Taximes receives full credit for this tutorial.Creating Doors If you want to create a door, first open up your map. Save it, because you're going to be deleting stuff, and you don't want to lose anything.Now, find where you want the door to be, and model it. The reason you should do this in your map file is so it's not gigantic or miniscule when you import it.Now, animate it. Select the door and then click the "Animate" button on the bottom toolbar, it should turn red. Move the little frame counter to the end of the bar which should be 100. Depending on how fast you want the door to open, this could be lower, and then move your door to where you want it to end up. You could get more complicated with animation, but we'll keep it simple Make sure you click the animate button again to deselect it. You can now click play and veiw your animation. Woohoo Now that you have an animated door, delete all objects but the door. This is why you made a new file . Now, if you want things to be easy, right click on the veiw box title (Should say Perspective, User, Left, Right, etc.) and click "Show Grid" if it wasn't already on. Move your door so it is lined up with the two bold intersecting lines. Export it.Now open up LevelEdit and create a new Tile object. Give it a name, Set it to DoorPhys and select your w3d as the model. Set the animation mode to "Target", then click Okay. Now that LevelEdit recognizes the object as a door, you'll be able to edit the trigger zones, the area that you have to be standing in to have it open. Left click once on your door in the presets menu and click "Mod". Go to the Zones tab and double click on TriggerZone1. Use the controls to navigate the box around your door. Click okay, and do the same for TriggerZone2. Now create the door and put it where you want it on your map. Simple, eh?