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### Thread: Inside and Outside Buttons

LinkBack Thread Tools Display

05-21-2007#1

LASTure

Inactive

LASTure's Avatar

Join Date: May 2007

Location: Minnesota, USA

Posts: 47

I havn't seen anybody post a tutorial on this so I'd be willing to write one up for the wiki if needed, but I've designed a hydraulic door that opens and closes from either a button on the inside of the building, or outside.

The idea is this... You want to like your door, either with a keypad or with a simple button. The switch on the outside opens and closes the door, as does another button on the inside. You can open the door, walk through, and hit the button to close it, and it looks pretty nice.

It took me 2-3 hours of trying complex methods of rigging the door to work with two buttons (overthinking the problem ). I created a seperate control panel and rigged it to an Indicator that would turn red once activated (symbolizing the door opened) and white when not (symbolizing closed door). The problem arose when you toggled one button to open the door, and toggled the other one to close it...and nothing happened. The value was 1, and it wouldn't allow the value of 0 to close the door, since one of the buttons stayed at 1.

Long story short, it was driving me crazy and I tried a bunch of complex crap that failed every time (this included timers, ect.) and I was preparing for my next overly-complicated method when i accidentally wired two objects together when I didnt meant to, and I noticed by some act of god the freakin thing worked.

The indicator is replaced by a wire to the hydraulic system to open and close the door. I discovered by accident exactly what I was trying to accomplish. You hit one of the buttons, and it opens the door, you hit another button (it doesnt matter which one) and it closes the door.

I don't know who's in charge of this sort of thing so let me know if you'd be interested in me adding a step-by-step to the wiki.

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**The Adventures of Border Crossing** <http://poisonthemind.com/item-display.php?ID=850> (Issue 1 of 28 and counting)

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05-21-2007#2

staticxposition

Inactive

staticxposition's Avatar

Join Date: May 2007

Posts: 6

Use an "If then else" chip and use 2 constant values for open and close. Then wire a button or keypad on both sides connected through a "Or Any" chip.

Generally for my doors i position the door close to the wall then Ball Socket the bottom and top...this creates a hinge.

Ps. I would post a picture but im at work...i have made this many times, works a treat.

2 of 6

10/5/2024, 7:07 PM

05-22-2007

#3

rickito

Inactive

rickito's Avatar

Join Date: May 2007

Location: Spain

Posts: 13

It's easier making non-toggleable buttons. When you press one of them, the door opens, and if you press the inside or the outside button, close. It's easy to set up the wirings: when you receive a 1, raise or lower the hydraulics with a constant value chip or something like that.

But I prefer use a timer, when you receive a 1, start the timer and when the timer arrives to 7 seconds, close the door.

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05-22-2007

#4

LASture

Inactive

LASture's Avatar

Join Date: May 2007

Location: Minnesota, USA

Posts: 47

My point is, the wiki doesnt have tutorials like this. You guys should get on it.

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**The Adventures of Border Crossing** <http://poisonthemind.com/item-display.php?ID=850> (Issue 1 of 28 and counting)

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05-22-2007

#5

staticxposition

Inactive

staticxposition's Avatar

Join Date: May 2007

Posts: 6

i have no idea with the videos and what not or i would..... by the way its easier to use a keypad with a toggle and delay....

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10/5/2024, 7:07 PM

05-22-2007

#6

tomb332

Wire Dev - Lazy

WM

WM HELPER

WM

REGISTERED

tomb332's Avatar

Join Date: Mar 2007

Location: Birmigham,UK

Posts: 1,381


AutoClosing Door.  
[attachment=448:untitled3.JPG]  
Simply link all inputs(buttons) to the OR gate(all must be non toggled)  
Then replace the red boxes with appropriate constant values.

PS sorry about jpegs crap quality

Attached Images

untitled3.JPG (16.0 KB, 61 views)

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the Universe trying to produce bigger and better idiots. So far, the Universe is winning.



Super Easy Wire Download

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05-22-2007


#7

-orb-

Wire Sofaking

WM

WM HELPER



Join Date: Apr 2007

Location: Boston at school,  
Maryland at home

Posts: 402

Yeah it should be pretty simple...

Both are outputting a 1 when pressed (or activated, w/e), and you want the door to open with a value of one, so you can either use an Either (or) logic gate, or an Addition gate, as either will open when either of the buttons are pressed.

Check out my wire mod tutorials at [THIS LINK](#)

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10/5/2024, 7:07 PM

05-22-2007#8

bprater

Inactive

bprater's Avatar

Join Date: May 2007

Location: SW Florida

Posts: 75

Here's the same door opener with ExpressionChip. Toss this chip down, add the code, snap a timer into it (make sure you run TimerReset and TimerGo back to the timer) and you are all set. Just plug in an OR gate if you want multiple buttons.

<div class='codetop'>CODE</div><div class='codemain' style='height:200px;white-spacepre;overflow:auto'>  
N@DoorOpener  
I@ButtonPress TimerIn  
O@HydraulicLength TimerReset TimerGo  
TimeToStayOpen = 3  
HydraulicLengthStart = 50  
HydraulicLengthEnd = 150  
TimerReset = 0  
TimerIn > TimeToStayOpen -> HydraulicLength = HydraulicLengthStart,  
TimerReset = 1,  
TimerGo = 0;  
ButtonPress -> TimerGo = 1, HydraulicLength = HydraulicLengthEnd;</div>

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05-22-2007#9

tomb332

Wire Dev - Lazy

WM

WM HELPER

WM

REGISTERED

tomb332's Avatar

Join Date: Mar 2007

Location: Birmingham,UK

Posts: 1,381

thats basically exactly the same as my timer but with an expression gate which is a bit pointless as it only replaces one gate.

Programming today is a race between software engineers striving to build bigger and better idiot-proof programs, and the Universe trying to produce bigger and better idiots. So far, the Universe is winning.

Super Easy Wire Download

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05-22-2007#10

bprater

Inactive

bprater's Avatar

Join Date: May 2007

Location: SW Florida

Posts: 75

My setup is 2 chips. How many props did yours take?

It is also easily adjustable open time and hydraulic lengths.

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10/5/2024, 7:07 PM

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By tgp1994 in forum Expression 2 Discussion & Help

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By AtomicTroop in forum Installation and Malfunctions Support

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#### Door opening from the inside and out

By casho in forum Installation and Malfunctions Support

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