

Ladders

Ladders are not very difficult, but you basically have to build them rung by rung. Decide what sort of ladder you want; is it a wooden ladder or a big chunky metal thing in a warehouse? As every honest woman will tell you, size is everything.

For a wooden ladder start with a brush that's 4 wide by 6 deep, make it as high as you need it, and have it sticking above the top floor a little, deselect it and now make a rung, 2 high by 2 deep, make it between 40 and 50 wide and put it about 16-18 units off the floor, now copy it and move the copy 16-18 units up, select them both, copy them and move them both up, you get the picture? Keep doing this until your rungs are at the top. Now select the first brush you made (the long bit) and copy that to the other end of the rungs. Give them all textures and make sure the grain faces the right way.

Deselect and find Textures-common-ladder, cover the front of the ladder with the texture with 20 units sticking out over the top that the player can grab hold of. Have about 10 units sticking out the front as well. Now right click and give it a func_ladder.

Sometimes this works all by itself and you don't need to tell it anything else. However if in testing your ladder does not work, you may need to set an angle to tell the ladder from which direction the player will be facing to climb it. Put an info_player_start next to it and note which way the arrow is facing, move the arrow in the entity properties until it faces away from the ladder, then select your common-ladder texture and apply that angle, you'll note mine is Angle 0 or 360° so that's what I'll set my angle on the ladder texture to.

Top View of Ladder Texture

