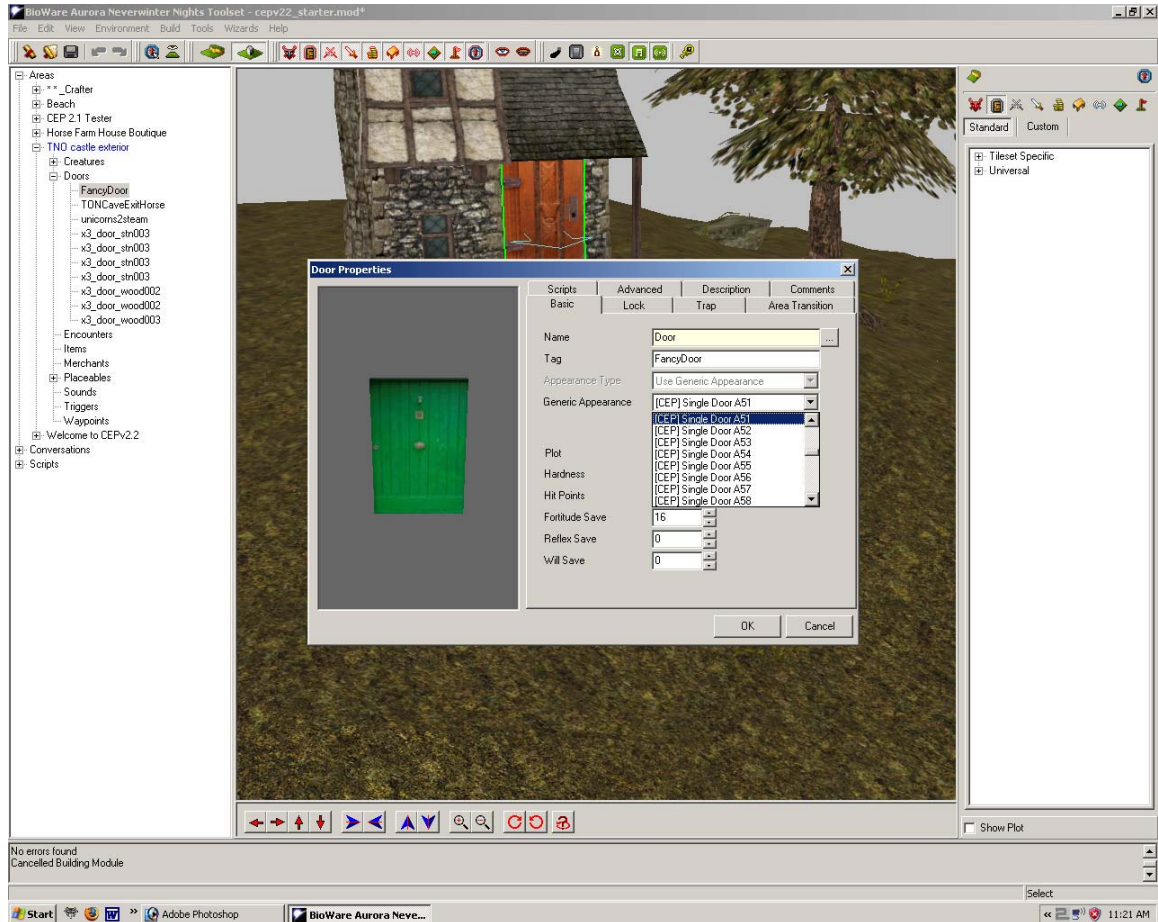


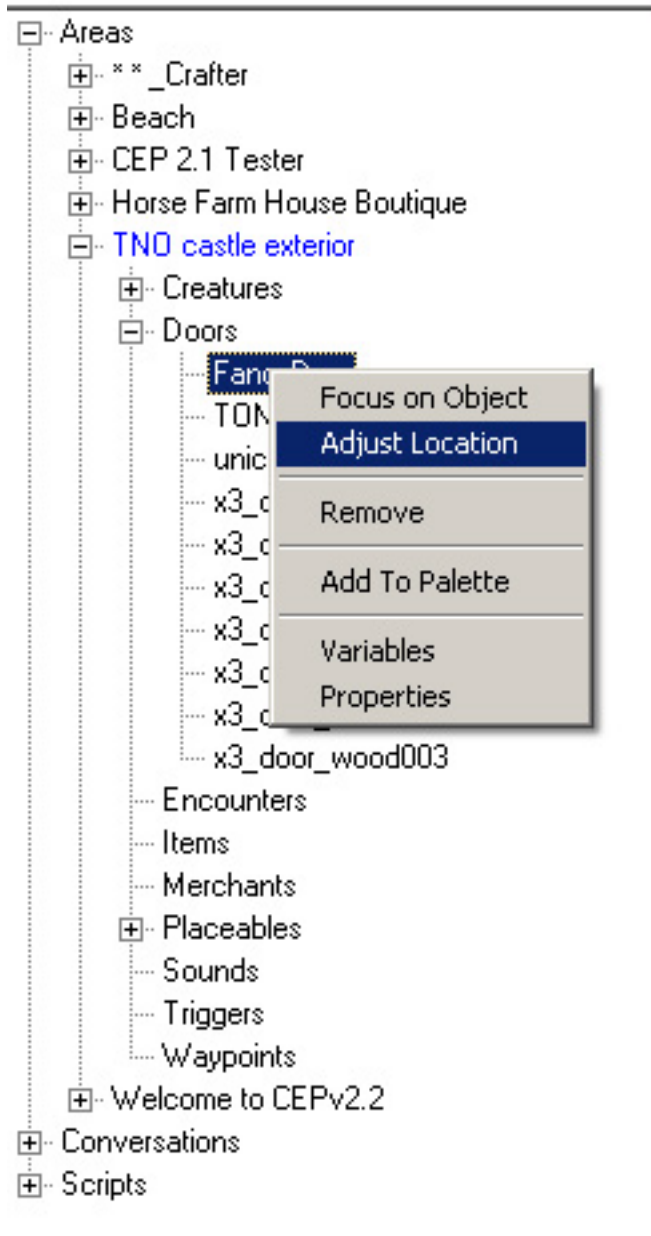
Putting a real door with full functionality in a location where there is no door node:

