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Subject: Re: ladders and multiplayer...

Posted by [Blazea58](#) on Wed, 20 Sep 2006 01:17:22 GMT

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The main problem with ladder transitions to my knowledge is the fact that they have infinite height even if you have set your Bottom and Top positions. To eliminate this there are a few things that can be done, although in a map where you have infinite sky to travel it's quite impossible as one way or another you would have to have an invisible blocker.

One good way to dodge the ladder transition bugs is to just put a box around the "top" area of your ladder and have its collision set to vehicle. This way vehicles trying to go over top of the transition won't get stuck, although the invisible box could get in the way of other things.

The fact is that ladders cannot be used in conjunction with flying maps very well because of the unlimited distance the transition goes. If there was a way to edit it to define exactly where it stops and starts, I'm sure that would solve the problem with its height going forever.

Other than that, I have tested this many times throughout my years of mapping and have never had a ladder that worked how it should. Always getting stuck either within its bounding box, or above is problematic.

But that's why we got teleports, they can serve the same purpose as a ladder but just no visuals on it

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