
Subject: MP Elevators

Posted by [Skier222](#) on Sat, 05 Apr 2003 17:21:24 GMT

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How do i make MP Elevators?? Is there a tut?

Subject: MP Elevators

Posted by [StoneRook](#) on Sat, 05 Apr 2003 17:36:09 GMT

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yes there is - search the forum.

(basically - its just a mesh that "pushes" meshes up and down)
(use w3d viewer to view extracted elevators from the always.dat)

but - there are problems using them in MP - sometimes you get out of sync with the server - and you fall off the map or get stuck in the wall.

you would be better off using the teleport script.

Subject: MP Elevators

Posted by [General Havoc](#) on Sat, 05 Apr 2003 17:44:52 GMT

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My tutorial on using custom scripts and using the teleport script can be found at <http://www.nodnl.net> just to save you searching if you want to use this method.

_General Havoc

Subject: MP Elevators

Posted by [Skier222](#) on Sat, 05 Apr 2003 17:49:46 GMT

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Thank alot!

Subject: MP Elevators

Posted by [vloktboky](#) on Sat, 05 Apr 2003 18:40:09 GMT

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You know, I think it would be a really cool idea if someone could take just the elevator room (you know, the room you stand in in the elevator), and export it to a GMax file, fully texurized, and then release it. That way you can put that room in on your map, and put the teleport scripts in it. It

would make it look like a real elevator, but it wouldn't actually be one, just a room. I would do it, but I don't think I could retexture it really good.

Subject: MP Elivators

Posted by [General Havoc](#) on Sat, 05 Apr 2003 18:44:10 GMT

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I did do something similar but it uses the original elevators in their current state. The elevator itself still moves and you can call it but as soon as you get in your teleported to the doors outside the top. And as soon as this happens the doors at the top open like you just came out. IT does actually work quite well and acts the same as a normal elevator but it doesn't have time to "lag" because your teleported before it can happen.

_General Havoc

Subject: MP Elivators

Posted by [vloktboky](#) on Sat, 05 Apr 2003 19:01:23 GMT

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General Havoc did do something similar but it uses the original elevators in their current state. The elevator itself still moves and you can call it but as soon as you get in your teleported to the doors outside the top. And as soon as this happens the doors at the top open like you just came out. IT does actually work quite well and acts the same as a normal elevator but it doesn't have time to "lag" because your teleported before it can happen.

_General Havoc

Did you put the first teleporter inside the elevator itself? I think I have a good idea on what you mean, and it does seem like it would work good (No lag since you don't stay in it).
