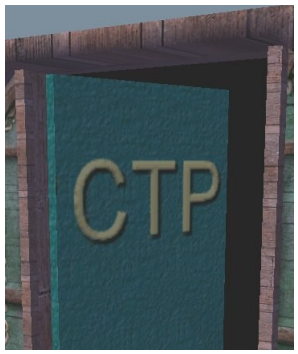
NWN Community Tileset Project

Generic Doors – Release 1

OldMansBeard

2005-11-23



Introduction

To accompany the first release of CTP tilesets, a collection of 68 generic doors has been provided. These are the ones that, technically, will fit in any standard-sized doorway in any tileset. Of course, not every door looks right in every setting so we have included a wide variety of types and textures.

These doors are optional and can be used with or without CTP tilesets.

Some of the doors are entirely new, others are based on ones that have been seen before in the NWN community and credit is due to such authors as Na, Pasilli, Tiberius Morguhn, Danmar, Chandigar and Coulifsu.

We have added value by reworking, debugging and re-modelling these doors to bring them all up to the same high quality standard and to ensure that they conform as far as possible to the standard Bioware structure internally. The work was begun by Pasilli and completed by OldMansBeard.

Full details of all the doors are given below, along with some notes on their use.

Using the doors

When ctp_genericdoors.hak is attached to a module in the Toolset, templates for these doors will be found in the Custom/Universal door palette. We have modified doorpal.itp to add an "Other" category (StrRef 201) to the normal Metal, Stone and Wood categories. In each case, the template ResRef is identical to the model name of the door to which it relates.

Complete listings of all the doors are given below for reference.

Our convention for solid doors is that the model name (and hence the template ResRef) are of the form ctp_door_ followed by two digits that signify the geometrical model and a suffix that relates to the texture applied. If a door is a re-skinned Bioware model, the model number will be the same as the original Bioware T_Door number.

Textures for these doors are included as 512x512 DDS files but with each file covering two different doors.

Curtains are simply numbered sequentially (with a few gaps). All of the curtains in this collection use the same underlying geometrical model, a corrected and debugged version of one originally by Na, to which a variety of textures drawn from Bioware tilesets and elsewhere have have applied.

Note: the curtains and the oriental-style sliding doors are intended to be used in doorways that are set into straight walls, so that the leaves of the doors disappear inside the walls when open.

In addition to normal doors and curtains we have provided an "Area Transition" for which a template can be found in the Universal/Other palette. This is a non-visible door that can be set into any normal doorway to make it operate like an area transition exit. This template was taken directly from a compilation of doors by 69MEH69.

Using this hakpak with others

This hakpak is self-sufficient and does not depend on any others. However, if you wish to use it in conjunction with other hakpaks that provide generic doors, you will need to merge the genericdoors.2da files in the usual way. We have occupied entries from 151 to 255, leaving the space below free for merging in this way. Do not try to use numbers above 255 - it won't work.

Detailed Lists

Wooden re-skins of the Bioware T_Door01 model (the stout wooden door with hinge blocks and a short straight handle). These models use the left-hand pane of the textures.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_01a	t1doora1	Na	Strong Door 01a	CTP_StrongDoor_01a
ctp_door_01b	t2doora1	Na	Fancy Door 01b	CTP_FancyDoor_01b
ctp_door_01c	t_doora1	Na	Wooden Door 01c	CTP_WoodenDoor_01c
ctp_door_01d	t_doorb1	Na	Strong Door 01d	CTP_StrongDoor_01d
ctp_door_01e	pas_wd_dwar01	Pasilli	Strong Door 01e	CTP_StrongDoor_01e

Wooden re-skins of the Bioware T_Door02 model (the fancy wooden door with smaller hinge blocks and a curved handle). These models use the right-hand pane of the textures.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_02a	t1doora2	Na	Strong Door 02a	CTP_StrongDoor_02a
ctp_door_02b	t2doora2	Na	Fancy Door 02b	CTP_FancyDoor_02b
ctp_door_02c	t_doora2	Na	Wooden Door 02c	CTP_WoodenDoor_02c
ctp_door_02d	t_doorb2	Na	Strong Door 02d	CTP_StrongDoor_02d
ctp_door_02e	pas_wd_drow01	Pasilli	Strong Door 02e	CTP_StrongDoor_02e