- 1) Place a doorway from the tileset in which can be placed a generic door within the area you want to use a door.

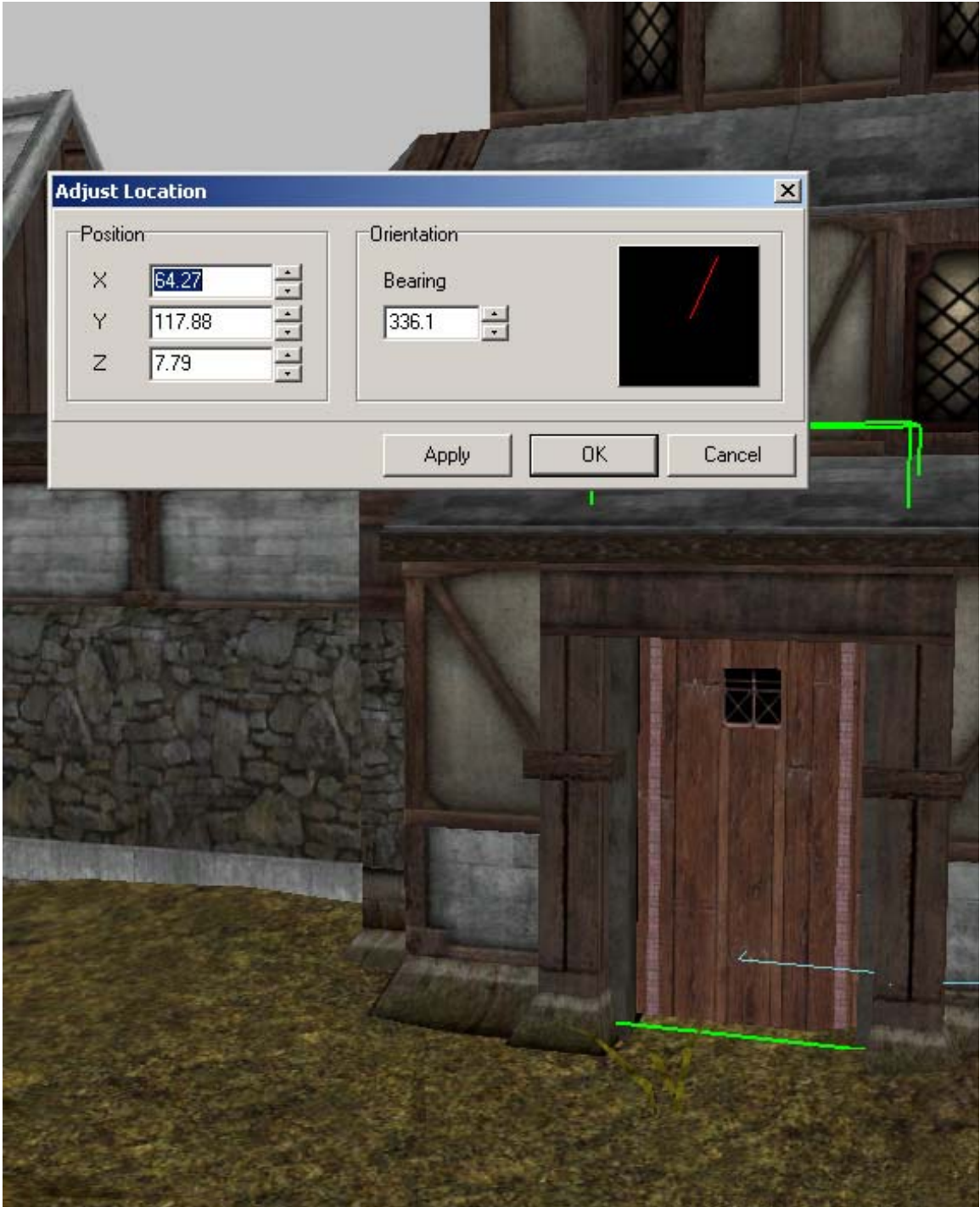


Scrolling to select door appearance type.

