

-Opening a door through a switch

This tutorial will show you how to make a door open only when triggered by a switch. Here we go:

First off, make your door. Give it these key/values-

targetname / **door1** (Or whatever targetname you'd like it to have, it's completely up to you)

spawnflags / **128** (This makes your door only triggerable from wherever you're going to place your trigger_use. More on that in a moment.)

(Note: Instead of entering spawnflags/128, you can check the TARGETED box in the entity window instead.)

Construct a switch, or use a static model, and place it where you want. Good. Now, make sure that you have everything deselected. Right-click, and select --> trigger_use. Resize the trigger so that it fits around your switch and place it accordingly. Give it these key/values-

target / **door1** (Or whatever you chose to name your door)

You should now see a red arrow connecting your trigger_use to the door.

That's it, you're done!