Proximity Automatic Door

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Proximity Automatic Door

Proximity Automatic Door: Proximity Automatic Door	
Description:	A easy automatic door which will either open when you get near, or, when you press a button! You will need PHX and Stacker Stool
Original Author:	Chris Stevens
Created:	16/05/2010
Notes:	-

Part 1: Spawning Props and Wire components

Spawn a 2x2 PHX prop, Stack it 3 times and spawn a 1x1 prop somewhere close

Spawn a Wire 'Comparison - Greater Than', 'Arithmatic - Multiply' and a 'Constant Value (2 values: 0,0)

Spawn a Target Finder with only 'Target Players' checked, a very high max range, no bogeys and 1 target

and add a Beacon Sensor with 'Output Distance' checked just in front of panels 2 and 3

Use slider constraint:

- Top Left of 3rd Panel >> Top Left of 4th Panel,

- Bottom Left of 3rd Panel >> Bottom Left of 4th Panel,
- Top Right of 2nd Panel >> Top Right of 1st Panel,
- Bottom Right of 1st Panel >> Bottom Right of 1st Panel

Place a Wire Hydraulic:

- Middle Right Panel 2 >> Middle Right Panel 1
- Middle Left Panel 3 >> Middle Left Panel 4

2x2 Prop

Remember that Constant Value?? The 1st value you want is the length of your hydraulic (We'll call it X), and the 2nd is how far away you want it to open in (120-180 is good(We'll call this one Y))

Wiring and touch up's

Wire:

- Greater Than A >> Beacon Sensor Distance
- Greater Than B >> Constant Value X
- Multiply A >> Greater Than
- Multiply B >> Constant Value Y
- Hydraulics Length >> Multiply

No-Collide (NOT Wire) Panels:

- Panel 1 >> 2
- Panel 3 >> 4

Now unfreeze Panels 2 and 3 and try walking towards your door!
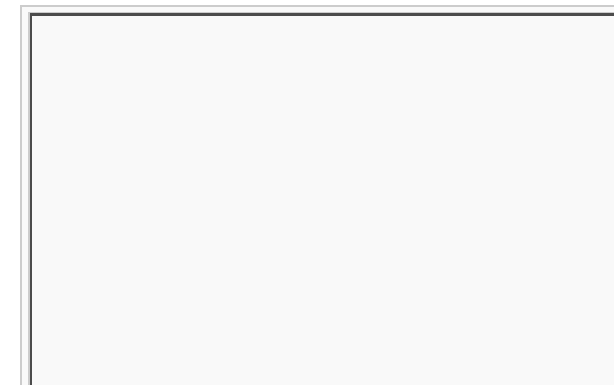
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Sliders

Hydraulics

4 2x2 props and a 1x1 prop

Gates

Target Finder