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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Thu, 28 Nov 2002 17:56:00 GMT

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Is there an elevator tut out there? If so please direct me to it, thanks!

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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Thu, 28 Nov 2002 19:11:00 GMT

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yes me2

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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 14:59:00 GMT

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i've put an elevator in a map, i got stuck in the elevator cause the ground was in the way. I would like to know if there is a proper elevator tutorial to.

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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Fri, 29 Nov 2002 18:49:00 GMT

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well, to get through the ground is get exact measurements and make a box and cut it through the terrain...

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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Sat, 30 Nov 2002 19:05:00 GMT

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An elevator is a simple animation - you make the floor move up and down - so - the full cycle would be "start at the bottom" - go to the top - then pause - then return to the ground. look at some of the elevator w3d's in the single player levels with and extractor and w3d viewer. so - just combine making a model - some animation - trigger zones - add the elevator physics - and your all set. [ November 30, 2002, 19:06: Message edited by: StoneRook ]

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Subject: Elevator Tutorial?

Posted by [Anonymous](#) on Sat, 30 Nov 2002 23:43:00 GMT

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Sweetness, thanks Stone.

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