

We create an object let's say a sphere as in the image above.

In the *ScreenGraph* Explorer name it **LadderBorder** for example.



This object has to be transparent without collision

| Prop | perties       |           |   | ×   |
|------|---------------|-----------|---|-----|
| Att  | ributes       | Materials | Behaviour   |     |
|      | Туре          |           | Mesh  |     |
|      | Name          |           | LadderBord  | ler |
|      | Position      |           | -96.112411, 148.74237 <sup>.</sup>  |     |
|      | Rotation      |           | 0.0, 0.0, 0.0   |     |
|      | Scale         |           | 0.1, 0.1, 0.1   |     |
|      | Visible       |           | <ul> <li>Image: A start of the start of</li></ul> |     |
|      | Item Sp       | pecific   |   |     |
|      | Collisio      | n 🛛       |   |     |
|      | OccludesLight |           | <ul> <li>Image: A start of the start of</li></ul> |     |
| 1    |               |           |   |     |



For the LadderBorder object, you have to set the following behavior,

| ur and a second s |
|---|
|   |
| 1 2 6 M . 19 1 2 4  |
| ×   |
| de  |
| Make Visible  |
| ClimbCheckPoint   |
|   |

| Set or Change a Varia<br>Hide or unhide a scer | ble<br>ne node |  |
|--|----------------|--|
| VariableName                                   | BesideLadder   |  |
| Operation                                      | Set (=)        |  |
| ValueType                                      | Value          |  |
| Value  | 1              |  |
|  |                |  |

When near this object set a variable named "**BesideLadder**=1" as if it is true so that when you press a specific button and you find the variable true the character will be able to climb. Also, you will need to make another object called for example **ClimbCheckPoint** Visible so that this will be the reference that indicates that the character reached the end of the ladder (this has to be placed near the top of the ladder)

| Edit a      | ctions   |                               | ×            |
|-------------|--|-------------------------------|--------------|
| Add<br>exec | new, delete or edit existi<br>uted here.             | ng actions whic               | h should be: |
| 4<br>1      | Set or Change a Variable<br>Hide or unhide a scene i | node                          |              |
|             | Visibility change type<br>Change which SceneNo       | Make Visible<br>de ClimbCheck | Point        |
|             |  | ОК                            | Cancel       |

Please check the below screenshot.



When setting up the player behaviours



You need to verify the variable value **BesideLadder** if it is true and you press Ctrl for example you will animate the character

| Edit a      | actions   |                          | $\times$ |
|-------------|---|--------------------------|----------|
| Add<br>exec | l new, delete or edit existing<br>cuted here.                                       | actions which should be  |          |
|             | Set animation of an anima<br>Change position of a scene<br>Set or Change a Variable | ted scene node<br>e node |          |
|             | Change which SceneNode  | Boy<br>Climb Un          |          |
|             | Loop  |                          |          |
|             |   |                          |          |
|             |   |                          |          |
|             |   |                          |          |
|             |   | OK Cancel                |          |

## And Move positions

| Edit actions                                | ×                               |
|---|---------------------------------|
| Add new, delete or edit e<br>executed here. | xisting actions which should be |
| 🖶 Set animation of an                       | animated scene node             |
| Change position of a                        | a scene node                    |
| Set or Change a Vari                        | able                            |
|   |                                 |
| Set position type                           | Move by a vector                |
| Change which Scene                          | eNode Boy                       |
| Vector                                      | -30.0, 70.0, 0.0                |
| Move Animated                               |                                 |
| Time to move (ms)                           | 2500                            |
|   |                                 |
|   |                                 |
|   |                                 |
|   |                                 |
|   | OK Cancel                       |

And finally, set the BesideLadder to False to avoid moving the player in the sky

When the player reaches the end of the ladder

| Edit actions                            |                                      | ×                     |  |  |
|---|--------------------------------------|-----------------------|--|--|
| Add new, delete or ea<br>executed here. | dit existing actions which should be |                       |  |  |
| Change position                         | of a scene node                      | ^                     |  |  |
| Set or Change a Variable                |                                      |                       |  |  |
| Hide or unhide a scene node             |                                      |                       |  |  |
|   |                                      | _                     |  |  |
| Set position type                       | Set fixed 3D Position                | Set fixed 3D Position |  |  |
| Change which S                          | ceneNode Boy                         |                       |  |  |
| Position                                | Position -143.619049, 224.566071, -  |                       |  |  |
| Move Animated                           |                                      |                       |  |  |
|   |                                      |                       |  |  |
|   |                                      |                       |  |  |
|   |                                      |                       |  |  |
|   |                                      |                       |  |  |
|   |                                      |                       |  |  |
|   | OK Cancel                            |                       |  |  |

You will have to force the player scene node position to something on top of the target object (In this case the castle roof)

Also let the player stands up in idle position.

And ensure that the **BesideLadder** variable is set to false.

Finally, hide the **ClimbCheckPoint** node

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