
Subject: Elevators - not in MP maps ---

Posted by [Anonymous](#) on Sat, 11 Jan 2003 09:40:00 GMT

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i guess i woulde have better described it as a spiral ramp.....it's a flat spiral.....but i'm sure you could make a staircase that would fit under it and make the flat spiral hidden with physical and camera collision option enabled.and then place a more realistic looking spiral staircase just below the flat spiral and it would work the same.I am using the spiral staircase on the conyard in my map.....it is the only multi story building in my map right now.....the conyard is an access hub to the all the tunnels under each base.Eric.
