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Subject: Entrance gate idea...

Posted by [Havoc\\_elite](#) on Fri, 08 Aug 2003 15:47:55 GMT

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Now im not a modder... believe me, a basic HTML site is as far as i get...  
Anyway, i had this nice idea some of you might want to work out for me.

A map with an entrance gate, wich the team needs to open with a specified key card wich you lose when you get killed.

A mod like that has been made but then just with doors.

Is that posible? like an entrance gate on walls?

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Fri, 08 Aug 2003 16:07:46 GMT

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Yeah it's possible and very easy to do. You just treat the gate as a key card door and then give cards to each team to open it.

\_General Havoc

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Fri, 08 Aug 2003 17:22:31 GMT

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Though.

Can you make Soldiers spawn with a Keycard?

I've never seen it done, And I just wanted to know.

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Subject: Entrance gate idea...

Posted by [Laser2150](#) on Fri, 08 Aug 2003 17:27:29 GMT

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I thought you couldn't change Spawner weapons...  
Thought it might be possible...

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Fri, 08 Aug 2003 17:45:58 GMT

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Hmmm...

Maybe you can just make a keycard Available for purchase, Then have some laying on the ground so enemies can get in, too.

Titan has made it so you can get a keycard in C&C\_Titanic.

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Subject: Entrance gate idea...

Posted by [bigwig992](#) on Fri, 08 Aug 2003 20:33:51 GMT

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There are 3 keycard you can have people spawn with. There's scripts that grant them to the player. But you can also code in tons of other keys. But I don't think you can really 'grant' more than 3.

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Fri, 08 Aug 2003 20:42:49 GMT

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Yeah you should be able to grant more than 3. The rest are interanl keys used in singleplayer for door locks and things. These haven't been tested in multiplayer but I see no reason why they shouldn't work. You can make people start with a granted key but weather you can spawn a key that is greater than 3 is another think. Check the keycard preset (trace it back from the spawner).

\_General Havoc

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Subject: Entrance gate idea...

Posted by [PsycoArmy](#) on Sat, 09 Aug 2003 12:01:15 GMT

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Very easily done..

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Sat, 09 Aug 2003 15:47:31 GMT

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Then why the hell have other Maps not done that?

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Sat, 09 Aug 2003 15:48:30 GMT

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Becuase we have yet to find a way of letting the harvester in and out of a key card gate

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Subject: Entrance gate idea...

Posted by [kawolsky](#) on Sat, 09 Aug 2003 18:10:18 GMT

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General HavocBecuase we have yet to find a way of letting the harvester in and out of a key card gate

unless its a DM map

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Sat, 09 Aug 2003 18:27:39 GMT

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That kind of defeats the use of a base gate. The base gate would be used to stop tanks from gettin into the base without a keycard. Even they you might need to get out of the tank to open the gate anyway.

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Sat, 09 Aug 2003 21:36:42 GMT

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Screw the refinery, Just plop some silo on the map. We don't need a harvester.

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Subject: Entrance gate idea...

Posted by [Vitaminous](#) on Sat, 09 Aug 2003 22:11:26 GMT

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You can also have a tiberium field in the base...

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Subject: Entrance gate idea...

Posted by [Cebt](#) on Sun, 10 Aug 2003 00:50:04 GMT

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yeah that would be a good solution (i think alot of peeps in TS build walls around their Tib Fields anyway(i know i do)

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Sun, 10 Aug 2003 10:05:08 GMT

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One question - Do key carded gates open when your driving a vehicle and have the required key card?

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Subject: Entrance gate idea...

Posted by [PsycoArmy](#) on Sun, 10 Aug 2003 10:18:58 GMT

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I think so, or you could make its not close to fast so u can get out open it get bak in drive through while its closing.

I would do this but i fucking suk at maps.

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Sun, 10 Aug 2003 12:41:08 GMT

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General HavocOne question - Do key carded gates open when your driving a vehicle and have the required key card?

No.

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Subject: Entrance gate idea...

Posted by [Havoc\\_elite](#) on Mon, 11 Aug 2003 13:29:57 GMT

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Well guys, this might be a nice project for ACK... making a soli where the harvy drives IN BASE and gets the tiberium like on the tiberium field (or just a tib field inside the base).

Isnt there way you can make it that tanks and stuff open the gate automaticly and soldiers need the key card? I believe you guys will figure something out... I HAVE FATE

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Subject: Entrance gate idea...

Posted by [Havoc\\_elite](#) on Wed, 13 Aug 2003 13:02:25 GMT

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is my topic being washed down the drain here?!

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Subject: Entrance gate idea...

Posted by [Havoc\\_elite](#) on Thu, 14 Aug 2003 12:35:37 GMT

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\*bumb\*

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Subject: Entrance gate idea...

Posted by [maytridy](#) on Thu, 14 Aug 2003 13:39:37 GMT

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If you did get the gate to open for the harvy eventually, the enemy would be able to go through the gate with the harvy.

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Thu, 14 Aug 2003 18:15:45 GMT

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Just make it so the Harvy has a spot to harvest in base. :rolleyes:

Oh and.

Just make a ramp like the one in C&C Walls that lets you out but not in for tanks.

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Subject: Entrance gate idea...

Posted by [PCWizzardo](#) on Sat, 16 Aug 2003 16:38:42 GMT

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for the harvester, you could put walls leading from the sides of the dump area to the outside of the base, with a ramp leading into the area for when the harvester is first created.

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Subject: Entrance gate idea...

Posted by [Jaspah](#) on Sat, 16 Aug 2003 17:17:03 GMT

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Or have The Refineries somewhere else in the map that both Sides can get in to.

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Subject: Entrance gate idea...

Posted by [General Havoc](#) on Sat, 16 Aug 2003 17:55:32 GMT

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This post is turning into "roof gnomes" no one is ever going to make the idea and we're gonna keep suggesting things.

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