Door openable from both sides

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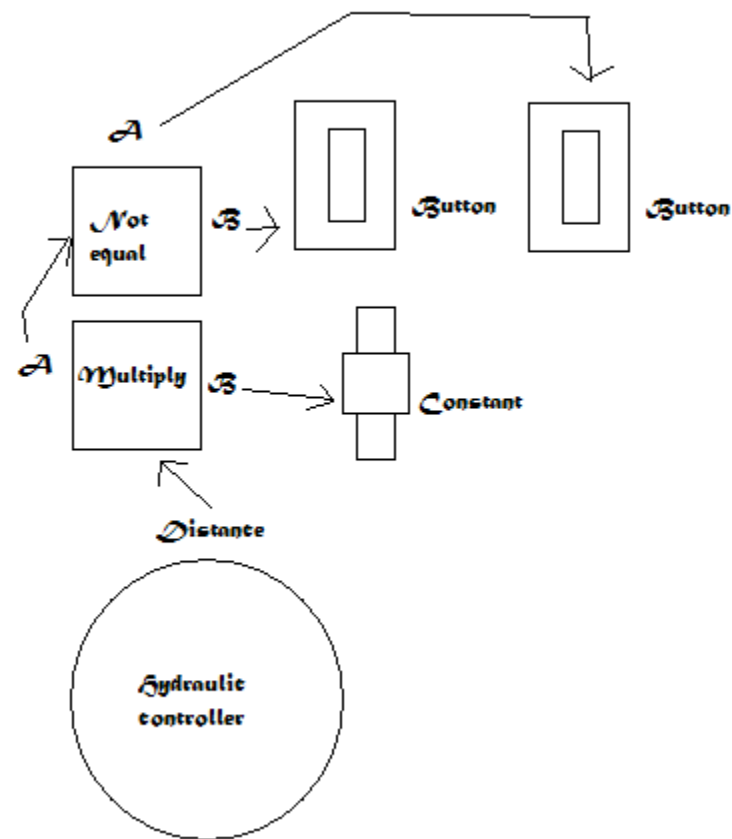## Door openable from both sides

Door openable from both sides: Door openable from both sides	
📄 **Description:**	A door with hydraulics that can be opened and closed from both sides.
👤 **Original Author:**	esalaka
🖼 **Created:**	-
📄 **Notes:**	-

I think this contraption is easy to understand, so I won't put in any in-game images at first.

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1. Attach a door prop (nearly anything you want, actually, not just the official doors) into something (wall preferably, a brush or a prop one) with two ball sockets. (You may use advanced or easy, it doesn't matter now)

2. When you have the prop swinging around, take out your wired hydraulics tool and physgun. Make the door nearly touch the wall, then freeze it and make the hydraulic in the corner. (use along the normal, that's mouse 2, it's easier, and don't make fixed) Make the controller whereever you want to do the system (on one side of the door preferably)

3. Spawn a constant value of how much do you want to open the door, (testing is the right way to find the right distance) make two buttons that stay on (one on each side of the door) and have off value of 0 and on value of 1. Then look at the picture under this text. (Wonderful quality by paint :D)

Video

Baked's Video Tutorial (https://www.youtube.com/watch?v=6QgqesG2yCE)

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