**An alternative to complex elevators, using the func\_door**

**Alternative elevator**

Function doors can also be used to make a simple elevator and there is no scripting required! As you may know, a func\_door can open upwards--if the angle is set to -1. So, what would happen if you stand on top of the door and hit the use key? That's right, you will move up with the door. So, let's make one!

First make a flat brush to stand on. If you want to get fancy, create a hole in the floor for it. Texture the brush and turn it into a func\_door--we don't need an origin brush. Now we have to set the properties of the door.

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| --- | --- | --- |
| **Key** | **Value** | **Explanation** |
| angle | -1 | Makes it move up. |
| lip | -248 | How far it moves, in negitive units, above its normal stopping place. |
| time | 3.0 | How long it takes to move up or down in seconds. |
| sound\_open\_start | lighthouse\_run | The ubersound alias to play when it starts up. |
| sound\_open\_end | snd\_step\_paper | The ubersound alias to play when it stops at the top. |
| sound\_close\_start | lighthouse\_run | The ubersound alias to play when it starts down. |
| sound\_close\_end | snd\_step\_paper | The ubersound alias to play when it stops at the bottom. |

You may need to adjust the lip to make it stop where you want it to. The "snd\_step\_paper" alias name is a null sound (no sound) used to stop the normal sounds the door makes. You can use any sounds you wish, but if you don't change them, your elevator will sound like a door.

That is all, you're done! Players only need the hit the use key to go up, and it will return to the bottom if no one is on it. Of course, it is still a door and you can use any of the normal door settings--like wait, toggle, targeted, etc... . Here is a picture of a manhole elevator that is really a func\_door. Click on it to download the "door2" tutorial map.



**Example map**

[Get the example map here.](http://smallsumo.leveledit.com/tltrude/index.html)

By [tltrude](http://gronnevik.se/rjukan/index.php?n=Profiles.Tltrude)

Good luck!