

Since there are no tuts here @ TMT , and from time to time, some beginner mapper wants to start and makes the first steps in MOH mapping, I thought It would be a good idea to make some tuts. There are quite a few tutorials by now but none of them here. Hope it might be somehow useful :bigrin:

## **DOORS**

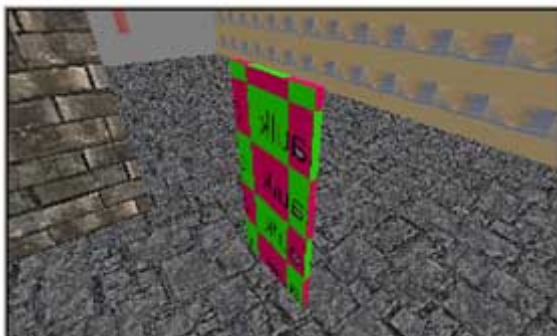
Doors are one of the most important elements in maps, and can play an important role in the gameplay of your level.

We can have a few type of doors, but the most important are

- \* Sliding Doors
- \* Rotating Doors

To create a door we simply need a brush, so we will select the CAULK texture, and we will create the brush with the following size.

128 units height , 64 wide and 4 depth.

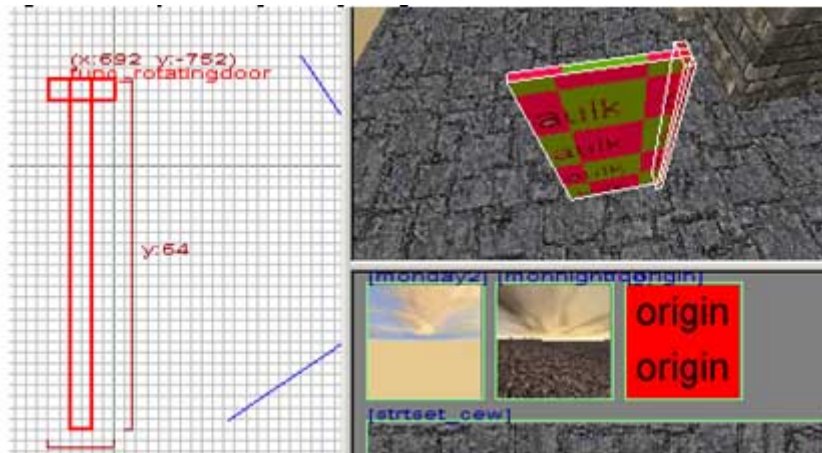


Then we apply a common door texture to the brush, and use the FIT button or (ctrl + f ) so we can see the texture well applied.

After that, we need the other important part in a rotating door: the rotation center.

For this, we will need to create a brush with the ORIGIN texture ( textures, common, origin ), at the opposite side of the lock of the door. It can be of 4, 6 and 128 units.

Then with the two brushes selected we press the secondary mouse button and we select FUNC->ROTATINGDOOR (remember to select both brushes)



Now, some door properties. For that, we need to press N.

By default, the door will have a wooden sound but we can change it introducing the following key and value.

key:doortype  
value:metal

For the realism fans, to avoid doors to be closed by themselves like in regular moh levels we will use the following key and value:

key:wait  
value:0



If we don't use the rotation center, the door will be a sliding door.

Thanks to Garrapignado for the pics of his tutorial

## Comments:

*Herr\_Kruger said:*

*If we dont use the rotation center, the door will be a sliding door.*

There are two types of doors `func_door ( sliding )` and `func_rotatingdoor ( rotating )` If you don't use an origin brush with a rotating door it will rotate on it's center point . A `func_door` needs no origin brush and will silde on the angle you set or 0 if no angle is set to it's length - a lip . You can use the key:lip to set how much of the door will still be showing when it slides the default is 8 units so a door will slide it's length -8 or - the lip value toward the angle set .It can slide up or down as well if you set the angle to -1 for up or -2 for down .