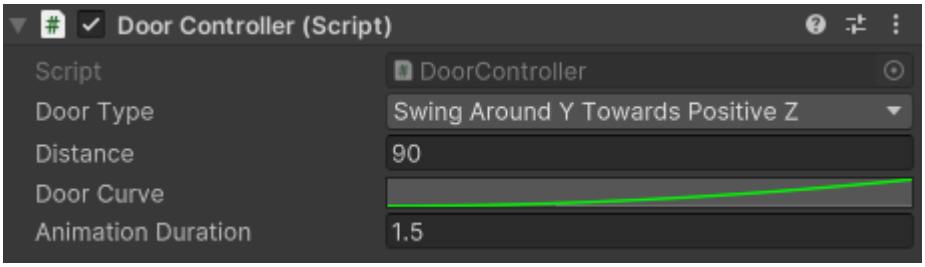
DoorController

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

> ⚠ **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	Defines the mechanical behavior and axis along which the door operates. **SwingAroundYTowardsPositiveZ**: Rotates around the **Y axis** toward the **Z+** axis (door swings open *away* from you if you're facing the Z direction). **SwingAroundYTowardsNegativeZ**: Rotates around the **Y axis** toward the **Z-** axis (door swings open *toward* you from Z+). **SlideAlongPositiveX**: Translates along **+X** direction (to the right). **SlideAlongNegativeX**: Translates along **–X** direction (to the left). **SlideAlongPositiveZ**: Translates along **+Z** (forward from the door's local position).

Field	Values	Description
		SlideAlongNegativeZ: Translates along **–Z** (backward from the door's local position).
Distance	float	Defines **how far** the door swings (in degrees) or slides (in units), depending on `DoorType`. For **swinging doors**: Interpreted as **rotation degrees**. For **sliding doors**: Interpreted as **units to translate**.
Door Curve	AnimationCurve	Controls the **interpolation timing** during animation. Common settings include `EaseInOut` for smooth open/close or `Linear` to achieve uniform speed.
Animation Duration	float	Time in seconds for a full open/close cycle.