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Subject: Ladders

Posted by [nopol10](#) on Thu, 26 Jan 2006 09:44:12 GMT

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Ok. I need help making the ladders work in-game. I can get up the ladder and exit at the TOP box point but I can't get from the top of the ladder to the bottom by pressing "E" at that point.

Also, is there a way to make bots climb up and down ladders?

(I've seen them do that in single player)

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Subject: Re: Ladders

Posted by [JRPereira](#) on Thu, 26 Jan 2006 21:17:41 GMT

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Ladders should look like this:

Make sure you have both the top and bottom transition objects placed properly (i.e. top at top, and bottom at bottom)

bots climbing ladders in single player is probably some scripted event.

WARNING - Vehicles tend to get stuck on these transition objects. You'll need to put up vehicle blockers to prevent ground vehicles from bumping into the ladders, and aircraft cannot fly over (and probably under as well) the blockers. Aircraft will get stuck once they fly above the object (becoming hovering turrets until you eject), and ground vehicles will become stationary ground turrets (no movement controls at all in either case).

Unless this was fixed, anyways

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### File Attachments

1) [rome\\_ladder.jpg](#), downloaded 444 times

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Subject: Re: Ladders

Posted by [bisen11](#) on Thu, 26 Jan 2006 23:54:35 GMT

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Bots should be able to climb ladders on their own. They climb on their own in my maps all the time. Maybe they just need a reason to climb up them such as chasing after an enemy.

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Subject: Re: Ladders

Posted by [Napalmic](#) on Fri, 27 Jan 2006 00:05:00 GMT

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If you Generate Sectors, bots should be able to use ladders, doors, and elevators properly.

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Subject: Re: Ladders

Posted by [Naamloos](#) on Fri, 27 Jan 2006 00:08:39 GMT

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Bots can climb ladders as long as you generate pathfinding (sectors).

The only things bots can't do is enter teleporters (unless you push them in), enter vehicles, or think.

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Subject: Re: Ladders

Posted by [nopol10](#) on Fri, 27 Jan 2006 09:09:37 GMT

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thanks for the help.

bots can enter teleporters. I had one chasing me in and out and it killed me(LOL).

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Subject: Re: Ladders

Posted by [danpaul88](#) on Fri, 27 Jan 2006 11:47:39 GMT

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nopol10 wrote on Fri, 27 January 2006 09:09thanks for the help.

bots can enter teleporters. I had one chasing me in and out and it killed me(LOL).

I suspect it didn't know it was going in a teleporter, it was just running to the last place it saw you, which happened to be a teleporter...

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Subject: Re: Ladders

Posted by [bisen11](#) on Fri, 27 Jan 2006 12:36:03 GMT

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I've had a hum vee chase me down a tunnel but then at the end it got stuck.

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