

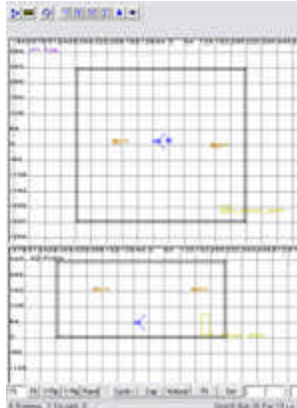
## **Rotating Door**

**What we are going to do:**

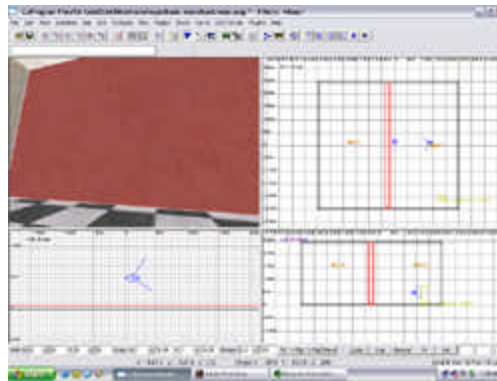
We will make a rotating doooooooooorrrrr!!!!

**Get Going!**

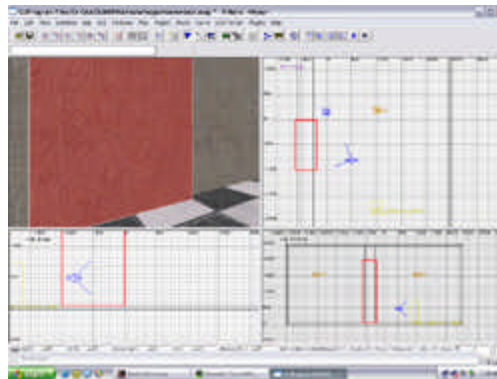
Using our "Basic Room" we built, I moved our player start over, and added another light!




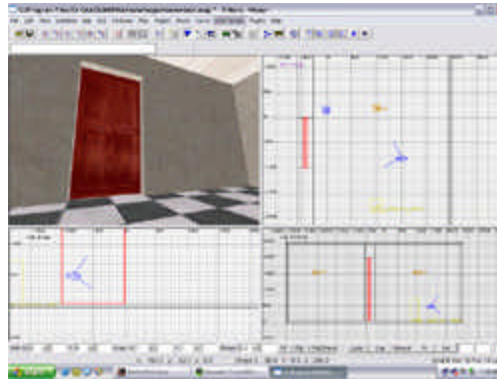
Now build a wall in the middle.



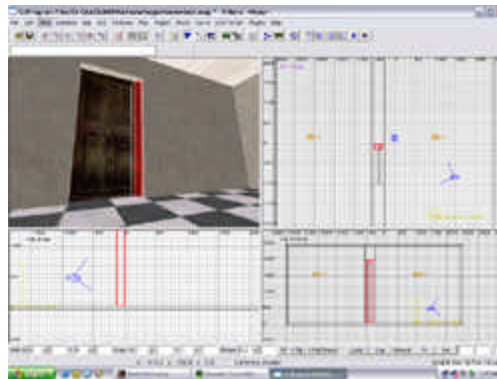
Now make a another wall about 256 high, and 128 wide. And put it in your wall so it sticks out a lit



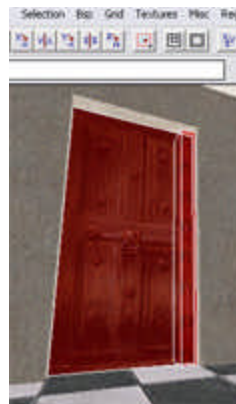
Now hit the CSG Subtract Button "", this will make a hole in your wall! great! Now that r wall we used to subtract from the wall, we will use as the door! Find a door Texture, I used Textur mohcommon, "[doorold\_1]"



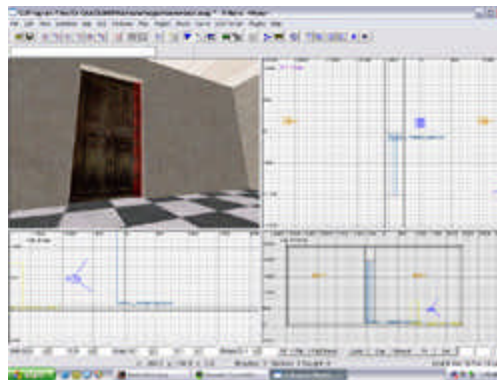
Now make a little box about 24 units wide and 16 units long, and 256 units high. You will want to overlap this to the end of your door! Either end, this is the "hinges" of the door! So go figure where you want it! And apply this texture textures, common, "origin"



Now in the 3D view, hold shift and left click on the door so you can select it along with the "hinge" made.



Now in the Top view, right click on your door that is red and goto "Func" "Rotatingdoor" and click



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