Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 09:20:00 GMT

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quote:Originally posted by Dante:hehe, i played around with teleporting elevators when i tried the script out, with some heavy tweeking, you can get the player to "pop" out of the elevator, but otherwise, you go up, down, up, down, up, down etc...the dual elevator idea is okEasily solved with no extra work needed. Simply put the zone where you have to step into to teleport in the back of the elevator, and put the cordinates where you teleport to in the front of the elevator. That way, you will spawn in the elevator, but wont instantly teleport back.