

DoorController

The `DoorController` manages swing and sliding door behavior through scripted interpolation and `Rigidbody`-based motion. It is both physics-aware and animation-smooth.

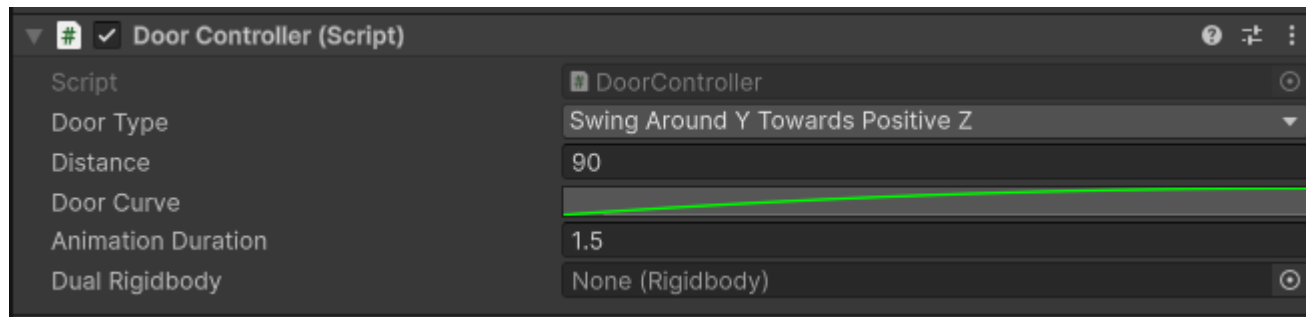
In the case of dual doors, you can make both of them open/close at the same time by assigning the other doors `Rigidbody` component to the `Dual Rigidbody` field of the controller. The secondary door should **not** have a `DoorController` as one controller handles both of them accordingly.

The secondary door `rigidbody` assigned to a controller, if set to the swing type, will move in a mirrored direction to the main door.

Warning

- A `rigidbody` must be attached to the same `GameObject`.
- Add a collider for collision detection.
- Ensure the door pivot is at the hinge or base if using swinging doors.
- If used in Studio, interpolation is disabled to avoid transform sync issues.

Inspector fields



Field	Values	Description
Door Type	enum	<p>Defines the mechanical behavior and axis along which the door operates.</p> <p>SwingAroundYTowardsPositiveZ: Rotates around the Y axis toward the Z+ axis (door swings open <i>away</i> from you if you're facing the Z direction).</p> <p>SwingAroundYTowardsNegativeZ: Rotates around the Y axis toward the Z- axis (door swings open <i>toward</i> you from Z+).</p> <p>SlideAlongPositiveX: Translates along +X direction (to the right).</p> <p>SlideAlongNegativeX: Translates along -X direction (to the left).</p> <p>SlideAlongPositiveZ: Translates along +Z (forward from the door's local position).</p> <p>SlideAlongNegativeZ: Translates along -Z (backward from the door's local position).</p>
Distance	float	<p>Defines how far the door swings (in degrees) or slides (in units), depending on DoorType .</p> <p>For swinging doors: Interpreted as rotation degrees.</p> <p>For sliding doors: Interpreted as units to translate.</p>
Door Curve	AnimationCurve	<p>Controls the interpolation timing during animation. Common settings include <code>EaseInOut</code> for smooth open/close or <code>Linear</code> to achieve uniform speed.</p>
Animation Duration	float	<p>Time in seconds for a full open/close cycle.</p>

Field	Values	Description
Dual Rigidbody	Rigidbody	Secondary - mirrored door that is automatically opened/closed with this one.