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Subject: Pentagram

Posted by [bigwig992](#) on Mon, 14 Apr 2003 22:37:58 GMT

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A long time ago I was going to make a map called CTF\_Subway Systems. I had an idea much like yours, but, after finishing the basic part of the tunnel, i just, gave up. As for the train, my idea was to model it, and bone it as a vehicle. Then have invisible blockers down the tunnel inbetween the two tracks (too keep the train to one side). Then just hop in and drive around with the train, but since you have the vehicle blocker, and the wall of the tunnel on each side, you can only go forwards, or backwards. Then just give it a shit load of health, and make it untargetable. Expirient with "occupents visable", and while you drive by people, they will see the stiff looking guys inside the train. No lag, no issues that you would have with elevators. Just, a vehicle, that you can jump in and out of at any time.

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