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Subject: Ladder (climbing) Addon In Game  
Posted by [TemmaN](#) on Sun, 16 Oct 2005 10:46:30 GMT  
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Hey there.

I be working on map for lil while now im taking my time ;D every thing is fine but I created a addition ladder at the side of the HON. thats all fine only problem is when i save the map bla bla export. mix and go to host the game for 1 player to test  
I dont see a ladder at the side of hon but if u press E in place the player will climb in fine air and end up on top of the hon. now i was goin to settle with that.. but I thought to my self why should I =/ Ive come this far ;P

Its dont really make too much sense does it.. you see I modelled the entire map in renx, so.. why when i host the map the player can stand on the map but u cant see a ladder i also added it makes no sense =/

[tem]

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Subject: Re: Ladder (climbing) Addon In Game  
Posted by [TemmaN](#) on Sun, 16 Oct 2005 11:27:55 GMT  
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hmm I have spoke to Laeubi, while testing with out the ladder top and bottom blocks.. i realise I wasnt exporting the map with the full name, before I was exporting as C&C\_Test.mix because i didnt wanna get things mixed up but I exported with the full name C&C\_\*\*\*\*\* ( covered for copyright ) ;D

I guess if any one has this problem just retrace your steps ^^

[tem]

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Subject: Re: Ladder (climbing) Addon In Game  
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 04:04:58 GMT  
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Putting in the ladder top and bottom will not put in the 3d ladder model itself.

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