

---

Subject: Working Doors

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:14:00 GMT

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

---

Taximes receives full credit for this tutorial. Creating Doors If you want to create a door, first open up your map. Save it, because you're going to be deleting stuff, and you don't want to lose anything. Now, find where you want the door to be, and model it. The reason you should do this in your map file is so it's not gigantic or miniscule when you import it. Now, animate it. Select the door and then click the "Animate" button on the bottom toolbar, it should turn red. Move the little frame counter to the end of the bar which should be 100. Depending on how fast you want the door to open, this could be lower, and then move your door to where you want it to end up. You could get more complicated with animation, but we'll keep it simple. Make sure you click the animate button again to deselect it. You can now click play and view your animation. Woohoo Now that you have an animated door, delete all objects but the door. This is why you made a new file. Now, if you want things to be easy, right click on the view box title (Should say Perspective, User, Left, Right, etc.) and click "Show Grid" if it wasn't already on. Move your door so it is lined up with the two bold intersecting lines. Export it. Now open up LevelEdit and create a new Tile object. Give it a name, Set it to DoorPhys and select your w3d as the model. Set the animation mode to "Target", then click Okay. Now that LevelEdit recognizes the object as a door, you'll be able to edit the trigger zones, the area that you have to be standing in to have it open. Left click once on your door in the presets menu and click "Mod". Go to the Zones tab and double click on TriggerZone1. Use the controls to navigate the box around your door. Click okay, and do the same for TriggerZone2. Now create the door and put it where you want it on your map. Simple, eh?

---

---

Subject: Working Doors

Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:04:00 GMT

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

---

German ay? <http://www.freetranslation.com>

---

---

Subject: Working Doors

Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:32:00 GMT

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

---

haha, thanks guys! i'll give it a try tomorrow.

---

---

Subject: Working Doors

Posted by [Anonymous](#) on Tue, 04 Feb 2003 19:13:00 GMT

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

---

I suppose One could make a Base Gate the same way? and oh yeah, KANE LIVES!

---

---

Subject: Working Doors

Posted by [Anonymous](#) on Wed, 05 Feb 2003 00:42:00 GMT

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

---

How do i make the doors (like on the MP buildings) open and close on my own structures? I saw a tut, but it was in German. Anyone know how?

---

Subject: Working Doors

Posted by [Anonymous](#) on Wed, 05 Feb 2003 03:39:00 GMT

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

---

It was me who write the german one, if you want, I can translate it for you, just contact me. [

---

Subject: Working Doors

Posted by [Anonymous](#) on Wed, 05 Feb 2003 13:16:00 GMT

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

---

It is now avaiable at [www.laeubi.de/forum](http://www.laeubi.de/forum) in the tutorial section

---

Subject: Working Doors

Posted by [Anonymous](#) on Thu, 06 Feb 2003 18:54:00 GMT

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

---

I followed the Tut, but my Gate only lowers and raises once then its stuck closed? What did I mess Up? Target animation mode, Zones set up. what gives? I did add the Trigger Zones after I Made the model on the map.thanks again.

---

Subject: Working Doors

Posted by [Anonymous](#) on Thu, 06 Feb 2003 22:34:00 GMT

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

---

I don't know!Usually you should check the door, because there's something on that door you have to push down or whatever... Maybe... I said I didn't know...

---

Subject: Working Doors

Posted by [Anonymous](#) on Fri, 07 Feb 2003 01:35:00 GMT

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

---

Only make the animation of it going down, it places it backwards for going up.

---

Subject: Working Doors

Posted by [Anonymous](#) on Fri, 07 Feb 2003 07:30:00 GMT

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

---

Thats right.ANd be carefull, that no Turrets stands into the trigger zones.

---

Subject: Working Doors

Posted by [Anonymous](#) on Fri, 07 Feb 2003 14:53:00 GMT

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

---

THNX I MADE IT ANIMATE UP AND DOWN. I WILL FIX SO IT ONLY GOES ONE DIRECTION.

---

Subject: Working Doors

Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:03:00 GMT

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

---

That was the problem, It works now. Woot.Thanks again.

---