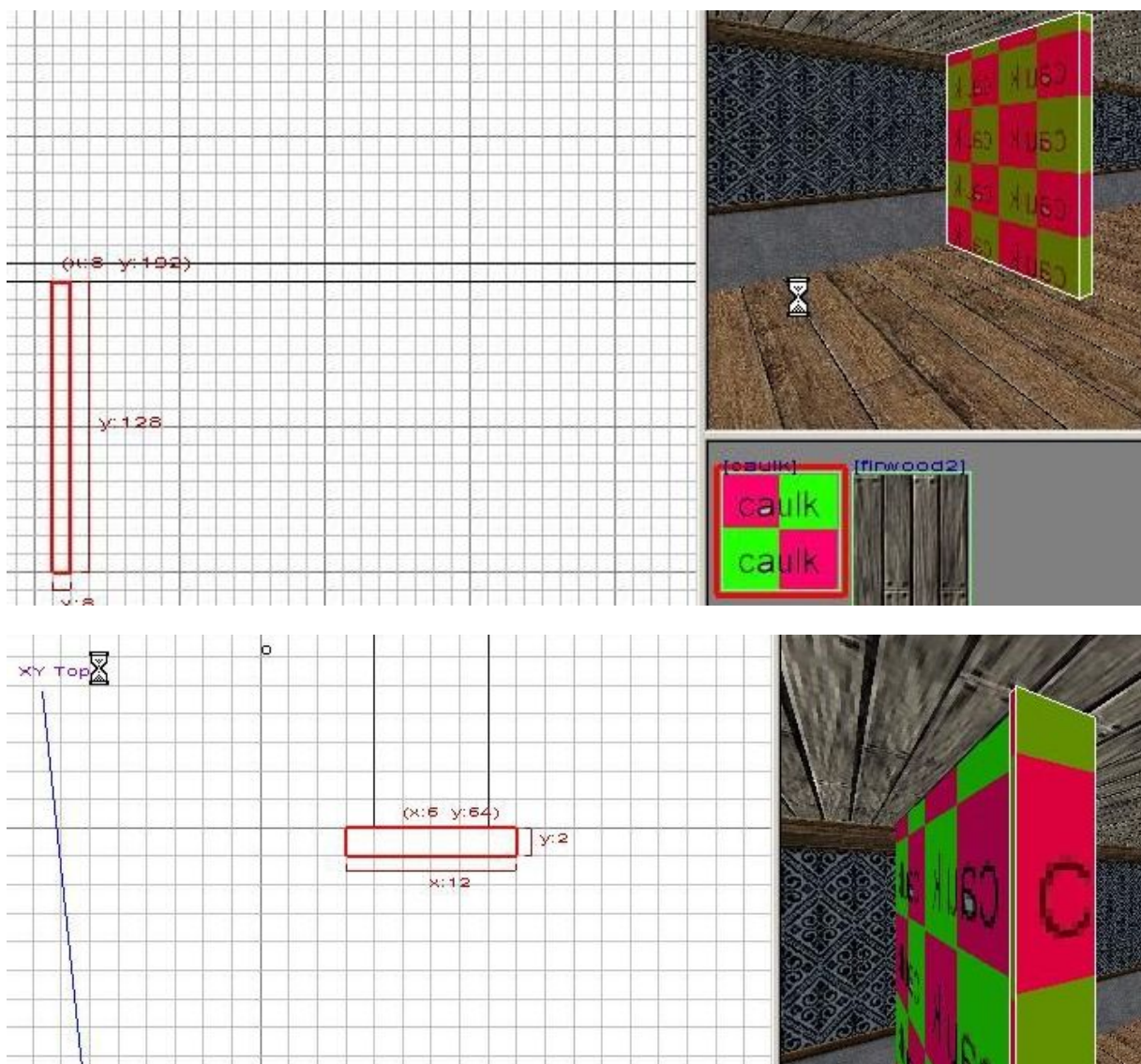
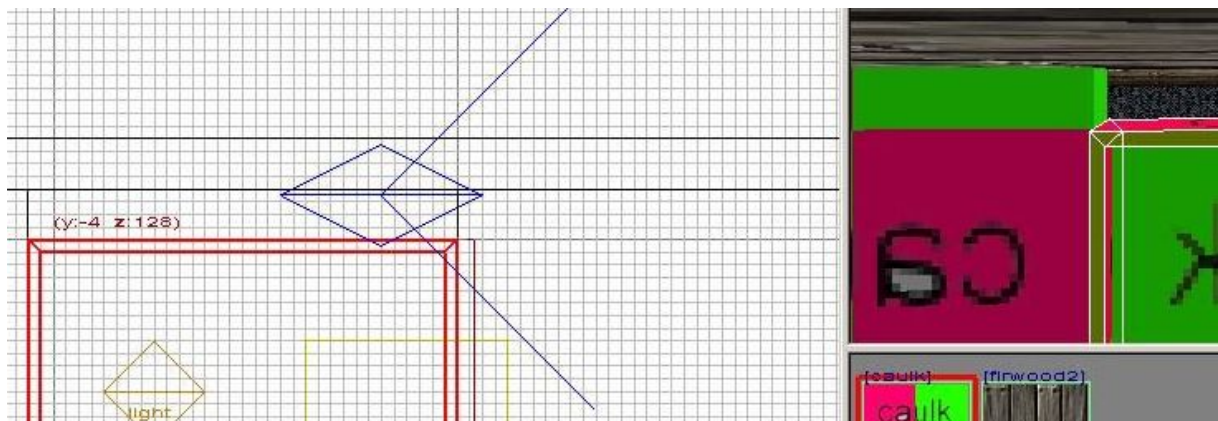
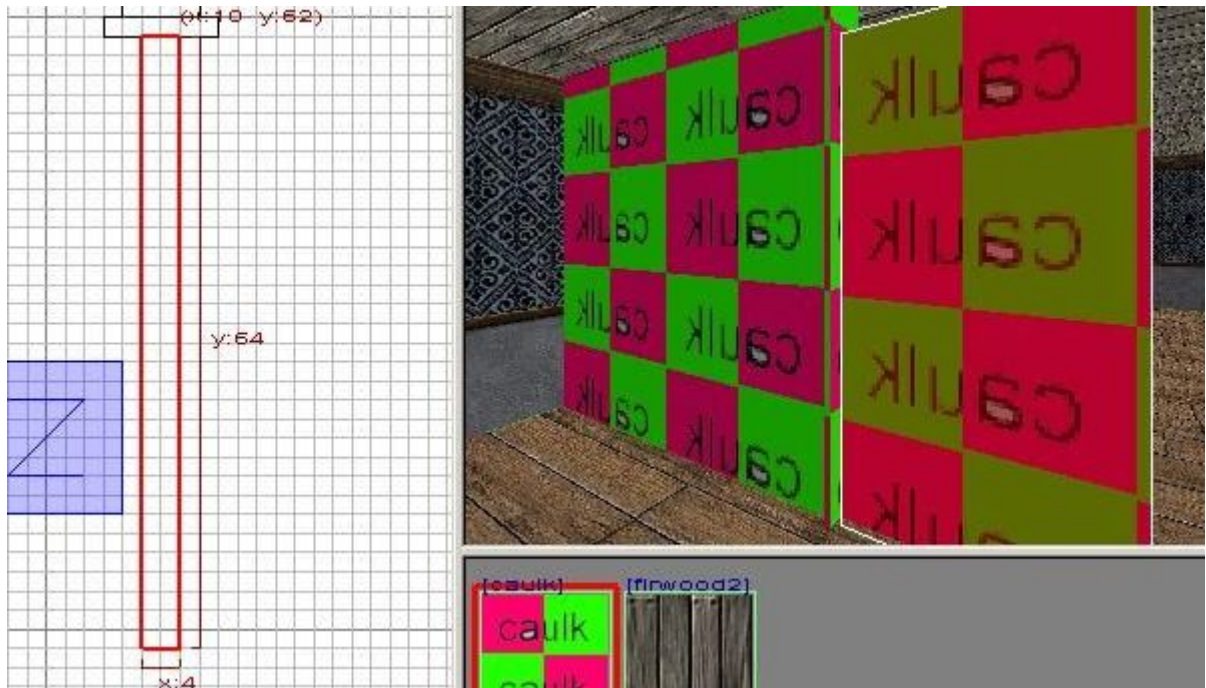


Doors that open...or don't

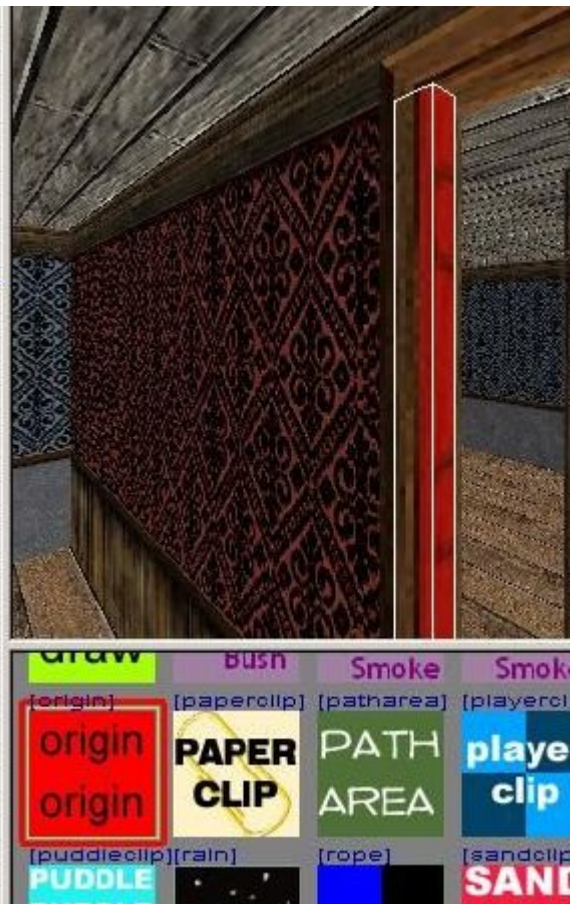
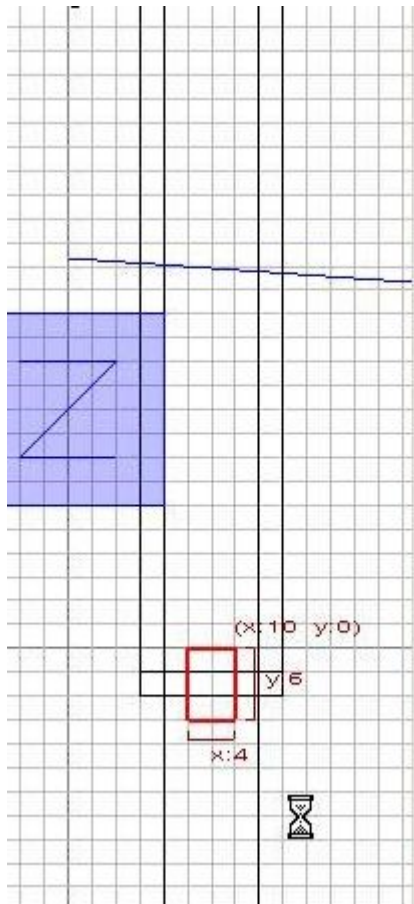
Ok lets make a door or two, get back into your room and pick a spot in the middle, up till now you have been working with a grid size of 8, however it will not look good to have a door, or its frames so big, doors are ok about 4 units wide (I think). Push 2 on the keyboard, this changes the grid size to 4, zoom in with the scroll wheel and have a look, push 4 to change it back to 8 and now in the middle of the room draw with caulk a wall 128 high, and bring it 1/3rd of the way into the room, deselect it, and now bring the grid size down to 2, zoom in and draw a door jam, I think maps look better if the details are there, so I always (mostly) give doors jams, and windows frames, things just look better.

