I 'third' this motion. But, as you've mentioned there's a lot of things that DF must be working on or trying to do it's hard to fill all the requests. On the silver lining side of things, if they produced everything that I'd like I would probably have to sell my house.....whatcha gonna do?!? I hope everyone here has a very Merry Christmas (with boxes and boxes of DF under the tree)!!!

Door in hallway, not at end of hallway Posted by Shadox - 2007/12/15 08:37

Dwarven Forge - Dwarven Forge

Generated: 10 December, 2013, 04:21

Door in hallway, not at end of hallway Posted by whitewind - 2007/12/15 17:47

On the bright side Stefan in one of the posts, (backed by Jeff) commented that he wanted to receive 3-4 shipments from the manufacturer in 08. Assuming df only does 3 and assuming that they do at least one new set each time... We know that the chasm set will be february, the next terrain type has been hinted at snow/ice caverns/fantasy terrains, and something with more detail than DOE. That puts us into the fall for something new unless..... Stefan gets Crazy and starts to release odds and ends during each shipment. In any event I think that DF caught on to something this year with the marketing and preorders, contests, etc. So I can not wait to see what they do in 08.

Merry Christmas All Happy New Year
And Cheers to a great and prosperous 08 for DF
FYI. My wife just approved my new custom container and also approved the acquisition request I made for 08. So much to get so little time. So little Room.
-Shadox
Door in hallway, not at end of hallway Posted by Harneloot - 2007/12/15 08:52
I've always thought someone with a dremmel could "dremmel out" the bricked-up passageway that lies in the middle of the 6" hallway that comes with the Wicked Editions set. Anyone ever try this? seems like it should work fairly well
Door in hallway, not at end of hallway Posted by Thod - 2007/12/15 14:32
Harnloot
There is only one small issue - you only get this piece in one of the wicked addition sets and it was never available on it's own.
As a scratch builder I prefer to use something I can buy on it's own before I cut it into pieces.
Thod

Generated: 10 December, 2013, 04:21

Maybe someone clever with Hurst Arts bricks can over cut a opening out of a passage and line that opening with a smallish brick that can be painted to match. My biggest fear about tearing up something like that is what to do with the area around the opening once you get it there. I mean do you go for complete conformity or do some cover up boarders with brick. Both would look ok but the first would be way way hard to do. There would also be the issue of the slight bit of floor you would get where the wall one was. Hallow that out and put a few " entry bricks" as well?

Door in hallway, not at end of hallway Posted by Thod - 2007/12/17 09:43

Whitewind

You shouln't build it with Hirst Arts and then cut a hole - you rather build it with one straight away.

Assuming I do a 4 inch corridor with the opening in the middle I can see two (three) options at the moment:

- a) Build an opening all way down on one side which is 2 inch wide. This will ensure you can use DF doors
- b) Build it with an arch (more similar to the bricked up hallway) and leave an opening. Would need HA doors
- c) A variant of a) but with the narrow door

How to fill the 'holes'. Again - there are multiple options. For the 2 inch opening you can generate a wall which is a little bit narrower. I just sold such walls on E-Bay - one solid one, one ice one - 1 3/4 inch long to to placed in a corridor (or of course in such an opening).

For the doorway with arch there are just some new bricks out. These allow some bricked up appearence to be used instead of a door (removable of course).

I might have to look what I have in regard to material at home at the moment and I might come up with a quick build. After all - pictures tell more than words. Off course in this case you also want to rectify the problem with 1 1/2 inch floor plates which fit next to a corridor, or into a corner from a T/X-junction. I've done a few already and will show them as well.

So watch out this space

PS: And I forgot option d) a corridor with openings on both sides ...

Door in hallway, not at end of hallway Posted by Ghenghis Ska - 2007/12/17 11:51

Dwarven Forge - Dwarven Forge

Generated: 10 December, 2013, 04:21

I have built a few with HA, but the problem is the problem you always get with HA/DF match ups. Wall size. DF 1/4 inch thick DF 1/2 inch thick. Add in the 3 block height to get it to match up to a DF bit anf you either have, just an open space in the hallway, a large arch over the door, or a really low door...

It can be done but can break the flow of the dungeon.

Door in hallway, not at end of hallway Posted by jkratzer - 2007/12/18 09:40

WE-LL, Guys;

Some time ago, some of you may remember that I was the ORIGINAL DF Butcher, when I advocated using a Rooms and Passages "T" Intersection and cut (OH! HORRORS!) the base of the T off, leaving a corridor with a gap in it as a doorway. Which, BTW, fit a standard door perfectly.

