# Doors Accessibility

The **Door Accessibility** plugin is designed to streamline navigation in VR architectural walkthroughs. In a realistic VR environment, objects have physical properties like collision to prevent users from walking through walls or falling through floors. However, since doors in 3D models are typically closed, they can unintentionally block a user's path.

This plugin provides a fast, automated way to manage door accessibility across large models without the need for manual setup in the Training Builder.

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# The Goal: Fluid VR Movement

While collision is essential for a grounded experience, navigating through a building requires a way to bypass doors. Instead of manually disabling collisions for every door one by one, this tool allows you to batch-process all door assemblies into two distinct behavior categories.

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# Using the Door Accessibility Interface

The plugin features a simple two-list interface. To manage your doors, select the desired door **assemblies** in your scene and use the controls described below.

## 1. Invisible Nodes (Left List)

This mode creates an interactive experience where the user "opens" the door by clicking it.

- **Behavior:** The door is visible and solid in VR. When the user clicks on it, the door becomes invisible, and its collision is removed, allowing the user to walk through.
- **How to add:** Select the door assemblies and click the **Plus (+)** button under the **Invisible Nodes** list.
- **How to remove:** Select the item in the list and click the **Minus (-)** button.

## 2. Passthrough (Right List)

This mode is ideal for quick walkthroughs where you want the user to move freely without needing to interact with every door.

- **Behavior:** The door remains visible at all times, but its **collision is automatically disabled**. The user can simply walk straight through the door as if it were a "ghost" object.
- **How to add:** Select the door assemblies and click the **Plus (+)** button under the **Passthrough** list.
- **How to remove:** Select the item in the list and click the **Minus (-)** button.

# Mode Comparison

| Feature | Invisible Nodes (Left) | Passthrough (Right) |
|---|---|---|
| **User Interaction** | Requires clicking the door. | No action required. |
| **Visibility** | Becomes invisible after click. | Remains visible at all times. |
| **Collision** | Disabled only after interaction. | Disabled by default. |
| **Experience Style** | Interactive / Simulated. | Seamless / Fluid. |

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