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Subject: Pentagram

Posted by [StoneRook](#) on Mon, 14 Apr 2003 18:00:36 GMT

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You can make trains.....

I have done it...

However - it is exactly like an elevator - if your machine and the server get out of sync - you either fall off - or drop into the blue hell.

Doesn't happen alot - but once is enough.

Also - you impose a lag hit- if the systems that are running it are not "game worthy".

You would be better off using the teleporter script.

If you get creative - you can make "boom" tubes -- just like on Superman.

But - if your really interested - just make a tunnel - have a moving "car" in it - and it will push anything in its way --

just animate it to pause at each station. The player will then have to run out before it goes away.

But - during the "push" the player will be thrown to the back of the car (standard physics) -- which is pretty jarring on the horizontal.

also - your camera goes screwy....

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