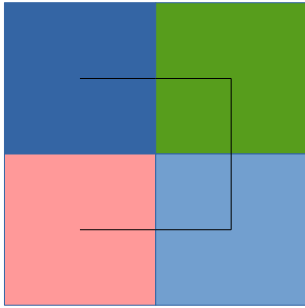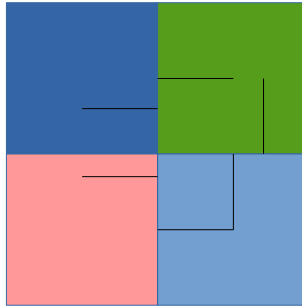Doors locked to centre
of edge

Doors anywhere on edge,
but chunks locked to grid

Doors anywhere on edge,
chunks aligned by doors