

## DoorController

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

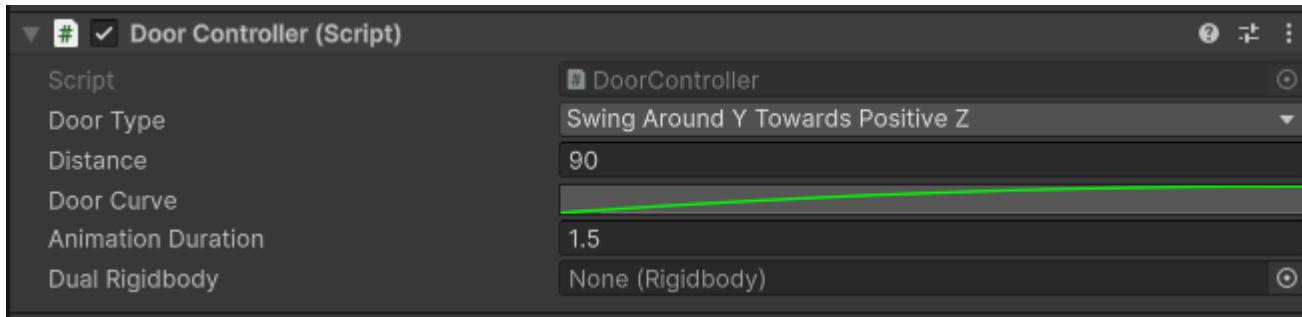
In the case of dual doors, you can make both of them open/close at the same time by assigning the other doors `Rigidbody` component to the `Dual Rigidbody` field of the controller. The secondary door should **not** have a `DoorController` as one controller handles both of them accordingly.

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

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