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Subject: Have a question

Posted by [N1warhead](#) on Wed, 16 Jul 2008 12:13:48 GMT

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Is it possible to make your Character jump and grab onto an edge and climb up it?

If not I guess I will have to do this the hard way then LOL.

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Subject: Re: Have a question

Posted by [GEORGE ZIMMER](#) on Wed, 16 Jul 2008 13:42:52 GMT

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Hmm, could actually maybe be done with scripts, but would require custom scripting. Basically, you'd need to set up a script zone along the edges that would be grab on-able, then make a script that detects if you're jumping. If you're jumping AND you hit one of those script zones, it would freeze your player in the air, play an animation, then teleport him up.

Would more than likely take alot of proper positioning, animating, and decent scripting skills to do so, though.

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Subject: Re: Have a question

Posted by [mr£ÄŞÄ-z](#) on Wed, 16 Jul 2008 13:48:46 GMT

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You could "fake it" just put a invisible wall under the edge so you will fall on the edge and then you can climb up the last 1 meters

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Subject: Re: Have a question

Posted by [GEORGE ZIMMER](#) on Wed, 16 Jul 2008 13:54:00 GMT

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He means when jumping, from a lower position, to a higher position that isn't quite within your feet's reach. If there's an invisible blocker there, this would stop yourself from getting up there entirely.

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