
Subject: [skin] Doom Door

Posted by [zeratul](#) on Mon, 11 Oct 2010 06:41:48 GMT

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Yes it is purposely pixelated

I made the center of the door different from the original doom door due to the fact it would not work out

File Attachments

- 1) [nod_tridoor1.dds](#), downloaded 122 times
- 2) [ScreenShot02.png](#), downloaded 1055 times



Subject: Re: [skin] Doom Door
Posted by [Starbuzz](#) on Mon, 11 Oct 2010 15:18:14 GMT
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lmao awesome! But this door is the smaller door that you see in the Exit rooms.

The regular silver doors on Doom is a bit wider...you can make that too. This one:

File Attachments

1) [doom1_surfacel.png](#), downloaded 900 times



Subject: Re: [skin] Doom Door

Posted by [zeratul](#) on Mon, 11 Oct 2010 15:29:51 GMT

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Starbuzz wrote on Mon, 11 October 2010 09:18lmao awesome! But this door is the smaller door that you see in the Exit rooms.

yea i knew that but it was 2 or 3 am when i posted so thinking wasnt something i was doing

Subject: Re: [skin] Doom Door

Posted by [Omar007](#) on Mon, 11 Oct 2010 15:36:25 GMT

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Starbuzz wrote on Mon, 11 October 2010 17:18

The regular silver doors on Doom is a bit wider...you can make that too. This one:

That one would be cool to have as WF door ^^

Subject: Re: [skin] Doom Door

Posted by [zeratul](#) on Mon, 11 Oct 2010 15:37:28 GMT

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Omar007 wrote on Mon, 11 October 2010 09:36Starbuzzz wrote on Mon, 11 October 2010 17:18
The regular silver doors on Doom is a bit wider...you can make that too. This one:

That one would be cool to have as WF door ^^

Thats an idea
