
Subject: Elevators - not in MP maps ---

Posted by [Anonymous](#) on Fri, 10 Jan 2003 16:39:00 GMT

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i have replaced all the elevators with spiral staircases in buildings that i am using that used to be single player buildings. It works pretty good.....you might want to try that.....i like having the multi story base buildings in my maps.....as you said.....the elevators are a major problem due to lag in mp games. Create two cylinders that you can use as invisible barriers to keep people from going off the edge of the staircase but set the collision options for physical collision only.....this way people can still shoot down or up the staircase. I have a model of the one i used to replace the elevator in the conyard if you would like to have a look at it to see how i did it. e-mail me if you want to have a look at it. Eric. [January 10, 2003, 16:39: Message edited by: SGT.May]