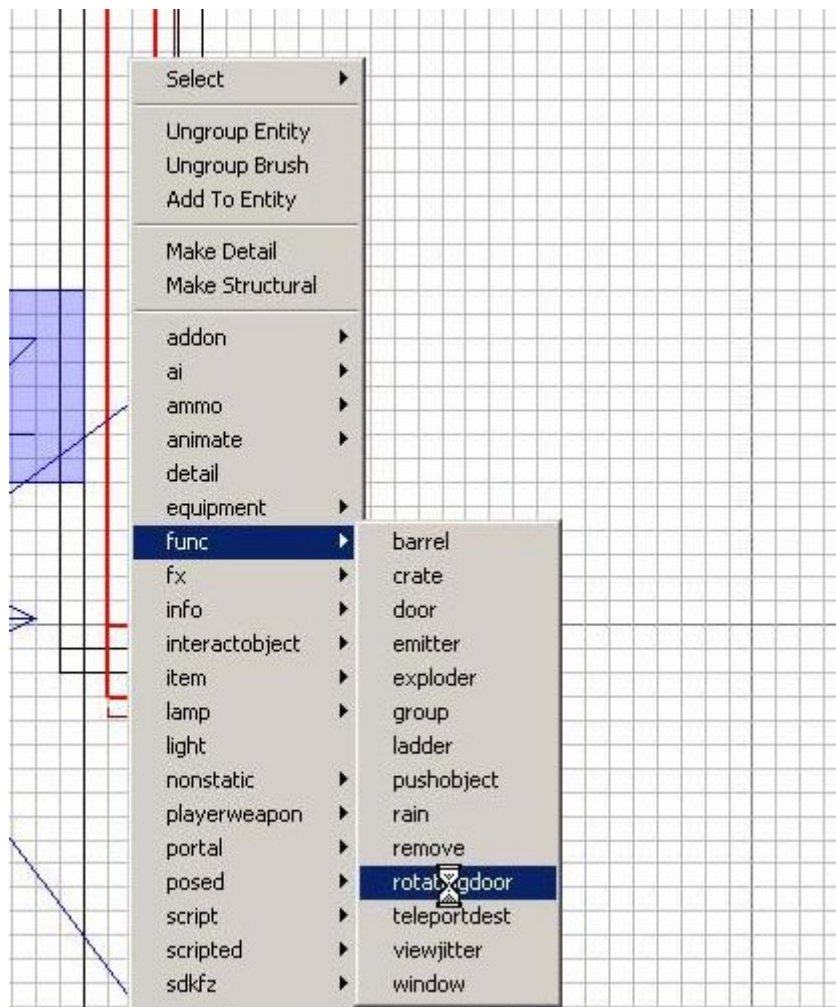


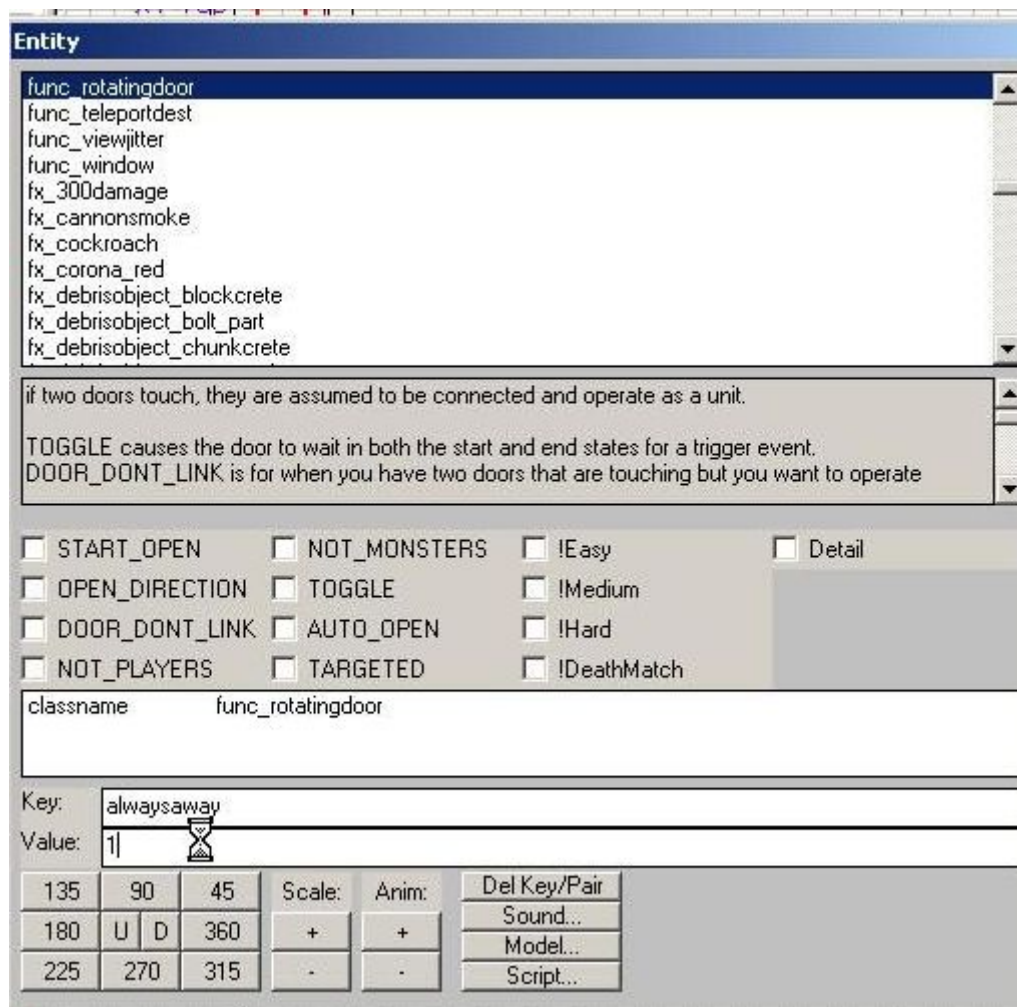
Now draw a brush 64x4x120, this is your door, copy the jam and put it at the other end of the door, now copy the wall and drag it to the other side of the door. Resize both jams to the same height as the door and add one to the top, mitre the corners.



There is still a gap above the door to fill in, so do that and now select the wall faces, and apply a texture to them, now you are left with just the jam and door, select the door and drag it out of the doorway a bit so you can texture