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Far Cry Elevator Tutorial
By Keeval
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Okay first a bit of background - I wanted to work out how to create a working elevator and I had a look at the one in the demo level and it seemed a bit confusing. Especially as it was in the middle of a mountain with a load of other things around it.

So I decided to create my own. And finally I created a nice elevator system on a bare bit of land so that I can see all the components clearly.

Now I did this for myself - but I thought I'd make it available for anyone else to use and learn from.

Steps:

1. Place down your Elevator (Entity > Elevators > AutomaticElevator). Change the model to something useful. Call this "Lift1" or something. (Yes I'm British )

2. Place down 2 switch units. I opened the Database View (Window menu - Show Database View) and opened the "Doors and Switches" pre-fab.

3. Create 2 proximity triggers - set the Dim X,Y,Z to 1 and locate them so that they cover the switches.Also set the text instruction to something like "Press use to call the elevator" Call these something like "Lift_TriggerBottom1"and "Lift_TriggerTop1" Ensure that these both have the property "ActivateWithUseButton" set to true.

4. Next create two more proximity triggers Dim X,Y,Z to 1 again and place the first in your elevator car. Place the second at the top of the shaft where your elevator car will appear. Call these "Lift_TriggerTop2" and "Lift_TriggerBottom2". Ensure that these both have the property "ActivateWithUseButton" set to true.

5. Now put some doors in front of your elevator shaft. (I used Entitiy > Doors > AutomaticDoor) Leave all the defaults as set. Call these "Lift_LowerDoor" and "Lift_UpperDoor"

Okay now all the pieces are in place - lets make them do something.

6. On "Lift_TriggerBottom1" set the following events: (OnEnter)
Lift1.Activate
Lift1.Close

This will activate the lift and send it to the bottom when the button is pressed (or it will appear to).

7. On "Lift_TriggerTop1" set the following events: (OnEnter)
Lift1.Activate
Lift1.Open

This wil activate the lift and send it to the top when the button is pressed.

8. On "Lift_TriggerTop2" set the following events: (OnEnter)
Lift_UpperDoor.ForceClose
Lift1.Activate
Lift1.Close

This will send the lift down when the button inside the lift is pressed at the top. After closing the doors.

9. On the "Lift_TriggerBottom2" set the following events: (OnEnter)
Lift_LowerDoor.ForceClose
Lift1.Activate
Lift1.Open

This will send the lift up when the button inside the lift is pressed at the bottom. After closing the doors.

Now for the final part of the puzzle - the lift/elevator itself.

10. Set the following events on "Lift1":

OnClosed:
Lift1.Deactivate
Lift_TriggerBottom1.Disable
Lift_TriggerTop1.Enable
Lift_UpperDoor.Deactivate
Lift_LowerDoor.Activate
Lift_LowerDoor.Open

OnOpened:
Lift1.Deactivate
Lift_TriggerBottom1.Enabled
Lift_TriggerTop1.Disabled
Lift_UpperDoor.Activate
Lift_UpperDoor.Open
Lift_LowerDoor.Deactivate

And there you go a fully working lift system. The only problem I can see is if there is more than one player on the map then it is possible they could jump through the doors before they are locked while the lift is moving. Then they would die - when the lift comes back down.

If you want to stop that - you will need to activate and deactivate the doors on the "Lift_TriggerBottom2" and
"Lift_TriggerTop2" instead of in the lift. They will be locked as soon as the lift begins to move then.

I haven't changed it as I am developing this for a single-player map.

Hope this is useful to someone.

If you need to contact me - send me a private message on the Forum.

I also have the Map with this on for upload if someone will host it. Oh also there is a Flying Fox on the map as well if someone wants to see how that is done.

Regards,

Keeval.