
Subject: Elevators

Posted by [The Executor](#) on Thu, 28 Feb 2008 15:39:37 GMT

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Where do we get the elevators and custom make them? Because the AlternateMPBuildings have elevator shafts in them but no Elevators.

Subject: Re: Elevators

Posted by [cnc95fan](#) on Thu, 28 Feb 2008 16:01:18 GMT

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www.renhelp.net How many times must people redirect...

Subject: Re: Elevators

Posted by [The Executor](#) on Thu, 28 Feb 2008 16:49:26 GMT

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FREAK Again it only tells them how to get them working not where to download them.

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 11:49 FREAK 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 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.

Subject: Re: Elevators

Posted by [The Executor](#) on Thu, 28 Feb 2008 17:48:30 GMT

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Okay thanks I am so sorry and embarrssed.

Subject: Re: Elevators

Posted by [Reaver11](#) on Thu, 28 Feb 2008 17:57:01 GMT

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MSwindows wrote on Thu, 28 February 2008 11:48Okay thanks I am so sorry and embarrssed.

Dont be it is good to ask things but its better to experiment in ren and try to find out as much as possible
