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| **Ladders** |
| **What we are going to do:** |
| ARRR the blasted ladders! What a mess! Well I will try my best to help you! |
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| **Get Going!** |
| Okay, open MOHRadiant, and Make a room, my room is 512x256x256. Put your grid on 8, pick a texture and hallow it out!  Now make a step, 8x64 units, apply any texture you want, I chosed "German" "gnricratesml\_top"    Now put your grid on 32 and tap the space bar to duplicate your step. And drag it under you step already!    Keep doing this until you reach the bottom!  [http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/ladder/tumg/stepsdone.gif](http://web.archive.org/web/20031231093203/http:/users.1st.net/kimberly/Tutorial/ladder/stepsdone.gif)  Now lets make rails, put your grid on 8, and then make a rail on the left side. You can apply a different texture if you want! And duplicate it and move the new one to the right!   |  |  | | --- | --- | | [http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/ladder/tumg/lrail1.gif](http://web.archive.org/web/20031231093203/http:/users.1st.net/kimberly/Tutorial/ladder/lrail.gif) | [http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/ladder/tumg/rrail.gif](http://web.archive.org/web/20031231093203/http:/users.1st.net/kimberly/Tutorial/ladder/rrail.gif) |   Now Deselect everything, and draw a brush the same width as your step but as long as your rail! And place it in front of your steps!  -  Now go to "Textures" "Common" "Ladder~"  [http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/ladder/tumg/laddertext.gif](http://web.archive.org/web/20031231093203/http:/users.1st.net/kimberly/Tutorial/ladder/laddertext.gif)  Now in the 2D view, right click and go to "Func" "Ladder"  -  Now your ladder should have a little title like "func\_lader"  -  Now in order for a ladder to work, you need to place an angle w/it, here is what I think the angles are. ((this applys to the "top view"))  http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/ladder/tumg/ladderdirections.gif ((So say we are looking at this picture, if you are walking from the bottom of the picture, towards the black square, and you want to crawl up thta side. So in MOHRadiant, apply the angle 90 degrees and you will!))  Now w/your "func\_ladder" still selected, hit "N" on the key board to bring up your Console! And in the bottom left side of the console are the "angle buttons" select 90 degrees.  -  Now close the console and put a player start, and a light, compile and play!   |  | | --- | | **IMPORTANT/TIPS** | | 1) Make sure you apply the "Ladder" texture before you do the "Func\_ladder" step, if not you get this all messed up look!  2) If you have your ladder on an auquard angle, just use my angle map to figure out what that angle would be! And you can then put your angle where 90 degrees is. |   I know this is a hard one to do, so I added the map I made, to download, so here you go!  http://web.archive.org/web/20031231093203im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |