

Adding an Elevator

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Well here is a way to script a very simple and basic lift that moves from point A to point B from a press of a button.

For this to work you need to make script_object with targetname "elevator" (without quotes) and a trigger_use with targetname "elevator_button" (again no quotes)

The elevator works as the moving elevator platform, and the elevator_button as a button, which player uses and activates the elevator.

Remember though that the trigger_button will be invisible, so make a button out of brushes.

main:

level waittill prespawn

thread elevator_preparation //Set the threads...

level waittill spawn

end

```
//----->
// Prepares the elevator by assigning the basic settings to it
//----->
```

elevator_preparation:

```
$elevator moveto $waypoint_down // Moves elevator to waypoint_down.
$elevator_button bind $elevator // Attaches the elevator_button into the elevator, this making it
move same time as the elevator.
$elevator time 4 // sets the elevator move time, 4 seconds in this case, could also use the command
"speed".
local.elepos = 0 // Defines the position of the elevator. "0 - lift down" "1 - lift up" Default - lift down
goto elevator_standby // standing by and waiting player to activate the trigger
```

```
//----->
// Elevator is idle, and waiting user to activate the trigger
//----->
```

elevator_standby:

```
$elevator_button waittill trigger
if (local.elepos == 0) // If lift state is down, its better get up.
{
    println "elevator down - moving up" //prints this text to console if the developer mode is set.
    goto lift_move_up // jumps straight to the "lift_move_up" part in the script
}
else
```

```
if (local.elepos == 1) // Or maybe lift state is up, and you need to get down?
{
println "elevator up - moving down" //prints this text to console if the developer mode is set.
goto lift_move_down // jumps straight to the "lift_move_down" part in the script
}

//----->

lift_move_up:

$elevator moveto $waypoint_up //moves the lift to info_waypoint with targetname waypoint_up
$elevator playsound elevator_run //plays the "sound/mechanics/Mec_ElevatorRun_01.wav" defined
in the ubersound.scr line 1052
$elevator waitmove //wait till the elevator has completed the move before doing anything else
local.elepos = 1 // it seems the elevator is up now, so we set the local.elepos to 1
goto elevator_standby // Jumps back to the standby part of the script waiting user to activate the
trigger

//----->

lift_move_down:

$elevator moveto $waypoint_down //moves the lift to info_waypoint with targetname
waypoint_down
$elevator playsound elevator_run //plays the "sound/mechanics/Mec_ElevatorRun_01.wav" defined
in the ubersound.scr line 1052
$elevator waitmove //wait till the elevator has completed the move before doing anything else
local.elepos = 0 // it seems the elevator is down now, so we set the local.elepos to 1
goto elevator_standby // Jumps back to the standby part of the script waiting user to activate the
trigger

//----->

end //the end.
```