Lockable Doors :: Moal - Scripting by Moal / Wombat  
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*This tutorial assumes 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.*

A lockable door is a door that is locked when the game starts.It can be unlocked or locked again to allow/deny access to certain areas of a map. In a SP map it can be used to keep a player from accessing an area until they, for example, complete an objective. In a TDM or OBJ map it could be used to "seal" an area so that only one side has access to it - preventing spawnkilling.

Create a room (mine is 128 x 128) with a door in it. Select the door and hit n to bring up the entity properties screen.

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

Click the NOT\_PLAYERS and TARGETED boxes as shown in Fig 1. Give it the key/value targetname door1. Then close the entity properties screen and deselect the door.

Next add 2 brushes, one either side of the door (Fig 2) and texture them with the trigger\_use texture. (**Note** : This could be done by just using 1 trigger use across the door but it will generate trigger\_use leaks)

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| http://www.mohaaaa.co.uk/mohaa/tutorials/locking_doors/image2.jpg |

Select the brushes, and then hit n. Give them both the key/value of target door1. Then select each one in turn. To the inside brush give the key/value of targetname dooropenerin (Fig 3) and to the outside brush give the key/value of targetname dooropenerout.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/locking_doors/image3.jpg |

Add another trigger\_use textured brush outside the room. Using the entity properties screen, give the brush a key/value of targetname outsidelock. Also give it the key/value setthread doorlock (Fig 4).

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| http://www.mohaaaa.co.uk/mohaa/tutorials/locking_doors/image4.jpg |

Add another trigger\_use textured brush inside the room. Using the entity properties screen, give the brush a key/value of targetname insidelock. Also give it the key/value setthread doorlock (Fig 5). (Note: Again this can be done with one trigger\_use but you will get a trigger\_use leak)

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

Then add this to your script file:

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| //add before "level waittill spawn"  exec global/door\_locked.scr::lock $dooropenerin nottriggerable  $dooropenerout nottriggerable  //this sets the door triggers to not usable  ////////////////  //this part goes at the end of your scr  doorlock: $outsidelock nottriggerable // don't let it trigger until thread is finished $insidelock nottriggerable $dooropenerin triggerable // door is now unlocked $dooropenerout triggerable wait 10 $dooropenerin nottriggerable // lock it $dooropenerout nottriggerable // lock it $outsidelock triggerable // turn on unlock triggers $insidelock triggerable end |

Obviously this is just the basics and can be expanded on

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