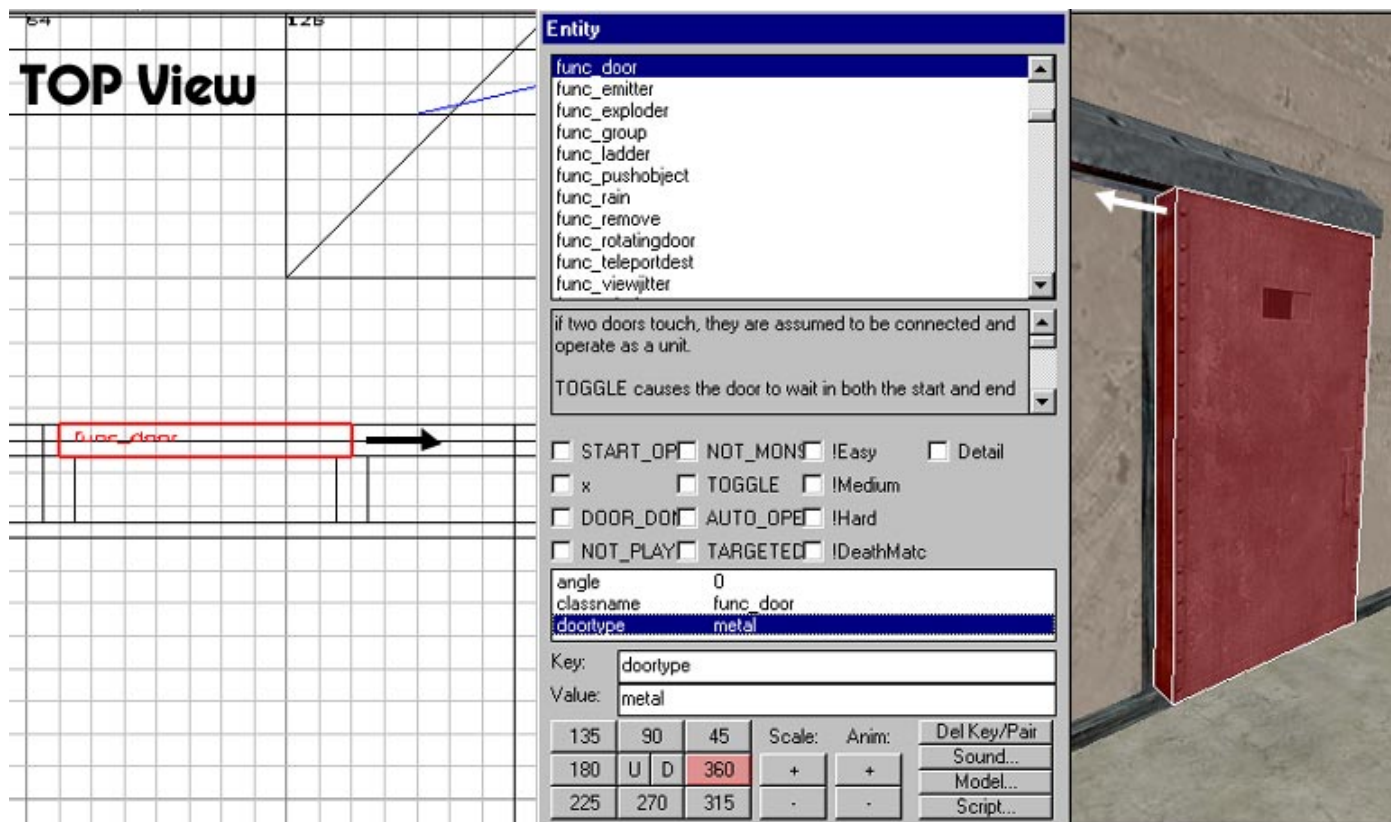


Sliding Door:

1. Make your door brush, texture it, etc...
2. Add a door function: highlight your door brush, rightclick on it in the 2D view, select: func - door
3. Specify direction: Select your door, hit "N". Direction is best done from the top view. The little angle pad (90,180,270,360 etc.) matches the angles with the top view. Just click a button and values are entered automatically. in this case key=angle value=0. 0=360.
4. Sound: by default sound is set for a wooden door. in this case we need a metal sound. key=doortype value=metal You should now have a functional sliding door.



Rotating Door:

1. Make your door as usual, texture it.
2. Now we need a hinge for the rotation. Use the "Origin" texture from the "Common" pack for it.
3. Highlight both the door & hinge & add func - rotatingdoor.
4. Hit "N", set the angle.
5. key=alwaysaway value=1 is obvious. the door will always open away from the player.

6. If you want a double door you just repeat that process, and if the doors are touching they work as 1.

