Subject: How do i make a elevator?
Posted by Anonymous on Sat, 25 Jan 2003 16:56:00 GMT
View Forum Message <> Reply to Message

Topic. A Point to a Tut would be nice!!

Subject: How do i make a elevator?
Posted by Anonymous on Sat, 25 Jan 2003 17:03:00 GMT
View Forum Message <> Reply to Message

first -make an animation in renx -simple one - like a platform moving between two points.animate it going up then back down. export as a H.a.m.make it in commando - add the elevator physics - then setup up the trigger zones for the elevator.(look at a elevator w3d in the always.dat and use w3d viewer to view it - you will get an idea of the way to make them)there's your elevator.now - in lan games - they work great - but unless you have a good server and the players have little to no lag - you may have "mis-alignment" - "out of sync" errors trying to use them in MP maps.worse case - you stutter -- and fall through the map - best case - you seem to "transport" around.I would recommend to use the "transport" script that Dante has - easier to use - and you don't have the "out of sync" issues.(this is not to say some MP use elevators with no problems - but in my testing - the payoff is not worth the hassle - Plus Greg said that they are error prone in MP games - and since he is the man who made most of the things in the game - i'm going with his advice)

Subject: How do i make a elevator?
Posted by Anonymous on Sun, 26 Jan 2003 07:01:00 GMT
View Forum Message <> Reply to Message

Is this the teleport your refering to as the "transport Script"? If it is then the teleport script works great. I have tested it on that test map i made and it works without any errors in multiplayer online.

Subject: How do i make a elevator?
Posted by Anonymous on Sun, 26 Jan 2003 08:19:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by General Havoc:Is this the teleport your refering to as the "transport Script"? If it is then the teleport script works great. I have tested it on that test map i made and it works without any errors in multiplayer online.it is and it does - hence my suggestion to use that before making an elevator

---

Subject: How do i make a elevator?
Posted by Anonymous on Sun, 26 Jan 2003 08:53:00 GMT
View Forum Message <> Reply to Message

Thanks for the info Stonerook.Hrm..... Maybe I could Set up Another Teleport script on the map. I aleadly have 4, wonder if there is a limit?