Wooden re-skins of the Bioware T_Door05 model (the metal door with an hexagonal ring handle towards the centre of the door). These models use the left-hand pane of the textures.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_05h	t1doorc5	Na	Wooden Door 05h	CTP_WoodenDoor_05h
ctp_door_05i	t5doorc5	Na	Fancy Door 05i	CTP_FancyDoor_05i
ctp_door_05j	t6doorc5	Na	Wooden Door 05j	CTP_WoodenDoor_05j
ctp_door_05k	t7doorc5	Na	Strong Door 05k	CTP_StrongDoor_05k
ctp_door_05l	t8doorc5	Na	Fancy Door 05l	CTP_FancyDoor_05l

Stone re-skins of the Bioware T_Door08 model (the metal-bound stone door with an hexagonal ring handle towards the outside of the door). These models use the right-hand pane of the textures.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_08h	stone_door_20	Tiberius Morguhn	Stone Door 08h	CTP_StoneDoor_08h
ctp_door_08i	stone_door_21	Tiberius Morguhn	Stone Door 08i	CTP_StoneDoor_08i
ctp_door_08j	stone_door_22	Tiberius Morguhn	Stone Door 08j	CTP_StoneDoor_08j
ctp_door_08k	stone_door_23	Tiberius Morguhn	Stone Door 08k	CTP_StoneDoor_08k
ctp_door_08l	stone_door_25	Tiberius Morguhn	Stone Door 08l	CTP_StoneDoor_08l

Plain door model with various textures by Pasilli. The ctp_door_20* model was made from the Bioware T_Door05 by removing the handles. The textures _m, _n, _p and _q each cover two doors, making 8 in total. Suffix 0 denotes the left-hand pane and 1 denotes the right-hand pane of the texture.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_20m0	pas_st_drow1	Pasilli	Stone Door 20m0	CTP_StoneDoor_20m0
ctp_door_20m1	pas_st_dwar02	Pasilli	Stone Door 20m1	CTP_StoneDoor_20m1
ctp_door_20n0	pas_st_evil01	Pasilli	Evil Stone Door 20n0	CTP_StoneDoor_20n0
ctp_door_20n1	pas_st_drag01	Pasilli	Stone Door 20n1	CTP_StoneDoor_20n1
ctp_door_20p0	pas_st_elf01	Pasilli	Stone Door 20p0	CTP_StoneDoor_20p0
ctp_door_20p1	pas_st_elf02	Pasilli	Stone Door 20p1	CTP_StoneDoor_20p1
ctp_door_20q0	pas_wd_evil01	Pasilli	Strong Door 20q0	CTP_StrongDoor_20q0
ctp_door_20q1	pas_wd_dwar02	Pasilli	Strong Door 20q1	CTP_StrongDoor_20q1

Door with a round black or wooden doorknob with various textures from Chandigar's Gothic Interiors. The ctp_door_21* model was made from the plain _20 model by adding the doorknob. The textures _r, _s, _t and _u each cover two doors, making 8 in total. Suffix 0 denotes the left-hand pane and 1 denotes the right-hand pane of the texture.

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_21r0	t_door74	Chandigar	Gothic Door 21r0	CTP_GothicDoor_21r0
ctp_door_21r1	t_door75	Chandigar	Gothic Door 21r1	CTP_GothicDoor_21r1
ctp_door_21s0	t_door78	Chandigar	Gothic Door 21s0	CTP_GothicDoor_21s0
ctp_door_21s1	t_door79	Chandigar	Gothic Door 21s1	CTP_GothicDoor_21s1
ctp_door_21t0	t_door80	Chandigar	Gothic Door 21t0	CTP_GothicDoor_21t0
ctp_door_21t1	t_door81	Chandigar	Gothic Door 21t1	CTP_GothicDoor_21t1
ctp_door_21u0	t_door82	Chandigar	Gothic Door 21u0	CTP_GothicDoor_21u0
ctp_door_21u1	t_door83	Chandigar	Gothic Door 21u1	CTP_GothicDoor_21u1

A unique door - Danmar's Dungeon LOK Door #8 (the one with the large window)

Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_22	TDK_LOK01_08	Danmar	Strong Door 22	CTP_StrongDoor_22

Oriental-style sliding doors from Coulisfu's Oriental Interiors. The ctp_door_23* models are double-doors and the ctp_door_24* models are single sliding doors. In each case there are three textures denoted by x, y and z.

