

Lift script v 1.0

Written by Adalace Jewell - Last Updated Sunday, 08 March 2009 19:00

// This script will allow you to make any prim a lift or an elevator.

// Retrieved from Free SL Scripts on www.gendersquare.org/sl

// lift script, v 1.0 by timeless montreal
// This script will allow you to make any prim a lift or an elevator.
// You should only have to change the liftAmount to the distance
// you want the lift to move. Of course, if you rather it move
// side to side, it shouldn't be too hard to tweak.
//
// enjoy!

integer liftAmount = 4; // change this to the amount you
// want to go up/down

integer isUp = FALSE; // Stores whether the object is up

```
movePlatform(){  
  llStartAnimation("stand");  
  if(isUp == FALSE){  
    llSetPos(llGetPos() + <0, 0, liftAmount>);  
    isUp = TRUE;  
  } else {  
    llSetPos(llGetPos() + <0, 0, -1*(liftAmount)>);  
    isUp = FALSE;  
  }  
}
```

```
default  
{  
  state_entry()
```

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```
{  
  IISitTarget(<0,0,1>,<0,0,0,1>);  
  IISetSitText("Lift");  
}
```

```
changed(integer change)  
{  
  if(change & CHANGED_LINK)  
  {  
    key avataronsittarget = IIAvatarOnSitTarget();  
    if( avataronsittarget != NULL_KEY )  
    {  
      if ((IIGetPermissions() & PERMISSION_TRIGGER_ANIMATION) && IIGetPermissionsKey() ==  
      avataronsittarget) {  
        IISetAnimation("sit");  
        movePlatform();  
      } else {  
        IIRestorePermissions(avataronsittarget, PERMISSION_TRIGGER_ANIMATION);  
      }  
    }  
  }  
}
```

```
run_time_permissions(integer perm)  
{  
  if(perm)  
  {  
    // Place the code here!  
    IISetAnimation("sit");  
    movePlatform();  
  }  
}
```