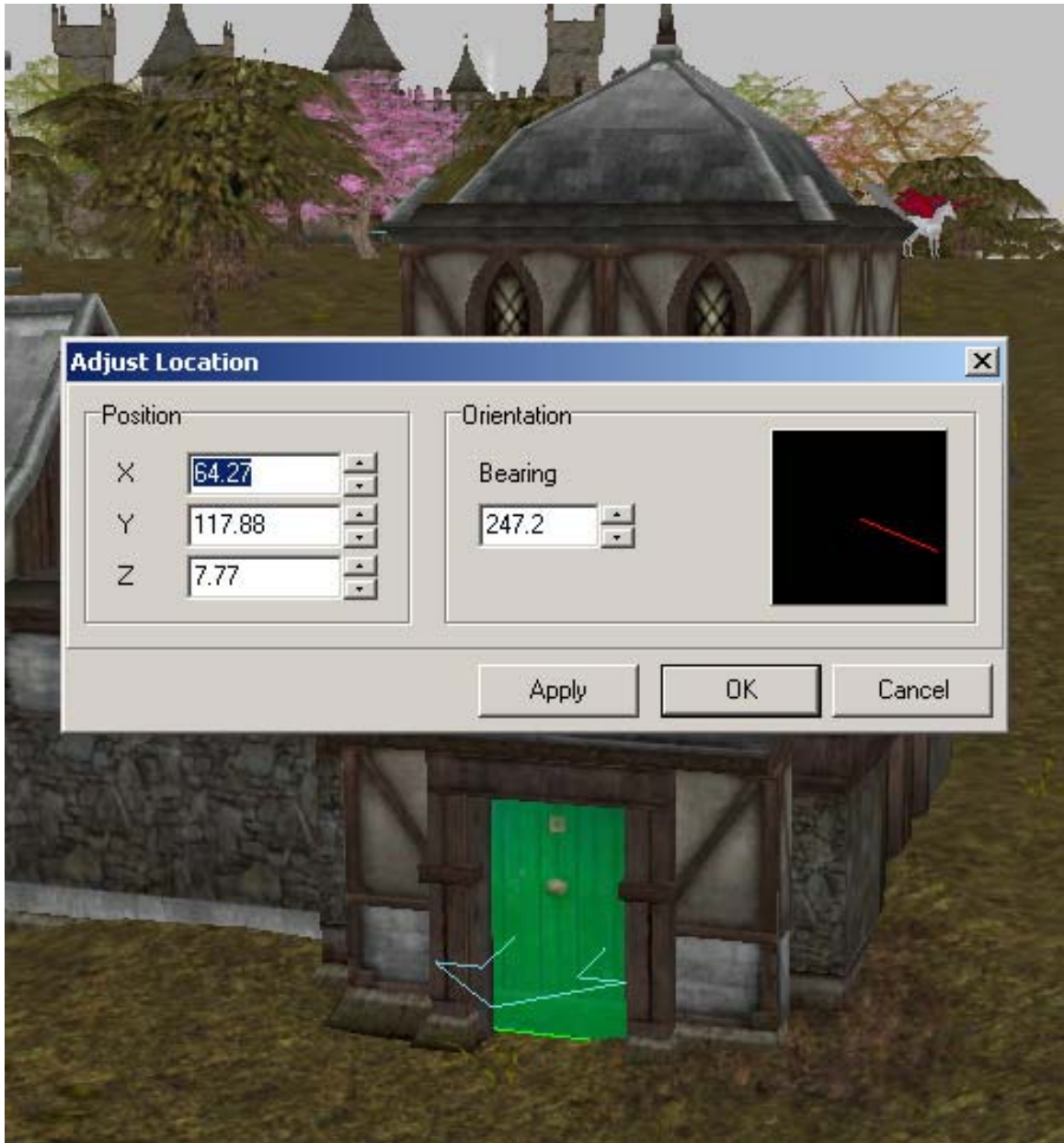
- 2) Place the curtain/door you want to use in it, then right-click the curtain/door in the tree view on the left and use Adjust Location to move it to where you want it to be. (right-clicking on the door itself does not provide the Adjust Location tool option).



- 3) You can then delete the doorway (as long as the curtain's not in the tile with it any more) or even put another door/curtain in it and repeat the process.
- 4) Since you need to use the X, Y, Z, placements in the Adjust Location tool, I suggest placing a placeable door in the final location first. Once you have written down the X, Y, Z, coordinance you can delete the placeable and move the door/curtain to the numbers you wrote down – rotate as needed and make any fine adjustments.



placable door used to provide location.



Working door moved from the small house to the NWN2 dock.