

Overview

Door entities are used to create different types of doors. The door entities can be found in **Rollup Bar -> Entity -> Doors**.

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Advanced Door

The Advanced Door entity has additional properties that allows the door to **receive damage** and be **destroyed** appropriately. These are mostly controlled in the Breakage, Destruction and Vulnerability property tables.

The model required for an Advanced door to work fully is much the same as a destructible object, with the entity looking for specific sub-object names within the model file to use as normal and destroyed models of the door as well as any pieces that should be generated.

The door opens and closes based on simple rotation angles around the Z-axis, but as it is an advanced door, it will also physically interact with geometry and objects whilst opening and closing so it's possible to have entities blocking the path of the door.

Properties	Description
Locked	Is the door locked or not.
DestroyedSubObject	Will the sub object part of the door remain.
Health	Defines the health of the door.
Mass	Defines the mass of the door.
Model	Specifies the model of the door.
ModelDestroyed	Specifies the model of the door once it is destroyed.
ModelSubObject	Specifies the model of the sub-object of the door.
SmartObjectClass	See Common Entity Parameters .
UsePortal	Specifies if the door uses portals or not.
Breakage	
ExplodeImpulse	Specifies the push back of the explosion should the door explode.
LifeTime	Specifies the lifetime of the object after it has been destroyed.
SurfaceEffects	Specifies if surface effects will be used when the object is destroyed.
Destruction	
Damage	Specifies how much damage the object does when it explodes.
Decal	Specifies the decal to use when the object is destroyed.
EffectScale	Specifies the scale of the effect.
Explode	Creates an explosion effect that can kill people.
ParticleEffect	Specifies an destruction effect.
Pressure	How much pressure does the object place on surrounding objects when it is destroyed.
Radius	Specifies the radius of the explosion.
Direction	Specifies the direction of the explosion in X/Y/Z coordinates.
Limits	
AutoCloseTime	Specifies how long the door will take to close automatically after been opened. Set to 0 to turn this feature off.
Damping	Specifies the damping on the door when it closes (how much it slows down when moving).
InitialAngle	Specifies the angle at which the door is initially set up.

IsBreachable	Specifies if the door can be breached.
MaxBend	Specifies how far the maximum that the door will bend.
MaxForce	Specifies how much force can be applied.
OpenFromBack	Specifies if the door opens from the back.
OpenFromFront	Specifies if the door opens from the front.
OpeningRange	Specifies how far the door opens.
Speed	Specifies how fast the door opens.
UseDistance	Specifies how far away the door can be used from.
Sound	
CloseSound	Specifies the sound used when the door is closed.
LockedSound	Specifies the sound used when the door is locked.
OpenSound	Specifies the sound used when the door is opened.
Vulnerability	
Bullet	Specifies if the door can be damaged by bullets.
Collision	Does the door have collision.
DamageTreshold	Specifies the damage required to open the door.
Explosion	Specifies if the door can be damaged by explosions.
Melee	Specifies if the door can be damaged by melee attacks.
Other	Specifies if "other" damage can damage the door.

Anim Door

The Anim Door entity is another door entity available in the engine, the advantage of this entity is that you can use **animations** to control how the door opens and closes.

The Physics properties table also allows the Door to have physical properties though unlike the Advanced Door the Anim Door entity **cannot be destroyed**.

If you do not require the Door to interact physically with the world it is best to set the **Physicalize**, **PushableByPlayers** and **RigidBody** flags to false as this will save on performance.

Properties	Description
Activate Portal	Specifies if the door activates a portal.
Locked	Specifies if the door is locked.
Model	Specifies which model the door will use.
NoFriendlyFire	Specifies if friendly fire affects the door.
SmartObjectClass	See Common Entity Parameters .
UseDistance	Specifies how far away the door can be used from.
Animation	
anim_Close	Specifies the animation to use when the door is closed.
anim_Open	Specifies the animation to use when the door is opened.
Physics	
Density	Specifies the density of the door.
Mass	Specifies the mass of the door.
Physicalize	Specifies if the door is physicalized.

PushableByPlayers	Specifies if the door can be pushed by players or not.
RigidBody	Specifies if the door should use rigid body physics.
Sounds	
Close	Specifies the close sound.
Open	Specifies the open sound.

Door

This is the simplest door entity available but still affords quite a large amount of control over the behavior of the door.

It is possible to use the Rotation or Slide parameters to control how the door opens and closes, for instance by changing the Axis parameter it's possible to create a door that rotates on the X or Y Axis.

This entity does **not** have any **physical** interaction.

Properties	Description
Activate Portal	Specifies if the door activates a portal.
Locked	Specifies if the door is locked.
Model	Specifies which model the door will use.
SmartObjectClass	See Common Entity Parameters .
SquashPlayers	Specifies if the door can squash and damage/kill the player.
Usable	See Common Entity Parameters .
UseDistance	Specifies how far away the door can be used from.
UseMessage	See Common Entity Parameters .
Rotation	
Acceleration	Specifies how fast the door will accelerate.
Axis	Specifies about which axis the door will rotate.
FrontAxis	Specifies the front axis of the door.
Range	Specifies how far the door will rotate.
RelativeToUser	Specifies if the door rotates in relation to the user.
Speed	Specifies the rotation speed of the door.
StopTime	Specifies how long the door takes to stop.
Slide	
Acceleration	Specifies how much the door accelerates when its sliding.
Axis	Specifies the axis in which the door slides.
Range	Specifies how far the door will slide.
Speed	Specifies how fast the door slides.
StopTime	Specifies how long the door takes to stop.
Sounds	
Range	Specifies how far the sound of the door can be heard from.
SoundOnMove	Specifies the sound to use when the door moves.
SoundOnStop	Specifies the sound to use when the door stops.
SoundOnStopClosed	Specifies the sound to use when the door stops closed.
Volume	Specifies the volume of the sound used.
