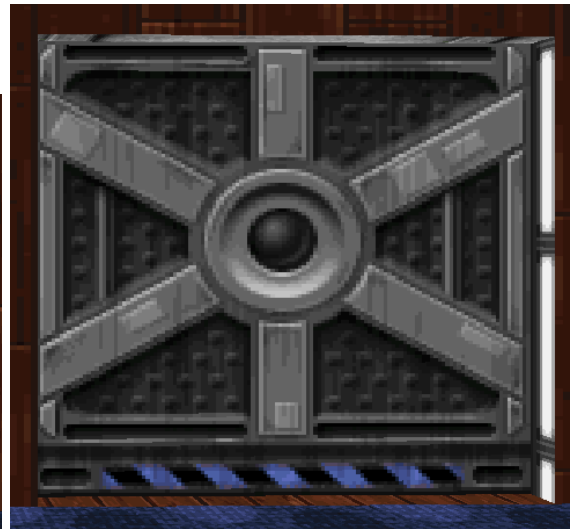
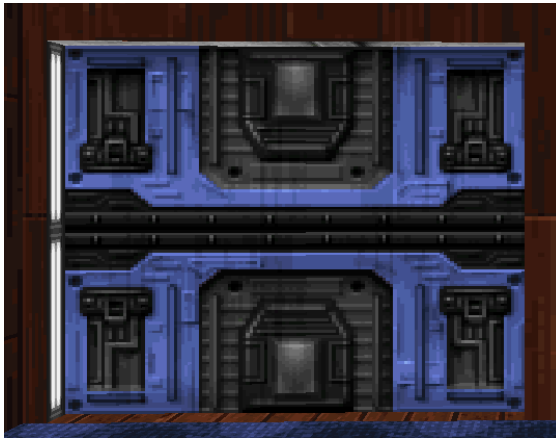


DOORS

GENERIC MEASUREMENTS

Typical rule: 16pg high - prefer 576 or 640 depending on texture.



1280 wide doors, “double wide”, left one is 16pg / right one is 18pg
Experiment per situation, try not to stray too far away from these.

Whatever you do, keep them at least consistent in your map, don't do 800 wide rotating doors with 22pgup and you will be fine.



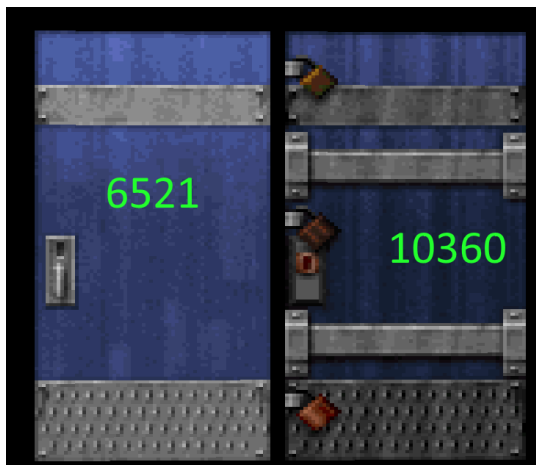
For slidedoors, have them i.e. 640 wide and a roughly 32 unit lip (5~10%) that extends out when the door is open, this leaves about 576 units for the player. This might be tricky to get precise with DS distances so guesstimate something close enough.



576 wide rotating door, can be 640 and 17pg depending on situation.
Try not to go below 576 as it gets too cramped even for AI to pass through

DECORATIVE DOORS

Important bit is to distinguish locked doors from unlocked doors, ALWAYS have locked doors look less attractive either with careful use of lighting and/or using special door textures.



The door should ALWAYS at least be darker than other doors that exist nearby and preferably other cues such as busted lights or other obstacles / wear. You should use the lockdoor texture in front to also indicate that it's locked but this can't shouldn't be the only line of defence.

Door itself should try to do it' best to leave no doubts on whether there is a secret behind it or not (remember, this is a game that heavily encourages secret hunting and rewards it)

When placing a locked door, think first **very** hard if you actually need that door. Goal is not to achieve realistic paths and I wouldn't worry if you have some dead ends without any doors (you could use something like broken ladders instead for example) Doors are something that 100% indicate that something is behind it, that's their purpose. Unlike many other objects like broken ladders, we can't indicate that a door is broken or locked with reliability that easily.

If your choice is to place a door, have you thought about adding rubble or something behind it such as a fiery inferno in a hallway?

Or even a tiny closet that has supplies, again our job is not to worry about how employee X should do his work day, even Duke had closed off roads without any tunnels and it just works.

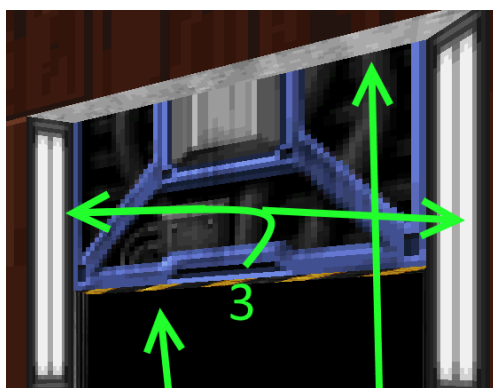
Another example:



Without any locks, we can still use blend130 sprites there to make it look like it's been abandoned for a longer time.

MISC LOOKS

I ask that everyone uses these basic things on non-rotating doors (doom/slide/etc..)



1. Use warning stripes on the direction of the door's movement, i.e. if slidedoor then have it on the side

2. Try to dedicate 3 sectors for the door: one for the door itself and one for both sides, forming a small "inner area" from the rest of the playfield.

You can see a hallway + straight door below, try to at least have some transitioning trims even if you can't extend the hallways. Preferably the hallways would be wider than the door in this case

3. Ties in with 2, these trims double as very easy spots for lights on the ceiling/floor/sides.

4. Use "DOORTRAK" texture on surfaces where the door will move.

Slidedoors = floors, doomdoors = sides. Remember to "unpeg walls" (press O)

There are few variants on this, use whichever feels good. I prefer the plain one seen above.

ADDITIONAL EFFECTS

Autoclose SE10 - Set this to 96 ticks, this equals to roughly 3 seconds and it's nicely divisible with code. This can change depending on context but autoclose should exist on pretty much all doors, helps with making things more dynamic and helps with perf. Extremely easy to cypypaste

DS - Use this on all stock doors unless you're building something where non-smoothed looks better, default speed is good.

856u slidedoor with 640u visible works well with 384 speed value as distance and leaves a proper lip.

Hitags - Remember to hitag ALL your rotating doors and slidedoors to avoid issues down the line where one door opens multiple. Setting hitag for SE works and for slidedoors I've noticed that you might want to set the sector hitag also. These can also work in pairs.

Open door lights - Pair this guy with DS, all secret cabinets (those tiny ones) and doors that open should cast some light to the other side IF the side is darker. No need to adjust +1 shade on every door, mainly darker areas should get lit up