Doors

Door

```
entity {
	entityDef interact_doors_cultist_wide_01_1 {
	inherit = "interact/doors/cultist_wide_01";
	class = "idInteractable_Obstacle";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false; // should be false for most doors
	disableAIPooling = false;
	edit = {
		soundOffset = {
			z = 1.5;
		}
		whenToSave = "SGT_CHECKPOINT";
		flags = {
			skipRenderModelReplication = true;
		}
		dormancy = {
			distance = 100;
			playerDistance = 120;
			playerRearwardDistance = 80;
		}
		fxDecl = "gameplay/invasion/demon_door";
		interaction = {
			initalState = "interactables/door/normal/locked";
			interactionGraph = "interactables/door";
			stateData = {
				num = 1;
				item[0] = {
					stateName = "interactables/door/normal/locked";
				}
			}
```

```
□□□transitionData = {
□□□□num = 12;
□□□□item[0] = {
□□□□□transitionName = "needs_key_To_unlocked_open";
□□□□□additionalWaitMs = 1000;
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_open_unlocked";
□□□□}
□□□□item[1] = {
□□□□□transitionName = "unlocked_To_unlocked_open";
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_open";
□□□□}
□□□□item[2] = {
□□□□□transitionName = "unlocked_open_To_unlocked";
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_close";
□□□□}
□□□□item[3] = {
□□□□□transitionName = "locked_To_locked_open";
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_open";
□□□□}
□□□□item[4] = {
□□□□□transitionName = "locked_open_To_locked";
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_close";
□□□□}
□□□□item[5] = {
□□□□□transitionName = "unlocked_open_To_locked";
□□□□□playSoundOnTransition = "play_doomhunter_widedoor_close";
□□□□}
□□□□item[6] = {
□□□□□transitionName = "locked_To_locked_fail";
□□□□}
□□□□item[7] = {
□□□□□transitionName = "needs_key_To_needs_key_failed";
□□□□}
□□□□item[8] = {
□□□□□transitionName = "locked_To_unlocked";
□□□□}
□□□□item[9] = {
□□□□□transitionName = "unlocked_To_locked";
□□□□}
```

```
□□□□item[10] = {
□□□□□transitionName = "start_locked_To_locked";
□□□□}
□□□□item[11] = {
□□□□□transitionName = "locked_To_stay_open";
□□□□}
□□□}
□□□animWebDecl = "animweb/interact/doors/cultist_wide_01";
□□}
□□touchData = {
□□□retouchDelaySec = 0.5;
□□□triggerDef = "trigger/interact/cultist_wide_01_square";
□□}
□□stateColors = {
□□□num = 8;
□□□item[0] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□}
□□□□state = "start_locked";
□□□}
□□□item[1] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□□item[1] = {
```

```
□□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□□}
□□□□}
□□□□state = "activate_to_unlock";
□□□}
□□□item[2] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□}
□□□□state = "locked";
□□□}
□□□item[3] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_red";
□□□□□}
□□□□}
□□□□state = "needs_key";
□□□}
□□□item[4] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
```

```
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_green";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_blue";
□□□□□}
□□□□}
□□□□state = "unlocked";
□□□}
□□□item[5] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_green";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_blue";
□□□□□}
□□□□}
□□□□state = "locked_open";
□□□}
□□□item[6] = {
□□□□colorScale = 5;
