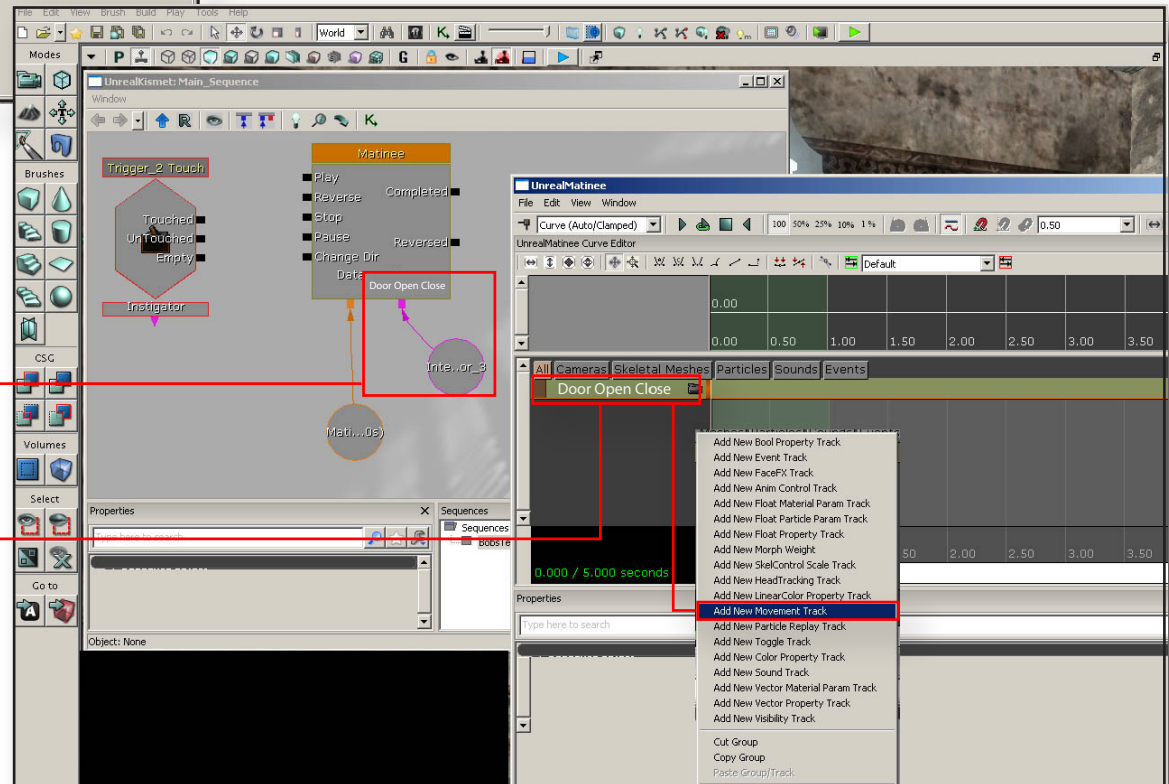


1. In the perspective viewport, select the door.
2. Right click in the gray box area and bring up the menu.
3. Select "Add New Empty Group".
Name the group "Door_Open_and_Close" (no spaces between words)
4. Click "OK".



Now you can see the link between the Door animation and the Door Mesh in the Kismet panel.

5. Next, we will right click the "Door Open and Close" track in the Matinee Editor and select
6. Select "Add New Movement Track".