Admin Panel & Wizard

The administrator UI is designed to keep the main screen focused on saved door cards. Creation and editing are handled through a modal wizard.

Opening the Panel

Default command:

```
/doors
```

Configured with:

```
Config.AdminCommand = 'doors'
```

Access is validated on the server through the configured ACE and framework administrator groups.

Door Cards

Each saved door is displayed as a card. A card can show information such as:

- ID
- Name
- Locked/unlocked state
- Single or double door
- Object count
- Interaction distance
- Public or restricted access
- Auto-lock
- Lockpick availability

Click a door card to edit it.

Wizard — General

The General step controls the basic door definition.

Name

Friendly identifier used by administrators and developer exports.

Example:

```
Mission Row Front Entrance
```

Interaction Distance

Defines how close a player must be for normal interaction.

Server-side distance validation adds the configured tolerance:

```
Config.ServerDistanceTolerance = 2.0
```

Auto Lock

Number of seconds before an unlocked door automatically locks again.

Use:

```
0
```

to disable automatic relocking.

Default Locked

Determines the default state stored in the door definition.

Lockpick Enabled

Allows that door to participate in the lockpick workflow when global lockpicking is enabled.

Wizard — Door Objects

A door can contain one or two physical objects.

Door 1 is required.

Door 2 is optional and is intended for double doors.

The capture system uses multiple object-detection methods so solid doors, barred gates and some MLO door objects can be captured.

Wizard — Access

Access can be defined by jobs, identifiers and ACE permissions.

The access types are additive alternatives: a player only needs one valid access route.

An administrator is also allowed through the configured admin permission system.

Editing Existing Doors

Open a saved card, change the required values and save.

The server checks whether the new definition overlaps a physical door already owned by another entry. Conflicting definitions are rejected.

Deleting Doors

Deleting a door removes the persistent definition, broadcasts a full synchronization and retires its old DoorSystem hashes on clients.

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