In level edit you can set the area of or around the door that will open the door when someone is within the area, this is set for both sides of the door.
if you need help with this let me know. but that is the way I would at least test. it will prob. work for you. I've done a lot of playing around with this kind of stuff, haveing, spears fly at you and stuff, when you enter the area, you can set it just on one side ot the door, and in a very little area rogjt by the switch. Hope this helps.