## Subject: Elevators In MP
Posted by General Havoc on Wed, 30 Jul 2003 23:13:47 GMT
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Yup, there was a big topic on this before that went on for a few pages about elevators and lag. Basically in the end the conclusion from most of us was that they were laggy and as said by someone at Westwood they lag because the client and server are not always in sync.

There are ways to overcome this. The first and most obvious way is to not use them at all. Other than that you may find some stairs (or ramps) made by Sgt.May on the Mod Exchange if he did relase them. Stairs are easy enough to make and fit in an elavator shaft.

Another way is to use the teleporter script along with the elavators. This means using the scrips.dll which so many people hate but the effect that you get with the teleport scrip is quite good. Basically before the elavator has chance to "lag" you are teleported to the outside of the bottom door and vice versa.

Also remember that singleplayer building in multiplayer don't always work. If your considering to have them in a map make sure you cut them down or have a plan to make them so that there large interiors don't pose a big problem to things like beacons and the route to the MCT.

_General Havoc