

Doors

Door

```
entity {
  entityDef interact_doors_cultist_wide_01_1 {
    inherit = "interact/doors/cultist_wide_01";
    class = "idInteractable_0bstacle";
    expandInheritance = false;
    poolCount = 0;
    poolGranularity = 2;
    networkReplicated = false;
    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 = {
        initialState = "interactables/door/normal/locked";
        interactionGraph = "interactables/door";
        stateData = {
          num = 1;
          item[ 0 ] = {
            stateName = "interactables/door/normal/locked";
          }
        }
      }
      transitionData = {
```

```
enum = 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";

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```
        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 = {
        hum = 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 = {
        hum = 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] = {
```

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    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 = 0.08500000009;
    initialCommands = {
        num = 1;
        item[0] = {
            commandType = "SPRITE_HIDE";
        }
    }
    positionOffset = {

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```

    xxx = 8;
    xxxz = 25;
  }
}
umbraVisBlocking = "CAN_BLOCK";
umbraSoundBlocking = "CAN_BLOCK";
demonPlayerRenderModel = "art/objects/door/demon/cultist_wideDoor_01_demon.lwo";
spawnPosition = {
  xxx = -11.11;
  xyy = -11.11;
  xxxz = -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 = {
          hum = 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_D00R_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 = {
  hum = 1;
  item[0] = {
    eventTime = 250;
    eventCall = {
      eventDef = "activate";
      args = {
        hum = 1;
        item[0] = {
          entity = "";
        }
      }
    }
  }
  item[1] = {
    entity = "interact_doors_cultist_wide_01_1_remove";
    events = {
      hum = 1;
      item[0] = {
        eventTime = 2500;
        eventCall = {
          eventDef = "activate";
          args = {
            hum = 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;
}
}
```

Revision #2

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