Subject: Doors
Posted by bisen11 on Tue, 12 Apr 2005 02:22:09 GMT
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I want to know how i make a door so that it opens on one side but not the other, like a jail door. Ive followed the door tutorial on renhelp about doors. I put the trigger zone on just one side of the door, hoping that would make it open on just one side. But it opens on the other side when you get fairly close to it. So how do i get it so it will open on just one side?

Subject: Doors
Posted by Oblivion165 on Tue, 12 Apr 2005 02:51:57 GMT
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Just move it farther out, and as a fail safe put the second triggerzone in the same place as the first.

Subject: Doors
Posted by bisen11 on Tue, 12 Apr 2005 03:13:30 GMT
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Ok, i eventually got it far enough, you got to put it pretty far. Thanks.

Subject: Doors
Posted by Oblivion165 on Tue, 12 Apr 2005 04:07:49 GMT
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Yeah your characters worldbox is a huge bitch, so it takes some space.