□□□□materialSwapList = {
□□□□□num = 2;
□□□□□item[0] = {
□□□□□□from = "art/tile/glow/doorglow_a";
□□□□□□to = "art/tile/glow/doorglow_green";
□□□□□}
□□□□□item[1] = {
□□□□□□from = "art/tile/glow/doorglow_b";
□□□□□□to = "art/tile/glow/doorglow_blue";
□□□□□}
```

```
        }
        state = "unlocked_open";
      }
      item[7] = {
        colorScale = 5;
        materialSwapList = {
          num = 2;
          item[0] = {
            from = "art/tile/glow/doorglow_a";
            to = "art/tile/glow/doorglow_green";
          }
          item[1] = {
            from = "art/tile/glow/doorglow_b";
            to = "art/tile/glow/doorglow_blue";
          }
        }
        state = "stay_open";
      }
    }
    collisionPieces = {
      num = 4;
      item[0] = {
        meshName = "collision";
        jointName = "collision_joint";
      }
      item[1] = {
        meshName = "collision1";
        jointName = "collision1_joint";
      }
      item[2] = {
        meshName = "collision2";
        jointName = "collision2_joint";
      }
      item[3] = {
        meshName = "collision3";
        jointName = "collision3_joint";
      }
    }
    blockerBoundsExpandDists = {
```

```
□□□x = 0.100000001;
□□□y = 1;
□□□z = 0.100000001;
□□}
□□stateObstacleData = {
□□□num = 16;
□□□item[0] = {
□□□□statePath = "interactables/door/normal/activate_to_unlock";
□□□□obstacleReachability = true;
□□□}
□□□item[1] = {
□□□□statePath = "interactables/door/normal/locked";
□□□□obstacleReachability = true;
□□□}
□□□item[2] = {
□□□□statePath = "interactables/door/normal/locked_fail";
□□□□obstacleReachability = true;
□□□}
□□□item[3] = {
□□□□statePath = "interactables/door/normal/locked_open";
□□□}
□□□item[4] = {
□□□□statePath = "interactables/door/normal/needs_key";
□□□□obstacleReachability = true;
□□□}
□□□item[5] = {
□□□□statePath = "interactables/door/normal/needs_key_failed";
□□□□obstacleReachability = true;
□□□}
□□□item[6] = {
□□□□statePath = "interactables/door/normal/start_locked";
□□□□obstacleReachability = true;
□□□}
□□□item[7] = {
□□□□statePath = "interactables/door/normal/stay_open";
□□□}
□□□item[8] = {
□□□□statePath = "interactables/door/normal/unlocked";
□□□}
```

```
□□□item[9] = {
□□□□statePath = "interactables/door/normal/unlocked_open";
□□□}
□□□item[10] = {
□□□□statePath = "interactables/door/oneWay/oneWay_closed";
□□□□obstacleReachability = true;
□□□}
□□□item[11] = {
□□□□statePath = "interactables/door/oneWay/oneWay_lock_fail";
□□□□obstacleReachability = true;
□□□}
□□□item[12] = {
□□□□statePath = "interactables/door/oneWay/oneWay_locked";
□□□□obstacleReachability = true;
□□□}
□□□item[13] = {
□□□□statePath = "interactables/door/oneWay/oneWay_open";
□□□}
□□□item[14] = {
□□□□statePath = "interactables/door/oneWay/oneWay_open_fail";
□□□□obstacleReachability = true;
□□□}
□□□item[15] = {
□□□□statePath = "interactables/door/oneWay/oneWay_opened";
□□□}
□□}
□□dissolveDistance = 20;
□□renderModelInfo = {
□□□model = "md6def/objects/doors/cultist_wide_door_01/cultist_wide_door_01.md6";
□□}
□□guiData = {
□□□swfFile = "swf/worldgui/guientity/1_interact_lock_default.swf";
□□□scale = 0.0850000009;
□□□initialCommands = {
□□□□num = 1;
□□□□item[0] = {
□□□□□commandType = "SPRITE_HIDE";
□□□□}
□□□}
```

```
		positionOffset = {
