretty straight forward:

```
void JFW_Grant_Key_Zone_Entry::Entered(GameObject *obj,GameObject *enterer)
{
 if (CheckPlayerType(enterer,Get_Int_Parameter("Player_Type")))// If the object player type
matches the int value player type 0 is returned, 2 always returns 0, and 3 only returns 1 if it is a
non-player that entered the zone.
  return;
 Commands->Grant_Key(enterer,Get_Int_Parameter("Key"),true);
}
```

I suggest you spawn Nod above the script zone so they fall into it (I've had issues in the past with it not picking players up if they spawn inside the script zone instead of entering it). If nothing else just grant them a keycard powerup on spawn instead.