
Subject: MP Elevators

Posted by [vloktboky](#) on Sat, 05 Apr 2003 19:01:23 GMT

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General Havoc did do something similar but it uses the original elevators in their current state. The elevator itself still moves and you can call it but as soon as you get in your teleported to the doors outside the top. And as soon as this happens the doors at the top open like you just came out. IT does actually work quite well and acts the same as a normal elevator but it doesn't have time to "lag" because your teleported before it can happen.

_General Havoc

Did you put the first teleporter inside the elevator itself? I think I have a good idea on what you mean, and it does seem like it would work good (No lag since you don't stay in it).
