
Subject: Elevator Doors?

Posted by [Burn](#) on Fri, 03 Dec 2004 19:38:12 GMT

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Quick question-

When you add elevators to your map, is there a way that you can get them to close again once you exit them and you're done using it?

I noticed all it does is sit there with the door open and I'm not even using it.

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Posted by [Oblivion165](#) on Fri, 03 Dec 2004 19:50:00 GMT

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yeah, on your physical models tab, there is a close delay interval. If you have your elevator setup correctly you should be able to set that to what you want.

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Posted by [Burn](#) on Fri, 03 Dec 2004 19:51:50 GMT

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Exactly. That's what I was thinking.

It takes my elevator 5 seconds to go up and down, so I set that on 5.

I turned around and looked at it (from a distance) and it never closed again until I was done using it.

Did I not wait long enough? If so, that was the longest 5 seconds I've ever had.

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Posted by [Jaspah](#) on Fri, 03 Dec 2004 20:47:31 GMT

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Might just be the doors opening because you were in the vicinity where the doors had to stay open, when you left that area the 5 seconds started and they closed.

Just a thought.

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Posted by [Burn](#) on Fri, 03 Dec 2004 21:08:38 GMT

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You mean my call zones, etc?

It's a possibility, I haven't really checked on them recently.

Thanks for reminding me.

EDIT: Just checked them, they look fine, I was well out of that zone for more than 5 seconds and it didn't close. Hmm...

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Posted by [laeubi](#) on Sat, 04 Dec 2004 00:10:51 GMT

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The close time, is the time you need to stand 'in' before it closes and goes up/down.
At the moment I can't think about a scenario that BOTH (top and up doors) are closed.
