

Elevators using the door function:

Here is how it works... the door only moves as far as it is thick/long/wide... depending on which angle you set it to move. We will be faking the vertical size with a invisible brush.

Once you have your elevator constructed and the fake height brush, highlight them all and add the door function.

Give it a -1 angle by hitting the "U" button since it's going up.

You can set the speed then make it wait on top with the key: wait, value: 3 (secs).

Change the sounds or use the wood default or metal "doortype".

Not sure about changing individual sounds on the door, haven't toyed with that yet.

This is very simple but you can set up the triggers on top and bottom and control it from wherever you choose.

Only 2 levels ;) but it works, no need to get fancy with scripting for something simple.

The invisible brush... I applied clip texture against the wall, you can use others. For some reason origin didn't do the trick. Here's a simple reference shot:

