DOOR TEMPLATES

There are a few types of generic doors to be implemented into the levels, the process seems quite tricky at first but don't worry, after a little practise it's dead easy.

The template door types we have so far are –

Left hinged door	- Can be pushed or pulled depending on which direction Lara approaches it.
Right hinged door	- Can be pushed or pulled depending on which direction Lara approaches it.
Double doors	- Can be pushed or pulled depending on which direction Lara approaches them.
Heavy double doors	- These are really big heavy doors, they can only be pushed open.
Sliding door left	- Can be opened and closed.
Sliding door right	- Can be opened and closed.
Left recess door	- Can be pushed or pulled depending on which direction Lara approaches it. They are set back from the wall and require a different Lara anim.
Right recess door	- Can be pushed or pulled depending on which direction Lara approaches it. They are set back from the wall and require a different Lara anim.

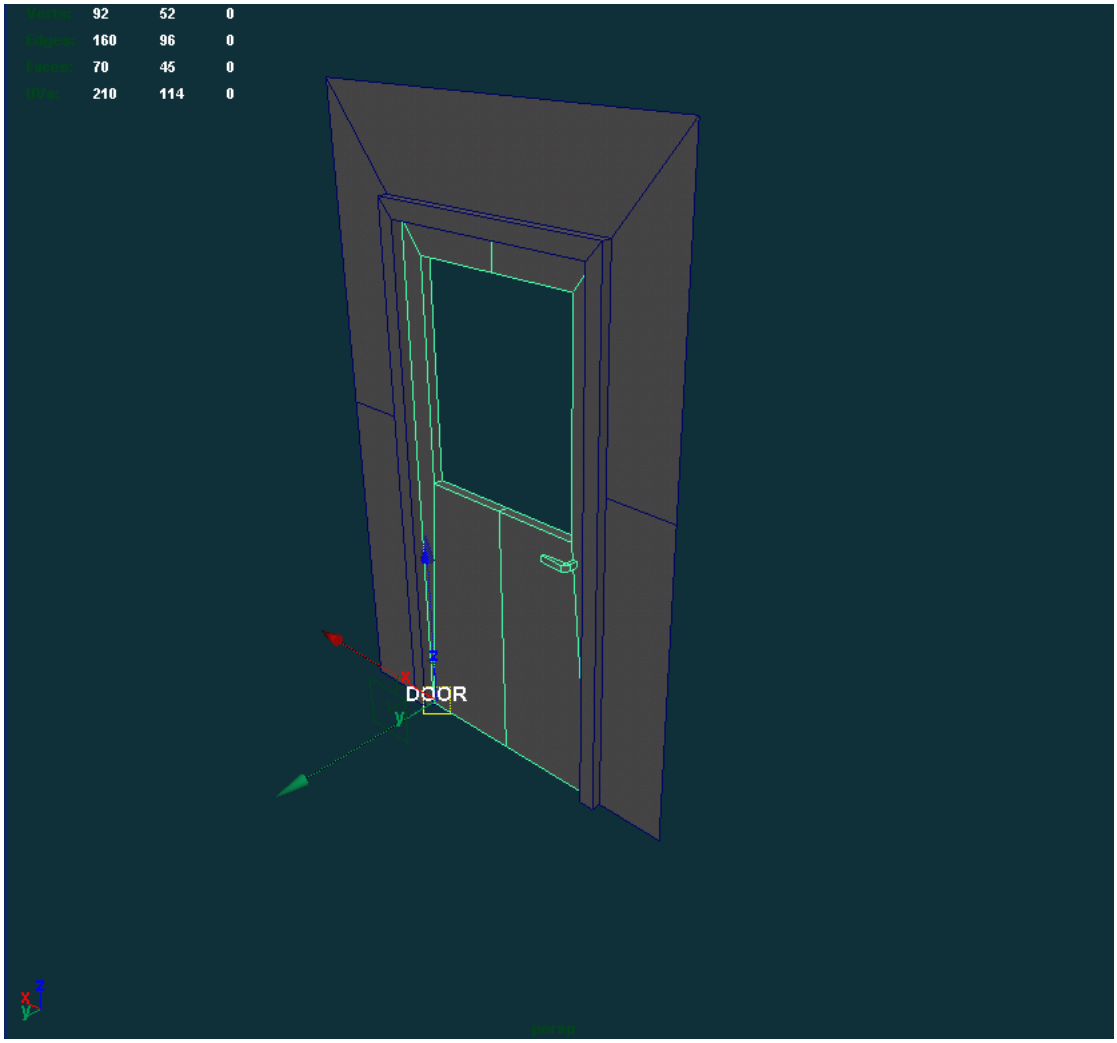
Each door on your levels that Lara opens must fall into one of the above categories.
If you have a door that doesn't fit into the templates but is only opened remotely i.e. a switch, then this is fine because Lara doesn't need to directly interact with it.
We will have to create a new template for any doors that don't fit into the above ones.