			x = 8;
			z = 25;
		}
	}
	umbraVisBlocking = "CAN_BLOCK";
	umbraSoundBlocking = "CAN_BLOCK";
	demonPlayerRenderModel = "art/objects/door/demon/cultist_wideDoor_01_demon.lwo";
	spawnPosition = {
		x = -11.11;
		y = -11.11;
		z = -11.11;
	}
	demonPlayersPassThrough = false;
}
}
}
```

Open

```
entity {
	entityDef interact_doors_cultist_wide_01_1_open {
	inherit = "target/interact_action_door";
	class = "idTarget_InteractionAction";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		renderModelInfo = {
			materialRemap = {
				num = 1;
				item[0] = {
					to = "art/tile/common/nodraw";
				}
			}
		}
	}
```

```
□□actionFilter = "interactionAction/door";
□□spawnPosition = {
□□□x = -11.11;
□□□y = -11.11;
□□□z = -11.11;
□□}
□□targets = {
□□□num = 1;
□□□item[0] = "interact_doors_cultist_wide_01_1";
□□}
□□action = "IA_DOOR_OPEN";
□}
}
}
```

Replication

```
entity {
□entityDef interact_doors_cultist_wide_01_1_timeline {
□inherit = "target/timeline";
□class = "idTarget_Timeline";
□expandInheritance = false;
□poolCount = 0;
□poolGranularity = 2;
□networkReplicated = true;
□disableAIPooling = false;
□edit = {
□□flags = {
□□□noFlood = true;
□□}
□□networkSerializeTransforms = false;
□□spawnPosition = {
□□□x = 1;
□□□y = 1;
□□□z = 1;
□□}
□□componentTimeLine = {
□□□entityEvents = {
□□□□num = 2;
```

```
□□□□item[0] = {
□□□□□entity = "interact_doors_cultist_wide_01_1_relay";
□□□□□events = {
□□□□□□num = 1;
□□□□□□item[0] = {
□□□□□□□eventTime = 250;
□□□□□□□eventCall = {
□□□□□□□□eventDef = "activate";
□□□□□□□□args = {
□□□□□□□□□num = 1;
□□□□□□□□□item[0] = {
□□□□□□□□□□entity = "";
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□}
□□□□□}
□□□□item[1] = {
□□□□□entity = "interact_doors_cultist_wide_01_1_remove";
□□□□□events = {
□□□□□□num = 1;
□□□□□□item[0] = {
□□□□□□□eventTime = 2500;
□□□□□□□eventCall = {
□□□□□□□□eventDef = "activate";
□□□□□□□□args = {
□□□□□□□□□num = 1;
□□□□□□□□□item[0] = {
□□□□□□□□□□entity = "";
□□□□□□□□□}
□□□□□□□□}
□□□□□□□}
□□□□□□}
□□□□□}
□□□□}
□□□}
□□}
□□allowClientsToStart = true;
□□renderModelInfo = {
```

```
		scale = {
			x = 1;
			y = 1;
			z = 1;
		}
	}
}
}
```

```
entity {
	entityDef interact_doors_cultist_wide_01_1_relay {
	inherit = "target/relay";
	class = "idTarget_Count";
	expandInheritance = false;
	poolCount = 0;
	poolGranularity = 2;
	networkReplicated = false;
	disableAIPooling = false;
	edit = {
		flags = {
			noFlood = true;
		}
		networkSerializeTransforms = false;
		count = 1;
		spawnPosition = {
			x = 1;
			y = 1;
			z = 1;
		}
		targets = {
			num = 1;
			item[0] = "interact_doors_cultist_wide_01_1_open";
		}
		repeat = true;
	}
}
}
```

```
entity {
	entityDef interact_doors_cultist_wide_01_1_remove {
		inherit = "target/remove";
		class = "idTarget_Remove";
		expandInheritance = false;
		poolCount = 0;
		poolGranularity = 2;
		networkReplicated = false;
		disableAIPooling = false;
		edit = {
			flags = {
				noFlood = true;
			}
			networkSerializeTransforms = false;
			count = 1;
			spawnPosition = {
				x = 1;
				y = 1;
				z = 1;
			}
			targets = {
				num = 1;
				item[0] = "interact_doors_cultist_wide_01_1";
			}
			repeat = true;
		}
	}
}
```

Created 2023-08-22 20:08:43 PDT by Velser
Updated 2026-11-16 13:55:36 PST by Velser