**-Opening a door through a switch**

This tutorial will show you how to make a door open only when triggered by a switch. Here we go:

First off, make your door. Give it these key/values-   
targetname / door1 (Or whatever targetname you'd like it to have, it's completely up to you)  
spawnflags / 128 (This makes your door only triggerable from wherever you're going to place your trigger\_use. More on that in a moment.)

(Note:  Instead of entering spawnflags/128, you can check the TARGETED box in the entity window instead.)  
  
Construct a switch, or use a static model, and place it where you want. Good. Now, make sure that you have everything deselected. Right-click, and select --> trigger\_use. Resize the trigger so that it fits around your switch and place it accordingly. Give it these key/values-   
  
target / door1  (Or whatever you chose to name your door)  
  
You should now see a red arrow connecting your trigger\_use to the door.   
  
That's it, you're done!