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Subject: Pentagram

Posted by [Deafwasp](#) on Mon, 14 Apr 2003 19:04:30 GMT

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Ok so lets figure this out...

If you have played Half Life then you remember the opening train ride. Of course I was going to have barriers to keep you on it. I did once try to ride on a harvester in renegade so i know what happens.

What can I do to make this idea work, and not have the elevator conflicts? I dont care what has to be sacrificed to do this as long as it doesnt add much lag and you walk into the car and it carries/pushes you.

It wont be like an elevator, you cannot call t. just get on it before it leaves. a nonstop cycle.

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