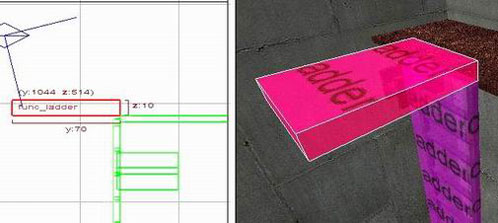
**Getting DOWN a ladder like in the original maps**

At last i figured it out!

All my ladders worked just fine, if you only climbed up but only jumped down. Climbing down a ladder was a problem.

This was the difference between MY ladders and EA's ladders: The ladders in the EA maps attached the player to the ladder if he looked down about 30-40 gedrees ( straight ahead beeing 0 degrees ) at most when going into the ladder top. MY ladders attached the player if he looked down about 80-90 gedrees. I tried lots of stuff but it did not help... like: adding a players height to the top of the ladder brush (this made the player climb into the air before getting off the ladder ), increasing the "depth" of the ladder brush ( this only made the player cimb a meter in front of the ladder and at the top jumping off without reaching the ledge an falling back down ). None of these things affected the "climb down behaviour" in any way :'-( But after some pointers from jv\_map at .map, and some experimenting I got it to work.

This is how it's done ( well, it's how I did it anyway ): First bulid your ladder ( [Nemesis tutorials](http://www.mohtut.8m.com/) has a nice tutorial on this ) and make the common/ladder textured brush exactly as high as the ledge it leeds to. Put another ladder brush ( it should have the same properties as the first one, copying the first is a good idea ) on top of it, extending out over the ladder and, say about, 10 units above. Like this:



...after this my ladders worked like a charm!

But after a while I had broblems with them anyway. The player attached a bit to far off the ladder sometimes. After taking a look at the ladders in the "V2" map I saw a brush inside the ladders textured with the *common/origin* texture. If such a brush is included in the ladder, it will define the attach point of the ladder.

So for your ladders to be "fool proof", add an origin textured brush at the depth of the ladder you wish the player to be attached to as he ( or she ) climbs the ladder.

And so it is time to declare me the nicest guy on the planet: For I have here attached a prefab of a really nice ladder for your complete and utter enjoyment: [Attach:really\_good\_ladder.zip](http://gronnevik.se/rjukan/uploads/Main/really_good_ladder.zip) ( Yes, I actually zipped the 22kb pfb file to a 3kb zip file... a space saver is me! )