**AutomaticDoor2013 – Function for Older Scripts**

**Include Scripts Code:**

<Include AutomaticDoor2013/Scripts/r3\_script.txt>

This script will automatically include older scripts as well.

For newly created automatic doors, it’s recommended that you use the latest script unless you want to use something that isn’t supported in the latest script.

**R1 Script:**

AddAutomaticDoor(elevator\_number, assigned\_shaft, floor, x, z, main\_negative\_left\_texture, main\_positive\_left\_texture, main\_negative\_right\_texture, main\_positive\_right\_texture, sidetexture, type, thickness, direction, movement\_direction, width, height, voffset, speed, timer, open\_sound, close\_sound, chime\_sound, trigger\_negative, trigger\_positive, trigger\_distance)

**R2 Script:**

AddAutomaticDoor2(elevator\_number, assigned\_shaft, floor, x, z, main\_negative\_left\_texture, main\_positive\_left\_texture, main\_negative\_right\_texture, main\_positive\_right\_texture, sidetexture, type, thickness, direction, movement\_direction, width, height, voffset, speed, timer, open\_sound, close\_sound, chime\_sound, trigger\_negative, trigger\_positive, trigger\_distance, sensor\_unlit\_texture, sensor\_lit\_texture)