

## REQ: Stuck Door Repair Pics / Removal

Posted by Smogma - 2013/10/23 11:12

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I read somewhere either on here or the KS comments about someone fixing a stuck door by removing the top-most stone and freeing the door from the hinges and it worked fine when put back together properly. Don't have my sets yet - but I'm curious to see pictures of how the door / frame pin together.

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by Smogma - 2013/10/26 10:55

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<http://oi42.tinypic.com/316rw5s.jpg>

I discovered it's actually very easy to remove a door. Just slightly bend the column (the one where the door attaches) outward and you should easily be able to pull the door out. Mechanism for attachment is just pins in holes on both the top and bottom. The Pins aren't that long and nothing else is holding the door in place. Obviously if you bent the column with excess force you may stress the piece - just exercise a little common sense.

This was good for me because I didn't really care for the demon doors. Now I have open archways as a new type of "door". I plan on filling the peg holes with milliput before painting.

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by Alarian - 2013/10/26 23:47

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I had a few doors that needed a bit of tweaking (5 painted and 8 add-on's) and I was able to get them all working properly except for 1. One of my demon doors was extremely warped. When set flat one corner was lifted up about 1/4" higher than the other. I twisted until I thought I was going to break the piece, but I couldn't get it to straighten out. I sent an email to DF about it and I'm sure I'll hear back once everyone has gotten their KS stuff.

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by igelkott - 2013/10/27 10:26

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When I got mine, one of my demon doors was not in its frame. I was trying to bend it to get it back in when there was a snap and a piece went flying. I thought it was broken but when I found the piece and looked closely, I discovered it is simply a separate part that was glued and in this case, was not glued very well. Here is a picture:

<http://home.armorarchive.org/members/igelkott/df/dd01.jpg>

It's not a big deal since I can readily glue it back together, but I'm going to leave it separate for now in case I decide to repurpose it later.

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by LordDust - 2013/10/27 10:34

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Not all the dwarvenite is created equal, some of my doors will easily bend, others are much firmer despite being the same thickness. I would assume it probably has something to do with curing conditions...

The ones that do not bend easily I plan to try gently heating a bit first. This is useful if you need to work on the hinge to fix movement issues and also if you want to use certain painting techniques on unpainted (which mine are) it gives full access to both the door and the "hinge" section.

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by Alarian - 2013/10/27 15:32

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Here is a picture of my defective door. I've tweaked it many times, bending it far I thought for sure it was going to break, but I can't get it to go straight, nor even close to it. I've already mailed DF about it.

<http://www.portalkeepersofgrayrock.com/Downloads/Door01.JPG>

<http://www.portalkeepersofgrayrock.com/Downloads/Door02.JPG>

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## Re:REQ: Stuck Door Repair Pics / Removal

Posted by Tasha - 2013/11/01 01:20

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Try dipping the piece in boiling water to soften it then fix the warp and dip it in Ice Water to cool. You will probably need tongs and/or protective gloves to do this without burning yourself.