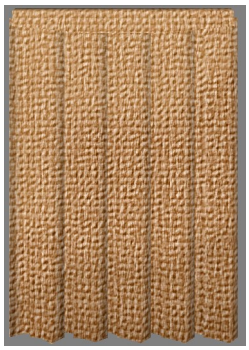
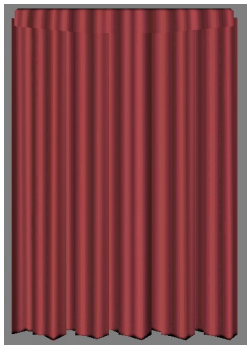
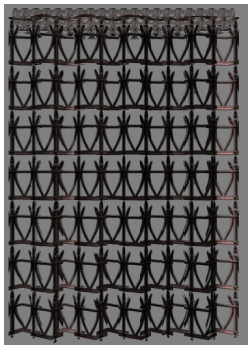
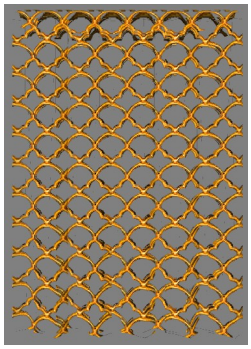
Model Name	Replaces Model	Attribution	Template Name	Template Tag
ctp_door_23x	t_door12	Coulisfu	Oriental Door 23x	CTP_OrientalDoor_23x
ctp_door_23y	t_door13	Coulisfu	Oriental Door 23y	CTP_OrientalDoor_23y
ctp_door_23z	t_door14	Coulisfu	Oriental Door 23z	CTP_OrientalDoor_23z
ctp_door_24x	t_door15	Coulisfu	Oriental Door 24x	CTP_OrientalDoor_24x
ctp_door_24y	t_door17	Coulisfu	Oriental Door 24y	CTP_OrientalDoor_24y
ctp_door_24z	t_door16	Coulisfu	Oriental Door 24z	CTP_OrientalDoor_24z

Curtains: a selection of 24 new curtains for use in standard doorways. They can be used across interior doorways or for transitions if required. They all use the same basic model, originally by Na, but improved, debugged and re-skinned for the CTP by OldMansBeard using a variety of Bioware and other textures. Except for the two metal mesh curtains, they will be found in the "Other" category of the custom doors palette.