it, don't bother texturing the top or bottom, you will never see them. The texture looks too big? Ctrl+F to make it fit. Texture the jams, I have used a nice wood grain from Algiers, you'll notice the grain looks the wrong way on some of the faces, select those faces, rotate the texture in the surface inspector (S)

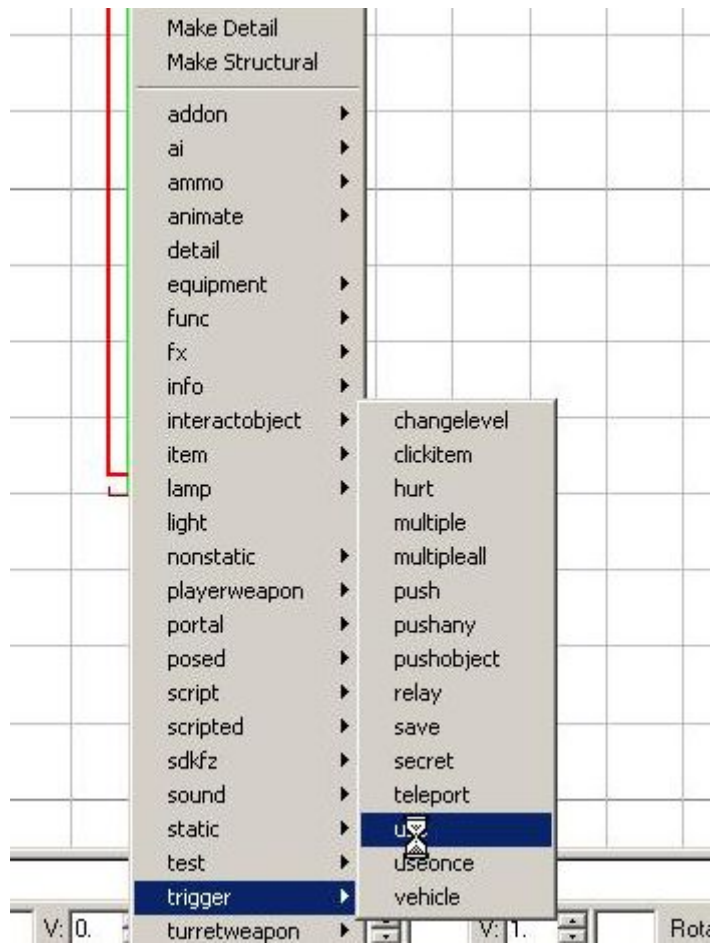


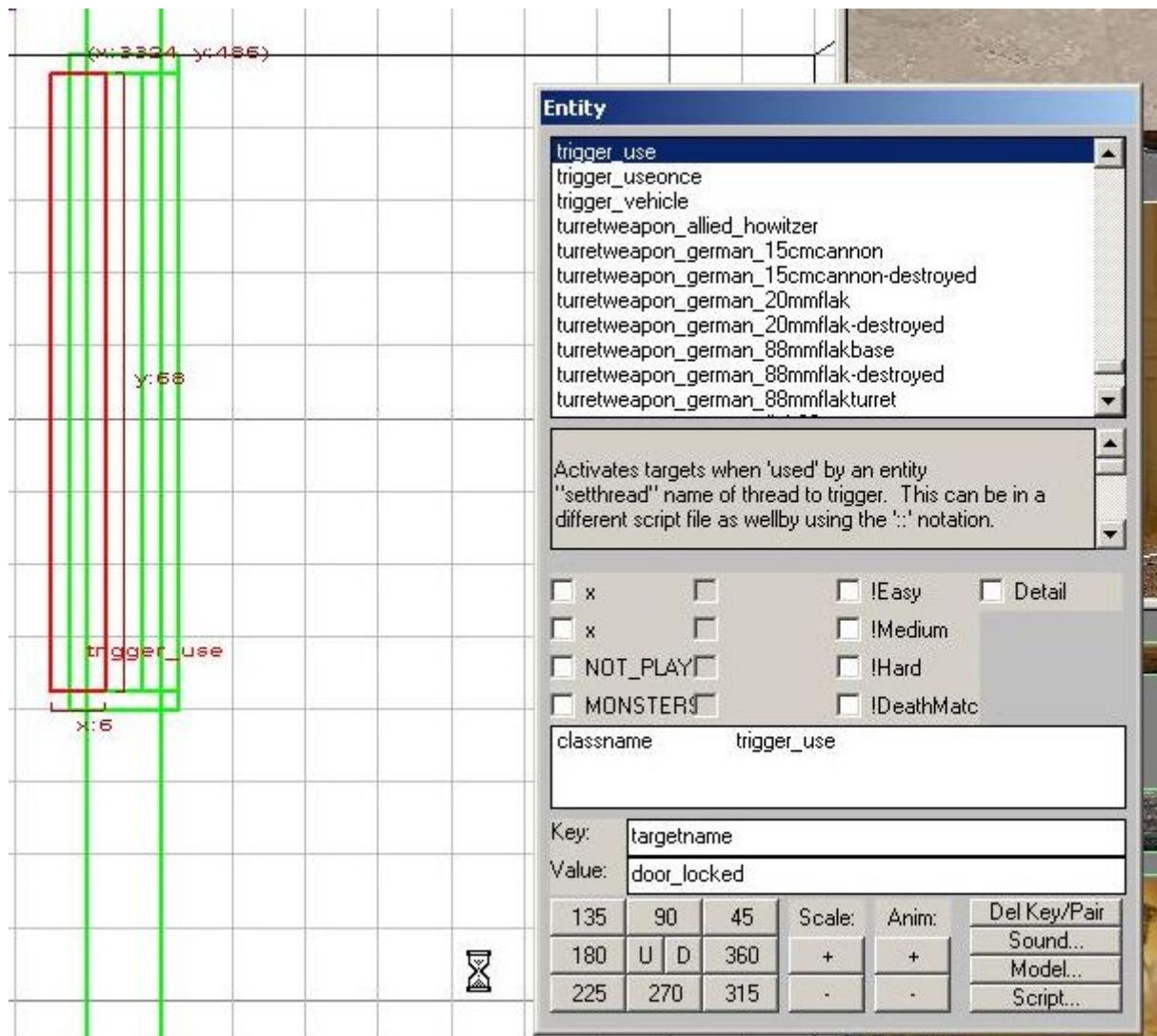




Now to make a sliding door just build your door brush, put it out from the wall a little so that it looks realistic, right click on the door and select `func-door`, bring up the entity properties and give it an angle, 90 is good, do you want it to auto open? tick the box...there you go, one sliding door, mind your toes!

If your map needs a door that won't open you can make it more realistic by adding a locked door sound when the player tries to use it. Using Caulk draw a brush that fits over the front of a door that has not been set up to open, right click and find trigger -use. Hit the N key and enter these, Key: targetname Value: door_locked





Now you need to add this line to the script file of your map.
 exec global/door_locked.scr::lock