Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by dufis791 on Mon, 22 Dec 2003 21:11:49 GMT
View Forum Message <> Reply to Message

alright, how are doors and elevators done? is it an animation in gmax, or what? and even then, how do you get them to open at the correct moment? im new to mapmaking, i have a fair map going, but no doors ect...just doorways. any help would be appreciated. thanx in advance.

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by Jaspah on Mon, 22 Dec 2003 22:34:32 GMT
View Forum Message <> Reply to Message

Moderator Edit: If you keep posting abusively, I will have your access to these forums removed.

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by SuperFlyingEngi on Tue, 23 Dec 2003 01:05:36 GMT
View Forum Message <> Reply to Message

Yah J4S[p], stop pretending that everyone has exactly the same experiences and memories as you. As someone new to modding, maybe he came to these forums first as a good place to start. And then you come along and tell him he's stupid, as you did maybe 2 days ago instead of kindly directing new people to http://www.renhelp.co.uk or whatever. I'd have to agree with the moderators in having your access revoked.

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by Ugauga01 on Tue, 23 Dec 2003 14:43:25 GMT
View Forum Message <> Reply to Message

Why is he pretending??

Maybe he thinks that he was born as modding god??

j4Sp you are no god. There are enough modders who are better than you and what will you say when they call you a fool or else when you ask them??

So be friendly to n00bs. Maybe they make a Mod that you love

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by dufis791 on Tue, 23 Dec 2003 19:59:50 GMT
View Forum Message <> Reply to Message

lol thanx guys.

i went to renhelp....i found a tutorial for it, but the doors dont work.....i followed the tutorial exactally, but it doesnt work. could it be the "zones"? or is it the door its self?

thanx guys

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by laeubi on Tue, 23 Dec 2003 21:28:59 GMT
View Forum Message <> Reply to Message

I recommend just to use an existing door for your new one using the sames settings by selecting the door, press ad and thechange the W3D and Trigger Zones.

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by dufis791 on Tue, 23 Dec 2003 23:46:21 GMT
View Forum Message <> Reply to Message

acctually, i got it to work. no clue what was wrong, but it works now.

all thats left is elevators:
i couldnt find a tutorial on 'em on renhelp. bassically all i need is how to set up the annimations for them, i can do the level edit part of it, and an build it, but how do i get it to annimate? is like frames 1-30 the door annimation and then frames 31-100 the elevatorr annimation? the building of the structure is easy.... and i can get the zones...... its just that i know that there are like 4 diff annimations in it (standby (the arrow annimation), call (flashing red lights), door, and elevator up/down) how to get those work right is my question.

thanx alot for your help so far it is much appreciated.

Subject: AKK: elevators, doors, ect. -- could you please help?
Posted by dufis791 on Thu, 25 Dec 2003 02:58:53 GMT
View Forum Message <> Reply to Message

could yall pls help? this is the last thing....at least for a while....