
Subject: Questions on Elevators
Posted by [Anonymous](#) on Thu, 02 Jan 2003 14:53:00 GMT
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Im putting in an elevator from tiles>>Elevators>>Powerplant lift.Is there anyway to increase the distance up and down that it can travel.

Subject: Questions on Elevators
Posted by [Anonymous](#) on Thu, 02 Jan 2003 16:08:00 GMT
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Ju must then create a new one.

Subject: Questions on Elevators
Posted by [Anonymous](#) on Thu, 02 Jan 2003 16:15:00 GMT
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Is there a good tutorial on creating them, all the post just say look at them at figure it out.

Subject: Questions on Elevators
Posted by [Anonymous](#) on Fri, 03 Jan 2003 11:53:00 GMT
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Keeping alive

Subject: Questions on Elevators
Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:07:00 GMT
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Sorry, I don't know of any.

Subject: Questions on Elevators
Posted by [Anonymous](#) on Sat, 04 Jan 2003 06:41:00 GMT
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The only way to change the elevator is to modify it's animation in Renx. This will require you having the gmax file in order to do this and changing the current preset or creating a new preset for the elevator in Commando/LevelEdit. The preset "zones" will need to be changes for the new height of the elevator.Jug

Subject: Questions on Elevators

Posted by [Anonymous](#) on Tue, 07 Jan 2003 10:50:00 GMT

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see here is where i have the problem.the zones. When i look at the zones the screen pops up and i cant see the screen behind much, Can anyone explain to me the zone thing and how to change them i would appreciate it. thank you

Subject: Questions on Elevators

Posted by [Anonymous](#) on Wed, 08 Jan 2003 00:57:00 GMT

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err -- elevators are just animations - you add the "lift" via a mesh that is marked as "push" in the building physics type.the "lift" just goes up and down when you trigger it with a zone.i made a couple of them -- with working doors and lights (just like the westwood ones - (lights are achieved by making meshes come on and off as the lift goes up and down.)make the complete cycle of the animation - down - up - down.you also need to set the zones -- you have to play with it - as it's a bit complicated to go in detail here - one of these days i will need to make screen shots -- basically - you have an overhead view and a front view - you move the little block in front or behind the lift mesh (some systems show it - some don't - limitation of the vidcard i think)the commands for moving it are on that screen when you go into it.sorry can't be much help.(btw - you can look at an animation of an elevator in viewer to see what i mean about the meshes turning on and off)
