
Subject: Pentagonram

Posted by [\[REHT\]Spirit](#) on Mon, 14 Apr 2003 17:50:09 GMT

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DeafwaspBut wasn't the elevator problem caused by the game being confused on where the elevator should be?

Won't it be smooth because it is just an animation that moves, pushing things in its path?

That's what elevators are, an animated object pushing another object (Greg Hjelstrom said so).....

Now maybe if you made it a very slow subway train it might work, lol, or you could use the tunnels as a place for people to go (ie, tunnel to the enemy base) and have the train run around and run people over, but then again they say animated objects cause lag. Might want to test these theories in a beta.
