
Subject: Open Mistpeak Demon Door?
Posted by [Phnx](#) on Mon, 27 Oct 2014 17:45:42 GMT
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Is there a way of doing that with scripts?

Subject: Re: Open Mistpeak Demon Door?
Posted by [Artofeel](#) on Mon, 27 Oct 2014 19:43:56 GMT
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```
if not Layers.IsLayerActive("QD030_MistpeakValleyDemonDoorTransition") then
    QuestTracker.SetAsCompleted(GetLocalHero(), "QD030_MistpeakValleyDemonDoor")
    Layers.ActivateLayer("QD030_MistpeakValleyDemonDoorTransition")
end
```

Subject: Re: Open Mistpeak Demon Door?
Posted by [Phnx](#) on Mon, 27 Oct 2014 21:19:52 GMT
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Haha, it worked although the door still talks to me. But even the achievement counter changed. You're awesome, thanks!

Subject: Re: Open Mistpeak Demon Door?
Posted by [squark](#) on Sat, 21 Feb 2015 18:58:12 GMT
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I'm entirely new to modding this game.
I have the two DLCs and unpacked DLC2Free. Just which file (and where in it) does this go into?
I'm using LuaEdit if that helps.

Subject: Re: Open Mistpeak Demon Door?
Posted by [squark](#) on Fri, 27 Feb 2015 13:36:48 GMT
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```
Artofeel wrote on Mon, 27 October 2014 19:43if not
Layers.IsLayerActive("QD030_MistpeakValleyDemonDoorTransition") then
    QuestTracker.SetAsCompleted(GetLocalHero(), "QD030_MistpeakValleyDemonDoor")
    Layers.ActivateLayer("QD030_MistpeakValleyDemonDoorTransition")
end
```

If someone could tell me where to slot this, I'd be VERY grateful.
Really, they need to stop doing these "online-only" things. They're a plague.

Subject: Re: Open Mistpeak Demon Door?
Posted by [Artofeel](#) on Wed, 25 Mar 2015 12:11:19 GMT
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squark wrote on Fri, 27 February 2015 18:36 If someone could tell me where to slot this, I'd be VERY grateful. you dont have your own mod? shame! :)
use this

Subject: Re: Open Mistpeak Demon Door?
Posted by [squark](#) on Fri, 27 Mar 2015 20:50:46 GMT
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You shame me, good sir. And rightly, I must anon and utilise this mentally-stabilising tonic.
Wow, what a pile of donkey gonads.
Thanks, Arto. I wasn't sure if this forum was still active or not

Subject: Re: Open Mistpeak Demon Door?
Posted by [TheGeniusSavant](#) on Sat, 19 Sep 2015 09:04:56 GMT
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Or, once again, it's simple enough to inject that script into scriptactivation.lua as described in

ZackTiro's Script Modding Setup Tutorial

That's what I did, and it worked fine for me (although as others mentioned, the door is still shut and talks to me, but I can walk through).

Subject: Re: Open Mistpeak Demon Door?
Posted by [Artofeel](#) on Sat, 19 Sep 2015 13:14:11 GMT
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modding with scriptactivation.lua script is very dangerous, you can easily break your save games but you can add to the end of script, msgbox with some text to know for sure that it is loaded correctly
