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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 an extractor and w3d viewer. so - just combine making a model - some animation - trigger zones - add the elevator physics - and you're all set. [ November 30, 2002, 19:06: Message edited by: StoneRook ]

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