Doors :: [Surgeon](mailto:Surgeon@planetmedalofhonor.com) (based on a tutorial by [Dr ABAP](mailto:owenjg@hotmail.com)  
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*These tutorials assume you are already familiar with SDK (MOHRadient) or similar and know how to create a basic room with a light, platform etc. See (Basic room tutorial & Basic lights tutorial). It’s also assumed that you have read the documentation that was released with the Editor.*

For this tutorial I'm going to cover both rotating and sliding doors. Create a room (see your first room tutorial if you don't know how to do this !). Mines 512x512x256 (length, width, height). Remember to add an info\_player\_start and lights to the map.

Next, add a wall in the middle of the room (mines 16 units wide). To build the wall use 3 brushes, creating a doorway 128 units high and 64 units wide. Remembering to texture the wall, you should end up with whats in the image below.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image1.jpg |

Having created your rooms and a door way, we can move on to the first type of door.

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Sliding Doors  
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These are the easiest doors to create. Simply create your door brush inside your doorway. With the door brush selected, right click and select func -> door. Then with the brush still selected enter the angle you want the door to slide to.

Voila, one sliding door. There are many properties you can give your door. Here are some of the more common ones (the first 2 options are in checkboxes) :

"AUTOOPEN" causes the door to open when a player is near instead of waiting for the player to use the door.

A "TARGETED" door is only operational from triggers or script

"message" is printed when the door is touched if it is a trigger door and it hasn't been fired yet

"angle" determines the opening direction. point toward the middle of the door (away from the hinge)

"targetname" if set, no touch field will be spawned and a remote button or trigger field activates the door.

"health" if set, door must be shot open

"speed" move speed (100 default)"time" move time (1/speed default, overides speed)

"wait" wait before returning (3 default, -1 = never return)

"lip" lip remaining at end of move (8 default)

"dmg" damage to inflict when blocked (0 default)

"sound\_stop" Specify the sound that plays when the door stops moving (default global door\_stop)

"sound\_move" Specify the sound that plays when the door opens or closes (default global door\_moving)

"sound\_message" Specify the sound that plays when the door displays a message

"sound\_locked" Specify the sound that plays when the door is locked

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Rotating Doors  
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Right, for the Door. (See above. Top XY – Left & Front View right). This is just to show you how the Brush fits the gap… Apply any texture for now, but use something different from the wall texture you have used, not that it matters.

OK, go to the XY TOP view, using (Ctrl + Tab). OK, we need to apply another brush and give it the ORIGIN Texture.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image5.jpg |

This is the COMMON texture for the Origin. To get to these textures go to the Menu Bar, selecting Textures. Scroll down until you see COMMON.

OK, lets create the Origin Brush. In XY TOP create a brush using Grid 4 (see images below). Apply ORIGIN texture.

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| |  | | --- | | http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image6.jpg | |  | |  | | --- | | http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image7.jpg | |

Notice how it encompasses the right of the door (logically this is where we assume the hinges to be! And its opposite the handle!) , also notice how it fits flush to the right wall. This is a MUST, you will also notice that the brush overlaps either side this is good practice (try not to create problems for yourself). It also signifies Left and right (no the engine doesn’t require this, it’s just good practice).

OK, select both the DOOR and the ORIGIN brushes in XY TOP view. (See below)

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| http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image8.jpg |

Right click in the Door Brush, bringing up the following Menu. Selecting Func Rotatingdoor.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image9.jpg |

You should now see the following.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/doors/image10.jpg |

Ok, that’s it you’ve created a rotating door. You can set certain parameters by bringing up the Entity window ‘N’. You can play with these if you want to, I’m not going to explain these just yet, as I’ll use them in the next Door Tutorial (Sliding Doors and Triggered Doors).

So go on and compile the Map and play on.

NOTE: That the default (Open/Closed) sounds is wooden, you can change these in the Entity Box if you can find the sounds.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)