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| This tutorial shows you how to make an elevator, using the door function.  The only exception is, using the door function, you can only have two floors:  Downstairs and upstairs.  So let’s start!  Make an area with two buildings. We’re going to make an elevator between these buildings.  Now apply a ‘Common->Clip’ texture against the wall as high as you want your elevator to go.  You can use other textures too, but I know the clip texture works, so we use that one, allright?  Something I do know is that the ‘Origin’ texture DOES NOT work.  And now the fun stuff! Making your elevator! You can make everything you wish!  I just made a simple floor.  Now select your entire elevator and the ‘Clip’ texture and give them a ‘func->door’  (Right-click in your editor -> func -> door).  Now open your entity window (Press ‘N’) and fill out the following stuff (key/Value):  Angle/ -1 (Tells the elevator to go up.)  Wait/ 3 (This tells the elevator to wait 3 seconds till it goes down. You may want to change this.)  Targetname/ elevator (This one is necessary for the trigger.)  Spawnflags/ 128 (Or click on ‘Targeted’.)  Now make two stick-like brushes (see picture), and make them look like activation panels.  Give them a nice texture. Put one in the top and one on the ground.  Now make a ‘Trigger -> Use’ at the top of your stick-like brush, at both of them.  with both triggers selected press ‘N’ and type this key/value:  target/elevator  Now compile your map and test it!  You can only activate the elevator with the triggers.  If you don’t want that, just remove the Spawnflags/ 128. |