
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

Subject: Re: How do i use these scripts?
Posted by [Canadacdn](#) on Tue, 27 May 2008 00:51:23 GMT
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The keycard number is listed in the keycard powerup. Each keycard has a lock code, for example 1, 2, or 3. Each keycard opens a door with that specific lock code. Enter the lock code of the specific keycard where it asks for "keycard number".

Subject: Re: How do i use these scripts?
Posted by [_SSnipe_](#) on Tue, 27 May 2008 02:43:29 GMT
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ok well i looked at it and set it up but yet still having trouble i cant get it to work...

Subject: Re: How do i use these scripts?
Posted by [_SSnipe_](#) on Wed, 28 May 2008 23:34:56 GMT
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ok how do i sue this script

JFW_Message_Send_Zone (script to display a message when the zone is entered)
Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any)
Message (what message to display)
Red (red value for the color to use)
Green (green value for the color to use)
Blue (blue value for the color to use)
Sound (2D sound preset to play when the message is displayed)
Delete (1 = delete this script when the message is displayed, 0 = dont

well i can fill it in just idk how to fill in the color part

i wanna make it green so do i put
blue=0
red=0
green=225?

or 225.00?

or how?