HISTORY
You must remove all history from the door objects, they won't work with any history left on them.

Making single doors work

1. Firstly all door templates are orientated facing ‘positive Y’ in Maya, they are also placed at world zero. You must ensure the pivot point is the same as the template doors, these can be found in –

   Z:/nextgen/ANIMATED_OBJECTS/DOOR/MODELS



2. The doors in your levels have to be rotated so that they face the same direction as the template, ‘positive Y’.

3. Once you’ve done this you should freeze the transforms on the object.

4. Now you can process the ‘reset world pos’ script on the door object, this will give you relative X,Y,Z coordinates back to world Zero.

5. Now rotate the door back to its original position but DON’T freeze transforms on it.

6. Next you have to re-name the doors shape name to one of the following –

Left hinged door = D_L

Right hinged door = D_R

Double door Left = DD_L

Double door Right = DD_R

Heavy double Left = HD_L

Heavy double Right = HD_R

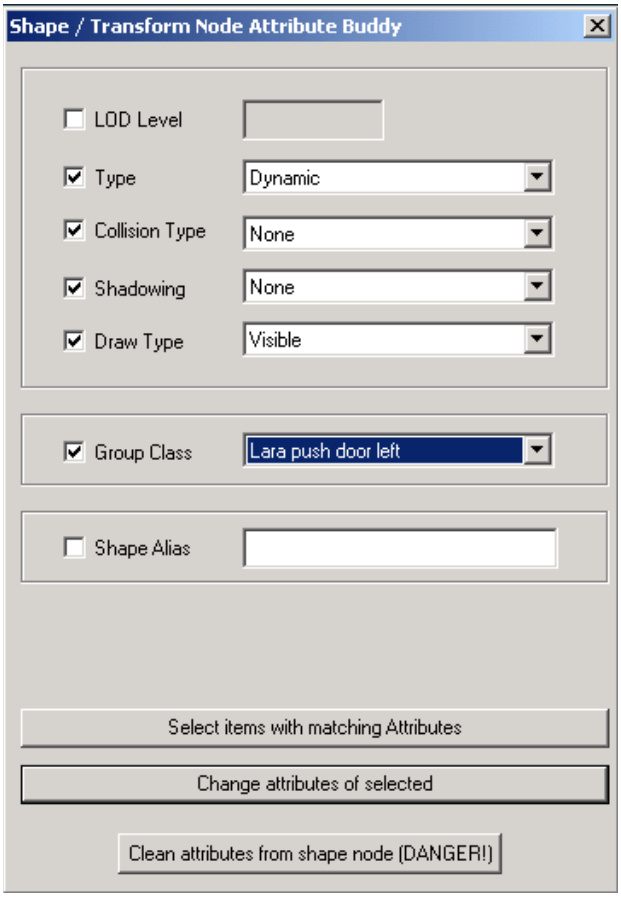
Sliding door left = SD_L

Sliding door right = SD_R

Left recess door = RD_L

Right recess door = RD_R

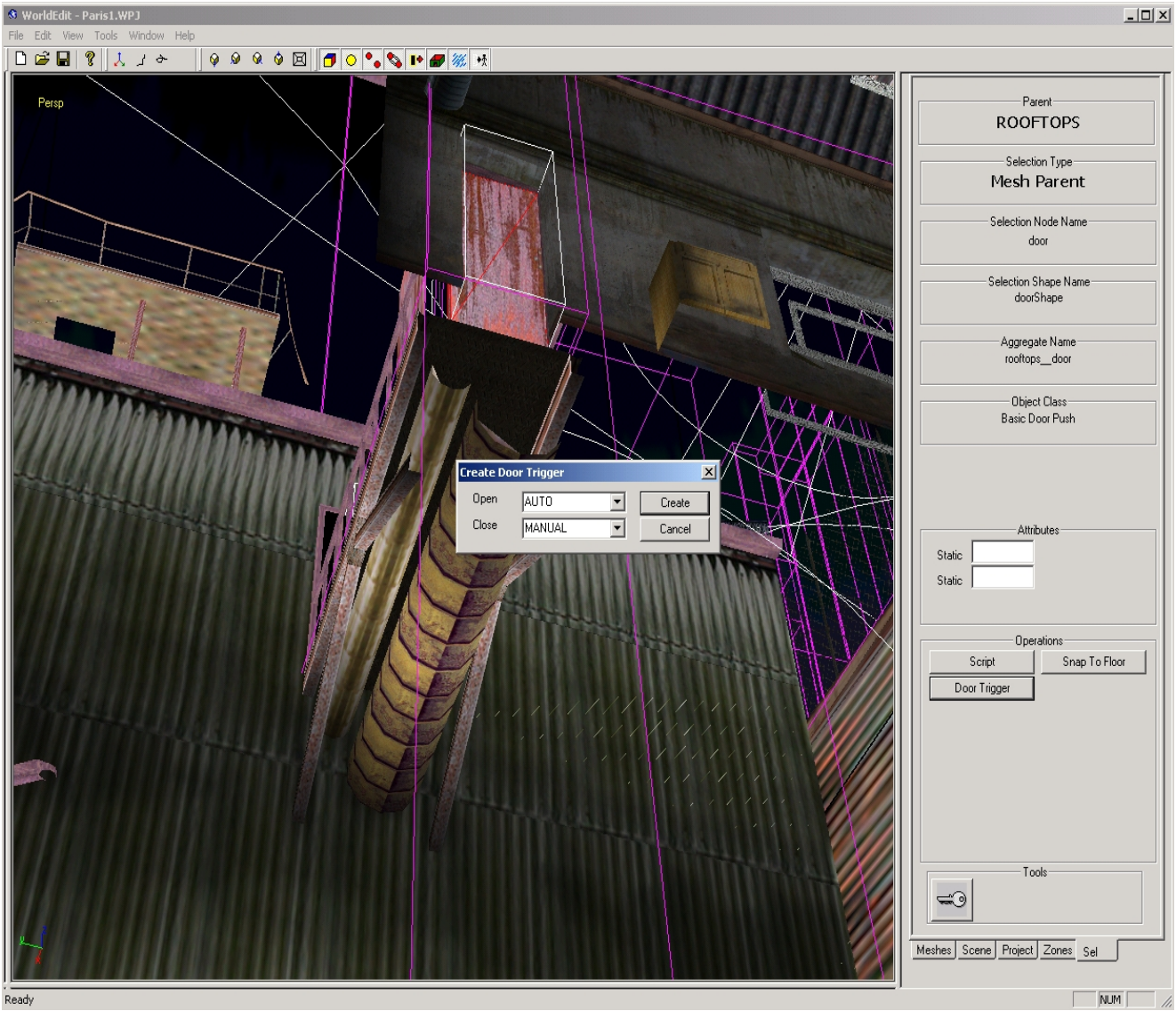
7. Now select the door object and open the export tool. Select the mesh attribute button and adjust the setting as follows –



Note: The group class will obviously change depending on which door type you are creating. Lara and Kurtis both have different door classes, these must be used on the relevant levels. Lara and Kurtis can both push and pull certain doors, so select the option from the group class list.

8. Now you can export your level into world edit.

9. Once in world edit shift-click on the door you wish to activate, notice the right hand side menu will change in the operations area and will offer you the option to create a door trigger.



10. Select this option, you will now see another small menu appear giving the options of having the door open automatically (no button press) or manually (button press). For now set them to auto.

