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Subject: Elevator problem...

Posted by [Deactivated](#) on Fri, 16 Jul 2004 19:09:54 GMT

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htmlgodl put together the mesh, textured it, animated it, and set it up in LE. I did the callzones and the elevator runs fine. But for some reason, I seem to have this visibility problem. It becomes invisible as I ascend through the elevator shaft. Actually, it goes back and forth between visible and invisible. This seems like a VIS problem, but the map I used it on is not VISed, and the elevator does not have VIS collision either.

Could it be possible you skipped a frame or something like than in LE settings?

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