	lifts (portals)	Elevator shafts (aximx51v)		Fancy Elevator (fz72)	Aquavator (ferret2)	Televator (NoctisLabs)	Travelnet (Sokomine)	Elevators (Herkules)	Realtime Elevator (shacknetisp)	Movestone (cheapie, ingame build, not a mod)	Real Elevators (Andrey01)	celevator (cheapie)
Moves players between floors	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>
Automatically stops at selected floor			<b>V</b>	<b>V</b>			<b>V</b>		V	V	<b>V</b>	<b>V</b>
Hall call buttons			<b>V</b>	<b>V</b>						V	<b>V</b>	<b>V</b>
Can be used by multiple players at once	<b>V</b>	<b>V</b>			V	V	V	V		V	V	V
Works reliably despite lag	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	V	<b>V</b>	V				<b>V</b>	V
Doors open and close automatically			<b>V</b>	<b>V</b>			<b>V</b>		V	V	<b>V</b>	V
Animated doors			<b>V</b>								<b>V</b>	V
Animated motion between floors	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	V			V	V	<b>V</b>	<b>V</b>	V
Customizable floor names			<b>V</b>	<b>V</b>			<b>V</b>		V	V	<b>V</b>	<b>V</b>
Reasonably stable	<b>V</b>	<b>V</b>	<b>V</b>	<b>V</b>	V	V	V	<b>V</b>	V	V		<b>V</b>
Queue system for multiple calls				<b>V</b>						V	<b>V</b>	<b>V</b>
Selective-collective operation										V		<b>V</b>
Group dispatching										V		<b>V</b>
Car top inspection		<b>V</b>						<b>V</b>		V		<b>V</b>
Status display										<b>V</b>		V
Fire service										V		V
Independent service										V		<b>V</b>
ETA-based dispatching												<b>V</b>
Destination-based dispatching												<b>V</b>
Adjustable travel speed for individual cars		<b>V</b>						V				V
Animated hoist machine												<b>V</b>
Car call security							V					V
Nudging										v1 Only		V
Remote monitoring and control												<b>V</b>
Mesecons interface										Fire Recall Only		<b>V</b>
Digilines interface												V