



Climbable Surfaces



*This article has been marked as **needing scrutiny**. Please see the **talk page** for details.*

Why are they Necessary?

Ladders and other climbable surfaces are used by players in Dystopia to rapidly ascend or descend vertical spaces without the need of implants (**Leg Boosters**) or fear of fall damage. They are useful when creating chokepoints, sniper positions, or adding new routes and space in a cramped map.

Components of a Climbable Surface

A climbable surface is only required to have *one* thing to function:

1. A brush completely covered with the `tools/toolsinvisibleladder` texture.

Most climbable surfaces, such as a ladder, are also accompanied by a ladder model or detailed brushwork. These objects are useful both as a visual identifier and an aesthetic detail, so players don't appear to "climb air".

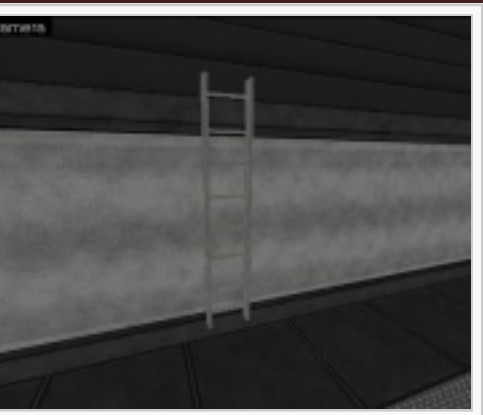
Making a Standard Ladder

1. Using the `dev/dev_measureladder01` texture, construct the base of your ladder. This will allow you to get the dimensions right.
 - It's always a good idea to texture unseen faces with `tools/toolsnodraw`, so do this to the faces of the ladder base that are touching the floor, ceiling, and wall.
2. Copy and paste the base brush, but extrude it slightly so that the old base brush sits inside of the new brush.
3. To finish, texture the entirety of the newly placed brush with `tools/toolsinvisibleladder`.

Making a Prop Ladder

When your map's game-play is balanced, you may want to change placeholders to a more detailed ladder.

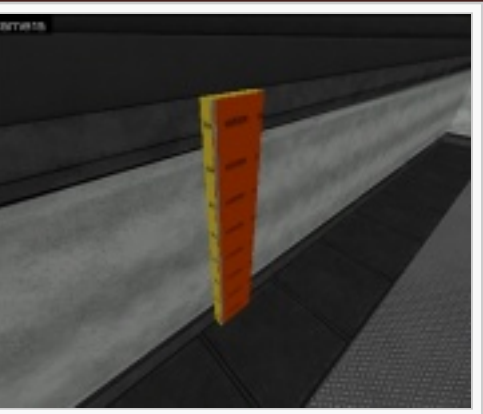
1. Create a prop_static, and change its "World Model" field to "props_c17/metalladder001.mdl". Then change its "Collisions" field to "Not solid".




The ladder model against the wall

2. Align the ladder against the desired wall or incline, as shown in the picture.

3. Select the "tools/nodraw" texture and create a 24x128x6 (Width by Height by Depth) using the "tools/nodraw" texture. Align the brush against the same wall so that the ladder is inside of it.



The ladder brush with ladder texture

4. Using the **Face Edit Dialog**  select the front face of the ladder brush, which the player climbs on. Then select the texture "tools/toolsinvisibleladder", and apply the texture, as shown in the picture.

For further or clarifying instructions, see the valve developer community here. http://developer.valvesoftware.com/wiki/Working_Ladders 

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