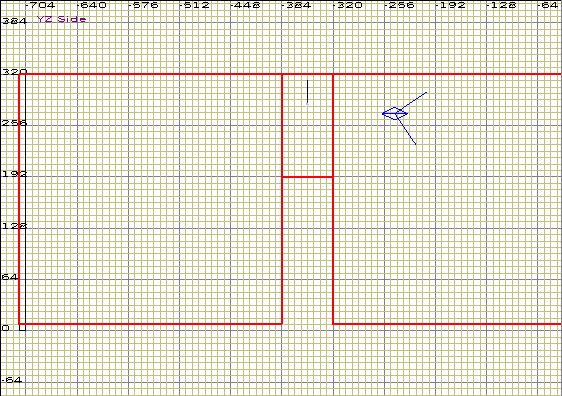
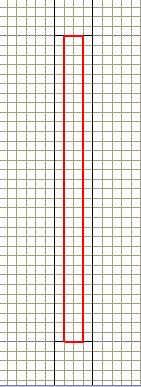
**Doors**

**Ok! If you wanna add doors, you atleast have a room isn't it???  
We'll try to complete this with a good looking door, so *you need to know how to texture!*Once that you get the trick, this one is easy!  
But for now on this is qualiffied HARD !!!  
If you wanna start, make sure you have a room to place the door in!  
Don't have a room?? Make one!!  
  
Los gets! (let's go!)  
  
---------  
  
First of all, you gotta select all parts of the room you've builded (only if you're doing this from our first room), and press spacebar, this will duplicate your room, place the duplicated room on the right side of your first room, and then delete the left wall, now you'll see that 2 walls aren't connected! connect them. Did that???  
Now, over to building our door!  
Make a wall construction like this, the place where the door comes down side is at 192 units. (it are 3 walls)**

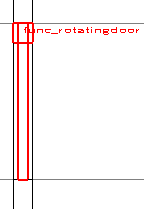
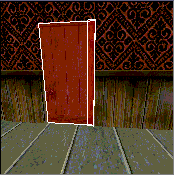




**Ready for the door?? Set the grid to 2. Now draw a box that looks like this against the wall and give it a door texture:**



**That couldn't be so hard, but things wont stay that easy!!!  
Now, lets add a new object, jou can put grid back to 8. Draw a box from 8 units on 8 units, (1 square on 1 square) open the "common" texture set, give it the "origin" texture, this are the hinges of the door.  
now, select both, the door and the hinges, open the entity list, and click "func" "Rotatingdoor".  
This is how mine look like:**



**Good job! You just created your first rotating door!!**