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Subject: Re: Elevators

Posted by [Reaver11](#) on Thu, 28 Feb 2008 17:24:44 GMT

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MSwindows wrote on Thu, 28 February 2008 11:49FREAK Again it only tells them how to get them working not where to download them.

Seriously find out something yourself. I have been busy with old beta models for hours without anyone to help me.

Okay this is very easy ->

Goto Leveleditor->

Tile->Elevators (or in your chase)

Tile->Building Aggregates - Multi Player->Hand of nod->mnhnd\_lift

There is a nice and standard elevator. If you really want to fix the elevator goto the appropriate folde and add a new elevator. The first part has to have the same name as the meshprefix of the building.

And for the rest use [www.renhelp.net](http://www.renhelp.net) It is for people to get a basic in Renx and leveledit.

I have learned all my elevator stuff from it.  
And I must say laeubies tutorial really helped.

Before you can really mod you must mess around and you first project will always fail BUT you learn a lot to find out stuff yourself and if it really gets hard there are people enough to help you.

Sorry to say but that is basic stuff you ask.

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