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Subject: Still need help: elevators

Posted by [dufis791](#) on Thu, 25 Dec 2003 18:08:16 GMT

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i couldnt find a tutorial on elevators on renhelp. basically all i need is how to set up the animations for them, i can do the level edit part of it, and build it, but how do i get it to animate? is like frames 1-30 the door animation and then frames 31-100 the elevator animation? the building of the structure is easy.... and i can get the zones..... its just that i know that there are like 4 diff animations in it (standby (the arrow animation), 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.

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Subject: Still need help: elevators

Posted by [laeubi](#) on Sat, 27 Dec 2003 16:12:40 GMT

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Well i'll write one, but be carefull with elevators on MP mode, the often causes problems like lags.

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Subject: Still need help: elevators

Posted by [dufis791](#) on Sun, 28 Dec 2003 03:43:19 GMT

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yea, so i've heard.

i really need only one to go from first floor, far down to the basement.

tanx alot

P.S.: your door tutorial was alot of help

p.p.s.: i cant wait till i can stop asking these stupid questions!

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Subject: Still need help: elevators

Posted by [laeubi](#) on Sun, 28 Dec 2003 10:27:52 GMT

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k, also keep in mind, that elevators CAN NOT!!! carry vehicles..

Tutorial will be finished within some day's

p.s.: There are no stupid questions... just stupid answers

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Subject: Still need help: elevators

Posted by [Aircraftkiller](#) on Sun, 28 Dec 2003 16:27:41 GMT

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Loobie, don't tell this guy things when you don't know anything about elevators and how they work online.

They don't "lag." People "lag." Not elevators. Not until 10 people try using a single elevator at once.

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Subject: Still need help: elevators  
Posted by [dufis791](#) on Sun, 28 Dec 2003 17:21:24 GMT  
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ACK, how do u know he doesnt know nething bout elevaters?

and the lag thing: he might have meant that they cause lag, not neccesarly lag themselves

oh....i am also having a minor problem with doors: they seem to open for vehicals, even though the option is not selected. what should i do to fix this?

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Subject: Still need help: elevators  
Posted by [Aircraftkiller](#) on Sun, 28 Dec 2003 18:39:14 GMT  
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If the doors open for vehicles, put a plane in front of it that's hidden with the vehicle option checked.

I know he's clueless about elevators because I've used them in several multiplayer levels. No one complains about falling through them.

The latency you experience with an elevator isn't any different than what you experience in a multiplayer game to begin with.

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Subject: Still need help: elevators  
Posted by [xpontius](#) on Sun, 28 Dec 2003 23:58:44 GMT  
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I dont know what you guys mean when u lag , but i do know that i get dragged halfway into the elev floor until it reaches destination and then stutters then lets me out...

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Subject: Still need help: elevators  
Posted by [dufis791](#) on Mon, 29 Dec 2003 00:05:07 GMT  
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could it possibly be some option that i may have checked that says something like "See players in

vehicles"??

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Subject: Still need help: elevators  
Posted by [laeubi](#) on Mon, 29 Dec 2003 00:11:55 GMT  
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And I know you have deleted one of my posts.

The same old abuse of AdminPower you always do when you think you must 'show' soone something :rolleyes: :rolleyes:

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Subject: Still need help: elevators  
Posted by [PiMuRho](#) on Mon, 29 Dec 2003 08:14:31 GMT  
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Elevators cause problems in MP games. This is because of the way that the client and server work out your position.

Basically, your PC (the client) tells the server where it thinks you are. The server then compares this to where it thinks you are. Then it averages it out (so if you were heading north and the server thought you were going west, you'd end up going north-west).

Obviously, it's a bit more contrived than that, but if you add in the third dimension and the issues caused by having to work out where the player is when there's an animated object (i.e. an elevator) involved, then it can all go a bit wrong.

This is why there's no elevators in any of Westwood's MP levels - they were removed for exactly this reason.

It's also why you get the "attractive rocks" issue when you're driving

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Subject: Still need help: elevators  
Posted by [Aircraftkiller](#) on Mon, 29 Dec 2003 08:23:32 GMT  
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That's not really the complete story. Framerate of the animation has a lot to do with it.

If the player can't keep up with the animation, like the standard elevators, your view "slides up" as you go down, or vice versa if you're going up.

Any elevator that I've created is based around 1-100 frames, moves smoothly, and takes just over two seconds to reach its destination. No one has ever noticed latency problems with any elevator I've created.

The Power Plant exterior lifts are an example of what I mean.

The only problems with latency that I've ever had happen are with elevators from WS. Even that is solved by extending the cab animation about 150-200%, so that they don't move extremely fast.

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Subject: Still need help: elevators

Posted by [PiMuRho](#) on Mon, 29 Dec 2003 08:51:17 GMT

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It's a personal issue anyway - if you have any kind of latency problem (bad connection, ping spike, whatever) then you're liable to end up with elevator issues regardless of the animation, but it won't affect anyone else.

If your connection is good - you should rarely (if ever) encounter issues with it.

Heh - I've learnt a lot about Renegade's development over the last few days

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