Subject: Still need help: elevators
Posted by Aircraftkiller on Mon, 29 Dec 2003 08:23:32 GMT

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That's not really the complete story. Framerate of the animation has a lot to do with it.

If the player can't keep up with the animation, like the standard elevators, your view "slides up" as you go down, or vice versa if you're going up.

Any elevator that I've created is based around 1-100 frames, moves smoothly, and takes just over two seconds to reach its destination. No one has ever noticed latency problems with any elevator I've created.

The Power Plant exterior lifts are an example of what I mean.

The only problems with latency that I've ever had happen are with elevators from WS. Even that is solved by extending the cab animation about 150-200%, so that they don't move extremely fast.