11. That's it, just export your level and pray that it works.

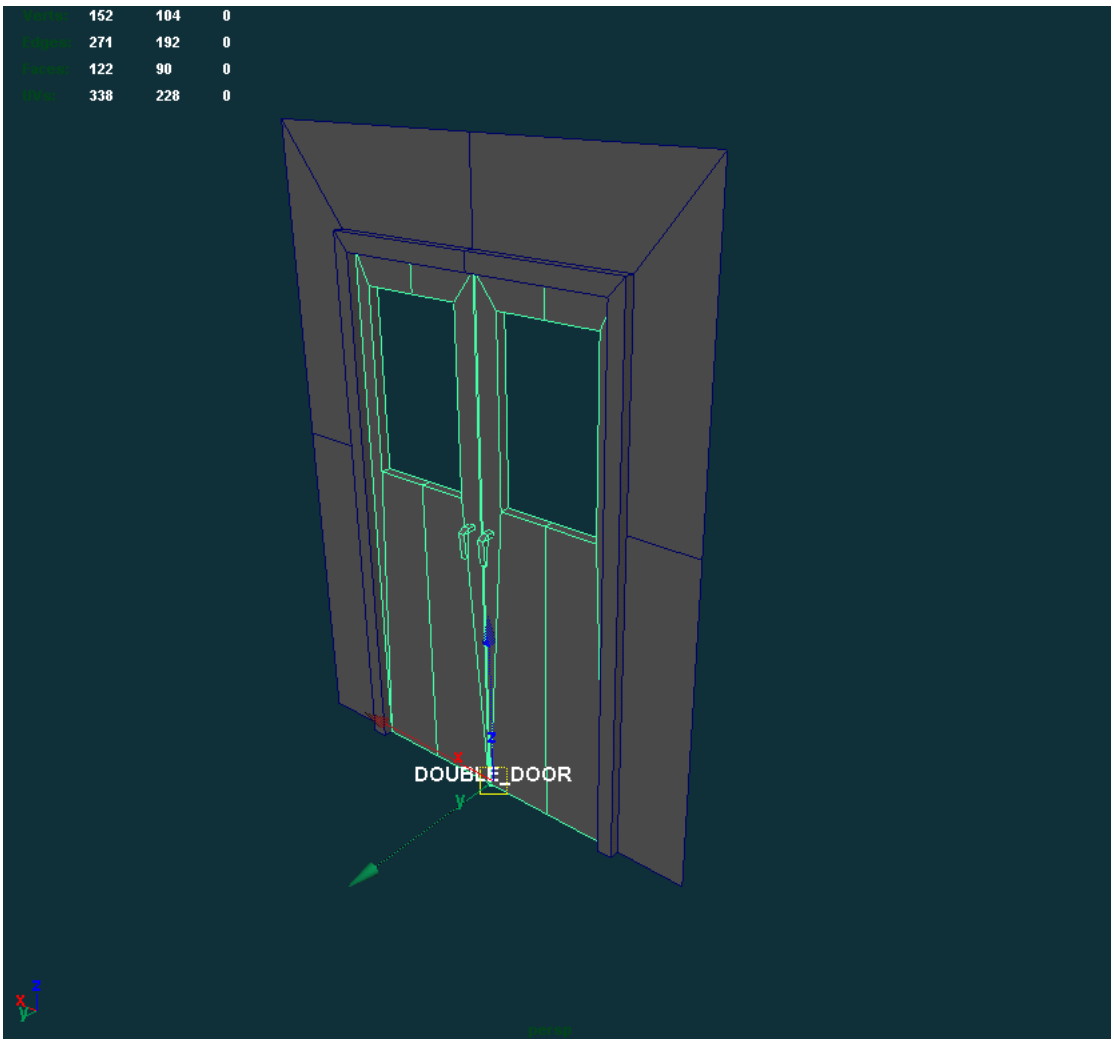
Making Double doors work

These are really similar to the single doors above, from point 6 onwards. Points 1 to 5 are slightly different. Here goes.

Note : when setting the mesh attributes, each door must have the attributes set.

1. Firstly all door templates are orientated facing ‘positive Y’ in Maya, they are also placed at world zero. You must ensure the pivot point is the same as the template double doors, these can be found in –

   Z:/nextgen/ANIMATED_OBJECTS/DOOR/MODELS



2. The double doors in your levels have to be rotated so that they face the same direction as the template, ‘positive Y’. To do this you must first group the two doors and move the group pivot to the centre as in the image above. The doors can now be rotated to match the template.

3. Once you've done this you should freeze the transforms on the object.

4. Now you can process the 'reset world pos' script on the doors ensuring that you have the group selected NOT the individual door, this will give you relative X,Y,Z coordinates back to world Zero.

5. Now rotate the doors back to their original rotation using the group pivot but DON'T freeze transforms on them. Ungroup the doors and then parent one door to the other, it doesn't matter which way you parent the two. Now follow points 6 onwards as for the single doors.

Shape Alias names

Once you have activated all doors in a particular map, you may notice that each type will have the same graphical mesh, for example: all of the left hinge doors are identical even if they shouldn't be.

This is because the shape names for each door are identical and they have to be. So the game engine thinks they are instances of each other and makes them identical.

The way around this is to give each minority door type a shape alias name, doing this will eliminate the need for naming each and every door.

Example: If you have 20 left hinge doors that are all wooden and only one left hinge door that's made from steel, you only give the steel door the shape alias name.

The shape alias for a left hinge door would be D_L

You can now re-name the object shape name to whatever you like, such as D_L_steel

You apply the shape alias name in the mesh attribute buddy in maya.

Collision on Doors

For every type of door you have in the level, you will need to create a simple collision mesh in Maya. The collision mesh should be textured using the collision textures from the background collision. Now you must name the collision mesh to match the object shape name plus an extra bit :

If the shape name is D_L then the collision shape name is D_L__COLLISION

Once you've created the collision you need to parent it under the door graphic node in the Hypergraph.

You only need one collision mesh for every door type, not for every single door you place in the map, for example: You have 10 steel doors and 1 wooden door in your map, only one of the steel doors needs the collision mesh parented to it, the others will get the collision automatically. The wooden door would also need a collision mesh.