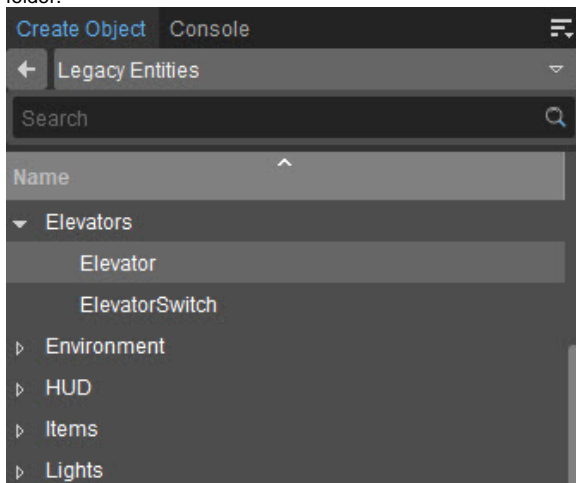


The elevator entity simulates a moving platform. A switch is used to control the elevator object. By using the elevator entity you can define an object as an elevator to give the player access to different floors within a building.

- [Elevator Properties](#)
- [ElevatorSwitch Properties](#)

The Elevator and ElevatorSwitch entities can be found in the **Create Object Legacy Entities Elevators** folder.



The Elevator can work together with the ElevatorSwitch, which acts as a call/go button:

- If the platform is not at the level of the switch, the elevator will come.
- If the platform is at the level of the switch, then when you press the switch, the elevator will go back to the destination floor.

## Elevator Properties

Property	Description
<b>Automatic</b>	When enabled, elevator will automatically return to initial floor, after reaching destination floor.
<b>Destination Floor</b>	Specifies the destination floor.
<b>FloorCount</b>	Specifies the number of floors.
<b>FloorHeight</b>	Specifies the distance between floors.
<b>InitialFloor</b>	Specifies the floor to start on.
<b>Model</b>	Specifies the model to use.
<b>SmartObjectClass</b>	Specifies the smart object class of the object.
<b>Acceleration</b>	Specifies how fast the elevator accelerates.
<b>Axis</b>	Specifies the axis of the elevator to move.
<b>Speed</b>	Specifies the speed to move.
<b>StopTime</b>	Specifies how long the lift takes to stop.
<b>Sound Sound on Move</b>	Specifies which sound file would be played while the elevator is moving.
<b>Sound Sound on Start</b>	Specifies which sound file would be played when the elevator starts moving.
<b>Sound Sound on Stop</b>	Specifies which sound file would be played when the elevator stops moving.

## ElevatorSwitch Properties

Property	Description
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<b>Delay</b>	Specifies how long before the lift starts.
<b>Enabled</b>	Enables the switch.
<b>Floor</b>	Specifies the floor.
<b>Model</b>	Specifies the model to use.
<b>SmartObjectClass</b>	Specifies the smart object class of the object.
<b>Use Distance</b>	Specifies the maximum distance from which the switch can be used.
<b>Use Message</b>	Specifies a message to be shown when the player gets close to the switch.
<b>SoundOnPress</b>	Specifies the sound to use when the object is pressed.