## VIDEO GAMES: CHARACTERS & FX'S

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Brushes	rushes				
		Vinder Companent		Untitled 0.TheWorldPersistentLevel.Trigger 1.CylinderComponent 1	
		Columnation Component	40.000000		
		Collision Radius	100.000000		
~~		Cylinder Color			
80		Replacement Primitive	None		
M		Min Draw Distance	0.000000		
		Massive LODDistance	0.000000		
CSG		Carbed Max Draw Dictance	0.000000		
		Depth Priority Group	SDPG World		
		Detail Mode	DM_Low		
		RBChannel	RBCC_Default		
		REDominance Group	15		
volumes		Motion Blur Scale	1.000000		
		Allow Cull Distance volume	•		
Select		Hidden Editor			
	Left.	Owner No See	E .		
		Only Owner See			
<b>N</b>		Ignore Owner Hidden			
		Allow Approximate Occlusion			
Go to	ANG	Force Mip Streaming	<u> </u>		
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## Now we'll set the radius of the trigger

- 7. Position the trigger in the middle of the doorway.
- 8. Right click on the trigger and open it's properties
- **9.** Select "Collision Radius" and type in an amount large enough to circle the doors width, let's say 70.0000



Now we need a trigger to tell the door when to open. — 6. Right click on the Door and select "Add Actor" then "Trigger".