

---

Subject: Openable door?

Posted by [codemancq](#) on Thu, 16 Mar 2006 19:40:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ive been wanting to design a CNR map or something similar for a while, but you see...I want a door that can be opened from a switch. It doesn't nescesarrily have to be door phys, just a door model that does the door thing when I hit a switch. Kthxbai!

---

---

Subject: Re: Openable door?

Posted by [JeepRubi](#) on Fri, 17 Mar 2006 00:12:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you want to make a door to open in a certain spot, you can have a pad type thing that when you stand on it the door opens. There must be a script for this because they do it in singleplayer with the basegates.

---