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Subject: DO NOT use elevators of any kind on MP maps  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 13:07:00 GMT

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quote:Originally posted by vloktboky03:My CTF map has elevators in them. I haven't noticed any lag with them, except for misplacement when you exit an elevator. You may lose sight for a second or two, but that is all I have noticed from them.maybe "lag" is the wrong word --try "warping" - or "out of sync" -- you see it with doors sometimes - ever run up to one and it doesn't open? -- your client isn't in sync with the server - so - it doesn't open.but it will get in sync eventually - and you run in - usually- most people just take it in stride.However - if your in an elevator - you \*might\* fall down the shaft due to being out of sync where the elevator car is and your character.(and if the maker of the map didnt block the bottom - off you go to the blue pit...)Now - i have played other maps with elevators - sometimes they work - sometimes they don't."if" everyone is on a good rig - speedy connection - and on a super server - you may not experience any of the above.On a LAN game - we never had a problem with them - as soon as we went on the 'net - warping and falling to blue hell occured.However - it happens enough (warping) to make me avoid using them.There are simpler ways to move up and down.i suggest you do the same. but - hey - you can do anything you want... regardless how wrong it may be....

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