**Dimensions of things in MOH:AA**

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To avoid annoying stuff like players getting stuck, strange scale errors and players not reaching areas they are supposed to reach ( or worse: players reaching areas they are not supposed to reach ), here are some guidelines.

Unless explicitly stated, all units are in "game units" ( what Radiant will call 1 in one unit ). To translate "game units" into "real life" lenth units: use:

16 "game units" = 1 foot (the player is 6 feet tall).

**The Player**

|  |  |
| --- | --- |
| **Property** | **Value** |
| Height while standing up | 96 |
| Height while crouching | 64 |
| With | 32 |
| Depth | 32 |

**Capabilities of the Player**

|  |  |
| --- | --- |
| **Property** | **Value** |
| Standard jumping height | 64 |
| Extended jumping heith | 66 |
| Looking in a ducked position over a brush | 40 |
| Sitting ducked behind a brush to take cover | 60 |
| Good height for a brush to place a mg 42 on it | 75 |

**Steps of Stairs**

The max step is 16 units high, any higher and the player has to jump. If you make the steps any smaller than 12 units \_\_deep\_\_, the player will fall while running down the steps. But, the most common size for steps in MOH:AA is 16 by 16.

**Doors**

For your doors follow this rule. Most 'normal' doors in the maps provided by 2015 are the following dimensions:

|  |  |
| --- | --- |
| **Property** | **Value** |
| width | 64 |
| height | 128 |
| depth | 4 - 8 (your choice) |

**Mapping dimesions**

In the real world, most ceiling hights are very close to 8' (128 game units). Much older houses had 9' and 10 ' ceilings. Old stores would have high ceilings as well. Standard interior doors are 2' 6" or 2' 8" and entry doors are geneally 3' 0". Standard residential height is 6' 8" and commercial can be 7' 0". Other doors, such as bathrooms and closets, are smaller, even as small as 2' 0" or even smaler. Just remember though, that a player needs to fit through the opening which is made smaller by the thickness of the "origin". I make my doors 2 units thick which works out to 1 1/2". They look right in the game. Heavy doors should be thicker, 3 or 4 units thick. I have not tried a door as narrow as 2' 2", which in theory would be the narrowest that a player could get through. It's best to stay close to the 2' 8" to 3' 0", then a player doesn't have to be real precise to get through it. They look very realistic in the game at these sizes as well.

Take some measurements of buildings and structures you wold like to replicate. Convert the measurements to decimal feet and multiply by 16.

**Size and ladders**

As far as ladders. Make sure your ladder texture reaches the floor. Make sure also that the texture cover your fake ladder. Some saythe ladder brush should extend beyond it by at least 2 grid units, but I have never had any problems with brushes that are the exact same height. Make sure when the ladder texture is highlighted you select func/ladder. And also make sure at the top of the ladder texture that there is a minimum of 114 grid units of empty space above it so the player can jump off. Any less and he will not be able to leave the top of the ladder.

--[Bjarne](http://gronnevik.se/rjukan/index.php?n=Profiles.Bjarne)

This tutorials data was based on the forum posts of these fine individuals: [TheStorm at .Map](http://dynamic4.gamespy.com/%7Emap/mohaa/)

[Innkeeper at .Map](http://dynamic4.gamespy.com/%7Emap/mohaa/)   
[silversound at .Map](http://dynamic4.gamespy.com/%7Emap/mohaa/)   
[Franaticus Satanii at .Map](http://dynamic4.gamespy.com/%7Emap/mohaa/)   
[G3mInI at .Map](http://dynamic4.gamespy.com/%7Emap/mohaa/)