```
1
2  using UnityEngine;
3
4  public class OpenDoors : MonoBehaviour {
5
6      // Variabler
7      private Vector3 startPosL, startPosR;
8      private GameObject doorL;
9      private GameObject doorR;
10
11     public GameObject gInput;
12
13     public bool closed;
14     private bool last, change;
15
16     public float speed;
17
18     // Start kaldes ved første frame
19     void Start() {
20
21         //sætter variabler
22         last = closed = true;
23
24         //sætter game objects
25         doorL = transform.Find("DoorL").gameObject;
26         doorR = transform.Find("DoorR").gameObject;
27
28         startPosL = doorL.transform.position;
29         startPosR = doorR.transform.position;
30     }
31
32     // Update kaldes ved hver frame
33     void Update() {
34         if(gInput != null) { // Hvis gInput findes
35             closed = !gInput.gameObject.GetComponent<Gates>().output; //
                 Sæt input til det modsatte af gInputs output
36         } else { // Ellers sæt closed til true
37             closed = true;
38         }
39
40         //checker for om der er en ændring
41         if(closed != last) {
42             last = closed;
43             change = true;
44         }
45
46         //gør noget ved det
47         if(change) {
48             if(closed) { //lukker sig
49                 float lastMag = (doorL.transform.position -
                      startPosL).magnitude;
50
51                 doorL.transform.Translate(+speed * Time.deltaTime, 0, 0);
```

```
52                  doorR.transform.Translate(-speed * Time.deltaTime, 0, 0);
53
54                  if((doorL.transform.position - startPosL).magnitude >=
                      lastMag) {
55                      change = false;
56                      doorL.transform.position = startPosL;
57                      doorR.transform.position = startPosR;
58                  }
59
60              } else { //åbner sig
61
62                  doorL.transform.Translate(-speed * Time.deltaTime, 0, 0);
63                  doorR.transform.Translate(+speed * Time.deltaTime, 0, 0);
64
65                  if((doorL.transform.position - startPosL).magnitude > 1.5f)
                       {
66                      change = false;
67                      doorL.transform.position = startPosL -
                        transform.right.normalized * 1.5f;
68                      doorR.transform.position = startPosR +
                        transform.right.normalized * 1.5f;
69                  }
70              }
71          }
72      }
73  }
74
```