



# Modern Doors v2

## BLUEPRINT INSTRUCTIONS



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## BLUEPRINT INSTRUCTIONS FOR MODERN DOORS V2

Modern Doors v2 features a complete set of Blueprints for all the various door types and their material variations. They are child classes based of the “Master” Blueprints, directly under the Blueprints folder.

They are set up to look for input ('F' keyboard key by default) when a Player Pawn is within range of the trigger collider. Auto and trap variants trigger directly upon trigger overlap, however. Your character/capsule collider should ideally have a radius of around 40 and a half height of around 90 to fit.

Note that the Scene Component named “Pivot” is the component that drives the movement of the door. The door body and any other mesh, like handles or glass panes, must be child components under Pivot.

The Blueprints have the following public variables:

- **Is Swing Type** - Swinging door, pivots around **TargetRotation** (relative.)
- **Is Slide Type** - Sliding door, moves to **TargetPosition** (relative.)
- **Animation Time** - The time it takes for the door to animate (in seconds.)
- **SC\_Open/SC\_Close** - Opening and closing sound cues respectively.
- **Target Rotation** - Relative rotation to swing door to. Swing type only.
- **Target Position** - Relative position to slide door to. Slide type only.

As mentioned above, the Auto door type triggers opening and closing with player pawn proximity, not a key press.

The Trap door type triggers only once to open and then stays that way.

Double and Auto doors have a second Pivot object and corresponding door meshes. These use an inverted Target Rotation or Target Position to rotate or move to.