Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 05:17:00 GMT
View Forum Message <> Reply to Message

I've come up with an idea, maybe we can combine the teleport script with an elevator. There could be actually 2 elevators, but niether of them would move. they would be at the top and bottom of the shaft. You could step into the bottom elevator, and be teleported to the top one. If both looked exactly the same you wouldn't be able to tell that you teleported.

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 05:57:00 GMT
View Forum Message <> Reply to Message

Cool idea

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 07:33:00 GMT
View Forum Message <> Reply to Message

I agree, this is a pretty good idea! Anyone want to give it a try and tell us the results?

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 07:42:00 GMT
View Forum Message <> Reply to Message

Now that would be really stupid...If you teleport from this point, to the other teleport point, you will be stuck in a eh... Let' say eh... nvm you're just stuck

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 07:50:00 GMT
View Forum Message <> Reply to Message

what about 2 elevator shafts, one for up, one for down?

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 07:56:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by DeafWasp:what about 2 elevator shafts, one for up, one for down?I don't see what that would do, I guess it might make it work a bit better (not teleporting back down

after getting to top)

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 07:59:00 GMT
View Forum Message <> Reply to Message

hehe, i played around with teleporting elevators when i tried the script out, with some heavy tweeking, you can get the player to "pop" out of the elevator, but otherwise, you go up, down, up, down, up, down etc...the dual elevator idea is ok

---

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 09:20:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Dante:hehe, i played around with teleporting elevators when i tried the script out, with some heavy tweeking, you can get the player to "pop" out of the elevator, but otherwise, you go up, down, up, down, up, down etc...the dual elevator idea is okEasily solved with no extra work needed. Simply put the zone where you have to step into to teleport in the back of the elevator, and put the cordinates where you teleport to in the front of the elevator. That way, you will spawn in the elevator, but wont instantly teleport back.

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 07 Feb 2003 09:44:00 GMT
View Forum Message <> Reply to Message

it could work but i have not used the new script that much yet so i will try when i get home from school i will tell you how it goes   well if i get the time

---

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 21 Feb 2003 16:36:00 GMT
View Forum Message <> Reply to Message

I'm been playing around with the script recently and here is the idea that i came up with http://www.n00bstories.com/image.view.php?id=1912648587 . It works well and there is no need to change any of the elevator or remove it. After loads of tweaking i got it so that you call the elevator walk in then it moves up and teleports you before it reaches the top. I tested it on my map in the singleplayer tiberian refinery. I also lag tested it well. I hosted a server with the test map then i got someone to join, the elevator comes down, you get in then before the lag starts normally your teleported.

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 21 Feb 2003 16:43:00 GMT
View Forum Message <> Reply to Message

I allready stated this idea to help the person making the Quake3 CTF map, to use teleporters to simulate the jumpad effect, and even mentioned the idea of using teleport locations instead of elevators...nobody seemed to care though.

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Fri, 21 Feb 2003 16:57:00 GMT
View Forum Message <> Reply to Message

lol Blazer feels rejected

Subject: elevator+teleport, elevator with no lag
Posted by Anonymous on Sat, 22 Feb 2003 02:39:00 GMT
View Forum Message <> Reply to Message

I'm not claiming credit for the idea because i know Blazer mentioned it earlier, i was simply explaining a working idea so that people know how to get one working. Blazer sugested the idea of using them in elevators back in November when the script was still faulty.