

How To Connect Doors With Buttons

This quick tutorial will show you how to create a door, that can be opened and closed via two buttons, that change their state, when pressed.

Step 1:

Open the level-editor and create a map with a door and a button on each side of the door. I will call the door **"door1"** and the buttons **"button1"** and **"button2"**.

Step 2:

Click on **button1** and select **Entity→Connections**. There is the field **"Connected Entities"**. There you must write **"door1, button2"**.

Do the same for **button 2**, but here you write **"door1, button1"**.

You will see, that through this entry you change the state of the connected entities, when you interact with a button.

Step 3:

Click on the door and select **Entity→Internal State**. Activate the box **"Interaction Disabled"**.

Now your door can not be opened by player interaction. Only the connected buttons can open it.

Note:

This will work with most doors, **but there are doors in the game that require a script**. For these you need to write a **callback function** and call it under both buttons **Entity→Basic Callbacks**.

There is a field called **"ConnectionStateChangeCallback"**. Place your functions name there and it will be called whenever the button is pressed.

What Button's Work?

The buttons and switches can be accessed by selecting **Entities** in the **Level Editor** and by clicking **Station→Panels**.

Experiment with different buttons to see which one is most suitable for your level. The most

commonly used button in SOMA is **theta_panel** and **theta_panel_front**. These are located in Entities, Station and Panels. Other doors like the **Bulkhead doors** from Upsilon would work well with the **panel_large_inside** button.

Sources:

HPL3 Tutorials Part 3 Creating a Map - <https://www.youtube.com/watch?v=TGhwsa1k1LU>

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