
Subject: Dimensions of Doors?

Posted by [General Havoc](#) on Sun, 23 Mar 2003 19:46:10 GMT

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Does anyone know the dimensions of a standard door for renegade. I am making a model and i am going to proxys in the doors but i need to know how big the hole should be. Thanks.

This was on the old mod forum but the posts haven't been transfered to an archive or anything yet.

_General Havoc

Subject: Dimensions of Doors?

Posted by [laeubi](#) on Sun, 23 Mar 2003 19:54:06 GMT

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I think it was 3x3, but why don't you import the standard rendoor? the you'll get the exact size.

Subject: Dimensions of Doors?

Posted by [General Havoc](#) on Sun, 23 Mar 2003 20:03:08 GMT

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Yeah i did try that but as i only know certain things about using Gmax i didn't know how to find the dimensions as it was an editable mesh. Do you know how i can find the dimensions of it?

Thanks

_General Havoc

Subject: Dimensions of Doors?

Posted by [laeubi](#) on Sun, 23 Mar 2003 20:09:56 GMT

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import -> go to a vie where you can see the object from front -> create a box that fits the size ->

maybe you must adjust the size a bit in the Modifer Tab, or move the box around.

Subject: Dimensions of Doors?

Posted by [General Havoc](#) on Sun, 23 Mar 2003 20:34:05 GMT

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Thanks Laeubi, I have found the exact dimensions of the doors. If anyone else would like to know

then here they are:

Height : 2.5 (metres)

Length : 3.0 (metres)

Width : 0.1 (metres)

When making a frame the width should be no greater than these values with the exception of the width as you will have gaps. The width should be greater than 0.1 or you will see the door animation collide with the surrounding meshes. Also make sure you have enough room on the left and right (and top for singleplayer doors) for the door to go into or you will see the door open then the door stick out of your wall.

_General Havoc

Subject: Dimensions of Doors?

Posted by [Titan1x77](#) on Sun, 23 Mar 2003 21:52:14 GMT

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good info to know!!

Subject: Dimensions of Doors?

Posted by [OrcaPilot26](#) on Mon, 24 Mar 2003 00:48:08 GMT

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yes,very useful information , I've always have needed to know the dimensions of the door. I would usually have to take the doorframe from a building in order to get it the right size.

BTW: When are you going to release that tutorial for the helipads?

Subject: Dimensions of Doors?

Posted by [Cpo64](#) on Mon, 24 Mar 2003 05:49:46 GMT

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OrcaPilot26

I was looking at the pick in your sig, and it was moving! I guess I am just trippin out...

Subject: Dimensions of Doors?

Posted by [Cpo64](#) on Tue, 15 Apr 2003 21:41:31 GMT

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What is the smallest door a character can walk through?

Subject: Dimensions of Doors?

Posted by [Halo38](#) on Tue, 15 Apr 2003 21:54:31 GMT

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2x1 is a safe squeeze but think they can get through smaller a height 1.84 is the minium i think? (without crouching)

Subject: Dimensions of Doors?

Posted by [Cpo64](#) on Tue, 15 Apr 2003 22:32:44 GMT

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Halo382x1 is a safe squeeze but think they can get through smaller a height 1.84 is the minium i think? (without crouching)

I have tried 2x1, It will not let havoc through in commando. :dontgetit:

Subject: Dimensions of Doors?

Posted by [Halo38](#) on Tue, 15 Apr 2003 22:38:19 GMT

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Really i thought that worked

2.01x1???

Subject: Dimensions of Doors?

Posted by [Captkurt](#) on Wed, 16 Apr 2003 00:14:55 GMT

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In Feet/inches it's width=9'6" and Height=8'. at least the door I had to cut out for was this exact measurement.

Subject: Dimensions of Doors?

Posted by [Cpo64](#) on Wed, 16 Apr 2003 04:32:25 GMT

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Captkurt01In Feet/inches it's width=9'6" and Height=8'. at least the door I had to cut out for was this exact measurement.

I use the metric system, so much easier.

I think I will just make a big wall, with a bunch of hole for 1x2 up to 3x3 and use the smallest one that will fit... I was just hope for a quick fix.