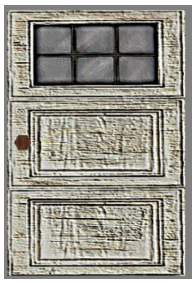
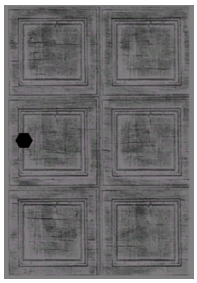
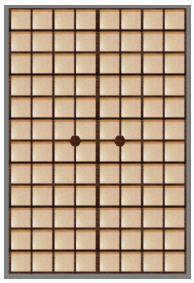
Model Name	Template Name	Template Tag	Texture Used
ctp_curtain_01	Curtain, Dark Cloth 1	CTP_Curtain_Dark_Cloth_1	tcn01_cloth01
ctp_curtain_02	Curtain, Dark Cloth 2	CTP_Curtain_Dark_Cloth_2	ttf01_fabric
ctp_curtain_03	Curtain, Heavy Cloth 1	CTP_Curtain_Heavy_Cloth_1	tdr01_i_tnt02
ctp_curtain_04	Curtain, Heavy Cloth 2	CTP_Curtain_Heavy_Cloth_2	tdr01_i_tnt04
ctp_curtain_05	Curtain, Light Cloth 1	CTP_Curtain_Light_Cloth_1	tcn01_material01
ctp_curtain_06	Curtain, Light Cloth 2	CTP_Curtain_Light_Cloth_2	PLC_fabric
ctp_curtain_07	Curtain, Old, Stained	CTP_Curtain_Old_Stained	ttr01_wood03
ctp_curtain_09	Curtain, Patterned 1	CTP_Curtain_Patterned_1	tds01_wallm01
ctp_curtain_10	Curtain, Patterned 2	CTP_Curtain_Patterned_2	tdr01_roof00
ctp_curtain_11	Curtain, Rich 1	CTP_Curtain_Rich_1	tdr01_e_bed01
ctp_curtain_12	Curtain, Rich 2	CTP_Curtain_Rich_2	ttd01_crvn01rf
ctp_curtain_13	Curtain, Rich 3	CTP_Curtain_Rich_3	tic01_couch00
ctp_curtain_14	Curtain, Rich 4	CTP_Curtain_Rich_4	ctp_curtain_14 *
ctp_curtain_16	Curtain of Iron Mesh	CTP_Curtain_Mesh_2	ttr01_rail01
ctp_curtain_17	Curtain of Scaly Hide	CTP_Curtain_Hide_1	tdr01_fltile_ex
ctp_curtain_18	Curtain of Evil 1	CTP_Curtain_Evil_1	TII_ScullWall
ctp_curtain_19	Curtain of Evil 2	CTP_Curtain_Evil_2	TTU01_StoneSPDR
ctp_curtain_20	Curtain of Evil 3	CTP_Curtain_Evil_3	tts01_evil05
ctp_curtain_22	Curtain of Gold Mesh	CTP_Curtain_Mesh_1	tdr01_i_fen01
ctp_curtain_23	Curtain of Ivy	CTP_Curtain_Ivy_1	tcn01_ivy01
ctp_curtain_24	Curtain, Patterned 3	CTP_Curtain_Patterned_3	ttd01_rcroof
ctp_curtain_27	Curtain, Sun Motif 1	CTP_Curtain_Sun_Motif_1	tdc01_sun_big
ctp_curtain_28	Curtain, Sun Motif 2	CTP_Curtain_Sun_Motif_2	tdr01_i_flr08
ctp_curtain_29	Curtain, Patterned 4	CTP_Curtain_Patterned_4	tdr01_i_wall02

* Texture ctp_curtain_14 is a copy of Tiberius Morguhn's curtain_tex_23.

CTP Generic Doors Release 1 : CURTAINS

Dark Cloth 1	Dark Cloth 2	 Heavy Cloth 1	Heavy Cloth 2	Light Cloth 1
Light Cloth 2	Old, Stained	Patterned 1	Patterned 2	Patterned 3
Patterned 4	Rich 1	Rich 2	Rich 3	 Rich 4
 Iron Mesh	Scaly Hide	Evil 1	Evil 2	Evil 3
 Gold Mesh	Ivy	Sun Motif 1	Sun Motif 2	

CTP Generic Doors Release 1 : Gothic, Oriental and Stone Doors

Gothic Door 21r0	 Gothic Door 21r1	Gothic Door 21s0	Gothic Door 21s1	Gothic Door 21t0
Gothic Door 21t1	Gothic Door 21u0	 Gothic Door 21u1	 Oriental Door 23x	Oriental Door 23y
Oriental Door 23z	Oriental Door 24x	Oriental Door 24y	Oriental Door 24z	Stone Door 08h
Stone Door 08i	Stone Door 08j	Stone Door 08k	Stone Door 08l	Stone Door 20m0
Stone Door 20m1	Evil Stone Door 20n0	Stone Door 20n1	Stone Door 20p0	Stone Door 20p1

CTP Generic Doors Release 1 : Wooden Doors

Wooden Door 01c	Wooden Door 02c	Wooden Door 05h	Wooden Door 05j
Fancy Door 01b	Fancy Door 02b	Fancy Door 05i	Fancy Door 05l
Strong Door 01a	Strong Door 01d	Strong Door 01e	Strong Door 02a
Strong Door 02d	Strong Door 02e	Strong Door 05k	Strong Door 20q0
Strong Door 20q1	Strong Door 22		