Well, I did it a long time ago, and it works just fine. Of course, I had to wear a dust mask while cutting the resin so I didn't inhale the dust, and I've since had to occasionally bear the epithet of "BUTCHER!", but it all balances out, because for the \$10 price tag I paid for the piece, I have an ORIGINAL DF Passage that I can use for a doorway into a room - in the MIDDLE of a corridor!

Call ME Sweeney Tood; I don't care. :P

Just my \$.02 worth.

See ya guys, and have a Happy and SAFE Gaming Christmas/Holiday.

Jim

Door in hallway, not at end of hallway Posted by Ghenghis Ska - 2007/12/18 10:20

When i posted above about thinking about cutting up a T, i was going to say "I have thought about doing a 'jkratzer' to a T, to make it into the type of bit you mention, but i just haven't been able to bring myself

to it..." But wasn't sure if Wyrdsmyth would know what i ment if i said "jkratzer"... so i just said cutting;)

jkratzer: verb, jkratzer, jkratzer-ing, noun

- -verb (used with object)
- 1. to penetrate a Dwarven Forge item with or as if with a sharp-edged instrument or object: He jkrater a
- 2. to divide a Dwarven Forge iten with or as if with a sharp-edged instrument; sever; carve: to jkrater a T shaped passage.

noun

- 3. the act of cutting; a stroke or a blow, as with a knife, dremel, etc.
- 4. the result of cutting, as an incision, wound, passage, or channel.

Door in hallway, not at end of hallway Posted by Stefan - 2007/12/20 17:23

Bueller? (I GOTTA quit watching that commercial on TV!)

Dwarven Forge - Dwarven Forge

Generated: 10 December, 2013, 04:21

You can do whatever you like for your own purposes of course. making casts is O.K. if they are for your own use... if you start selling them...AND advertising it on our web site...well, then we might have a problem...he,he,he.....

Door in hallway, not at end of hallway Posted by jkratzer - 2007/12/21 06:44

You can do whatever you like for your own purposes of course. making casts is O.K. if they are for your own use... if you start selling them...AND advertising it on our web site...well, then we might have a problem...he,he,he.....

There's your answer, right from the MASTER!

Thanks, Stefan.

Door in hallway, not at end of hallway Posted by zoonat - 2007/12/23 23:50

I know this isn't quite the same thing, but... if you make a passage out of floor tiles, with the room pieces facing away and forming the walls, you can put a doorway (arch, etc.) wherever you like. I've seen many pictures of this on these boards.

Maybe that helps,

zoonat

Door in hallway, not at end of hallway Posted by jackattack - 2007/12/24 07:36

I think it does help. Adding walls to a floor tile will be easier for some than cutting and refinishing a passage tile.

However, doesn't putting a room off the side of a passageway put everything attached to that room slightly out of alignment with the parts of the set-up that connect to the ends of the passage? The "spur" portion of the dungeon will not be able to connect with the dungeon at any other point. without being slightly off kilter by the width of one wall.

This isn't a problem if you just want a room, or an isolated set of rooms and passages, but if you mean to make shortcuts and/or alternate routes through your dungeon, you might encounter a slight discrepancy.

Door	in	hallway	ı. not	at	end	of	hallw	ıav
		- iaii vva j	, , . .	αı	0110	\circ .		α,

Posted by whitewind - 2007/12/24 18:04

Now I can probably hack " with dremel or coping saw " a passage as good as anyone but what to do with the " Edges " what I mean is the inside of the wall/opening and floor section that is left? Carve it with a dremel? A small jewelers screw driver? Make it a bit bigger and add some green stuff and try to mimic

the bricks as best as can be done and then paint over? Oye Headache!!!!

Door in hallway, not at end of hallway Posted by jkratzer - 2007/12/25 12:07

Now I can probably hack " with dremel or coping saw " a passage as good as anyone but what to do with the " Edges " what I mean is the inside of the wall/opening and floor section that is left? Carve it with a dremel? A small jewelers screw driver? Make it a bit bigger and add some green stuff and try to mimic the bricks as best as can be done and then paint over? Oye Headache!!!! Dremel and jeweler's files and paint, oh MY!

Work carefully and with pride in your work, and you, too can join the International Plastic Modeler's Society, just as I did - and FREAK THEM OUT!

Whee!

And it beats the heck outta Spitfires, Me-109's, and P-40's all the time.

Something NEW and DIFFERENT! Wakes them ALL up!