
Subject: Re: Physical collision with ladders set in LE
Posted by [reborn](#) on Fri, 16 Jan 2009 14:01:04 GMT

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You could place your ladder model where you want it, then put a teleport zone at the bottom of the ladder, and have it teleport you to the top.

You could also, if you wanted it to look slightly less weird than that, place your ladder model where you want it, then write a poke script and attach it to the ladder.

The poke script would set your facing position so that you're facing the ladder, then make the player use an animation (there is one that looks like he is climbing), and have the script have several timer expired events, and have it so every .05 seconds his current position is moved up on the z axis a little, then at the end place him on the lip of the top of the building so he doesn't fall down. You'll have to check with each time you try to move him that his health isn't 0, and if it is then remove the script.
