Posted by brysiuk on Mon, 05 May 2003 02:46:36 GMT

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I'm creating a Mod specificly for C+R based games. I want to have a system where there is a cell and a button on the outside that opens/closes the door when pressed and is not accessible from inside the cell. That way, you don't have to have any keys, or sit around gaurding the person for a long time. Then your teamates come try and bust their way in and open the door for you. But my problem is that I can't seem to figure out how to make the button open the door, I've got as far as getting the button on the wall right beside the door.

(going to have multiple cells/door opening switches, rather than a single button for all cells)

Thanks for any help :gdi: