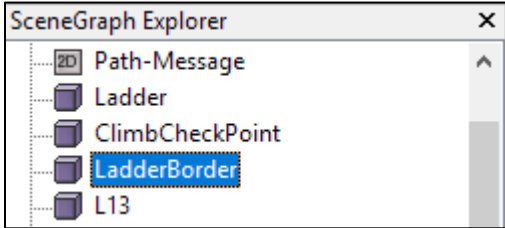
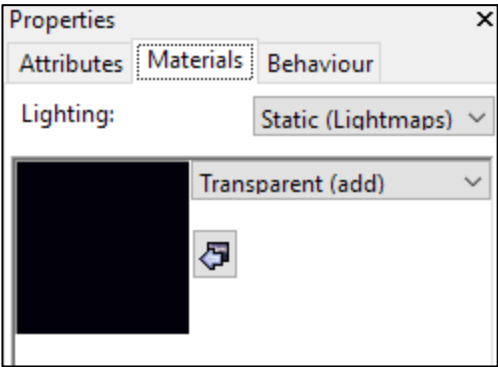
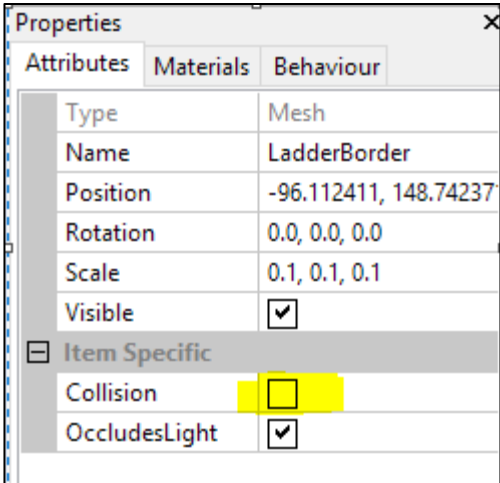


We create an object let's say a sphere as in the image above.

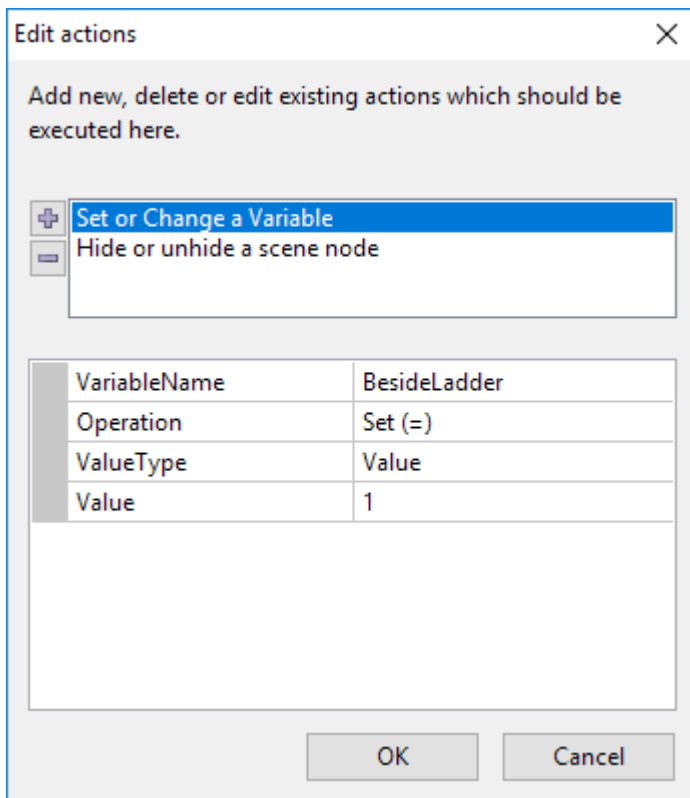
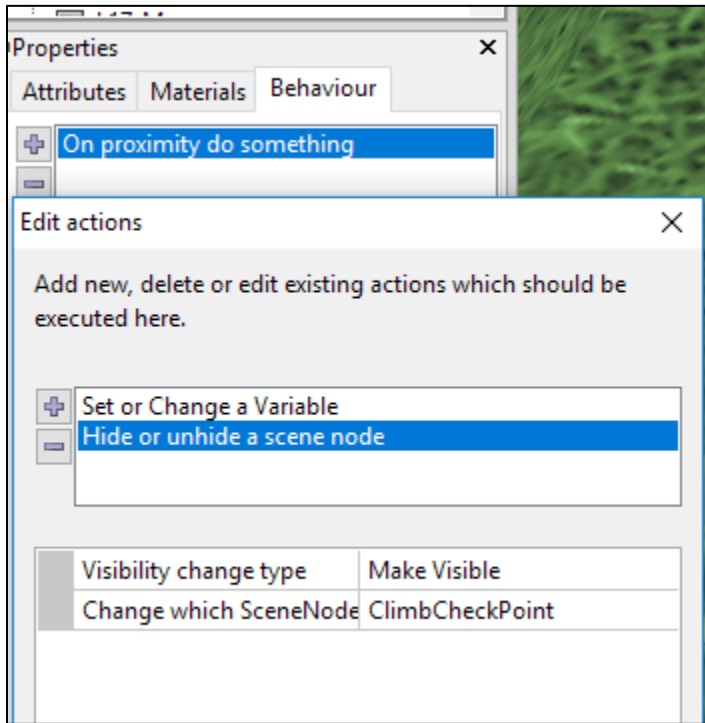
In the *SceneGraph* Explorer name it **LadderBorder** for example.



This object has to be transparent without collision

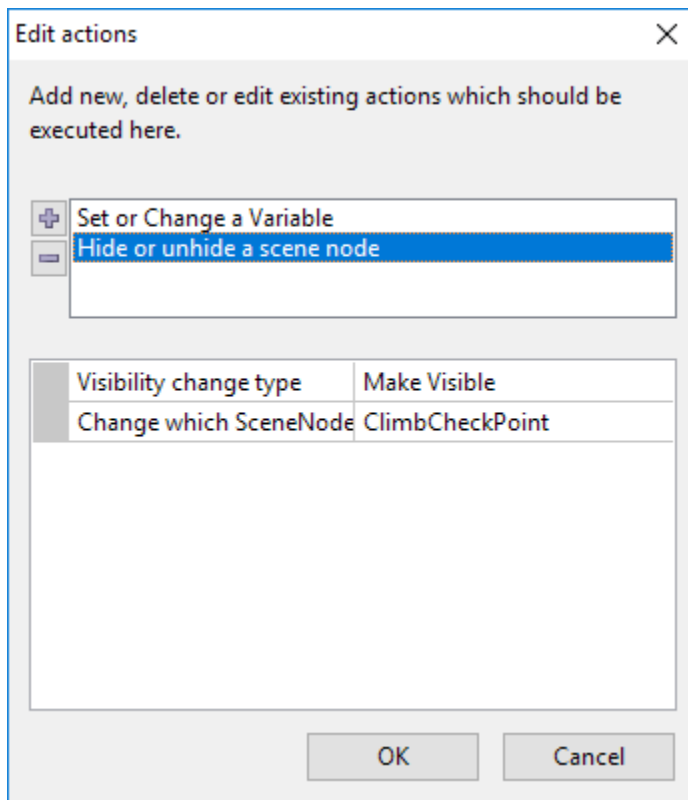


For the **LadderBorder** object, you have to set the following behavior,

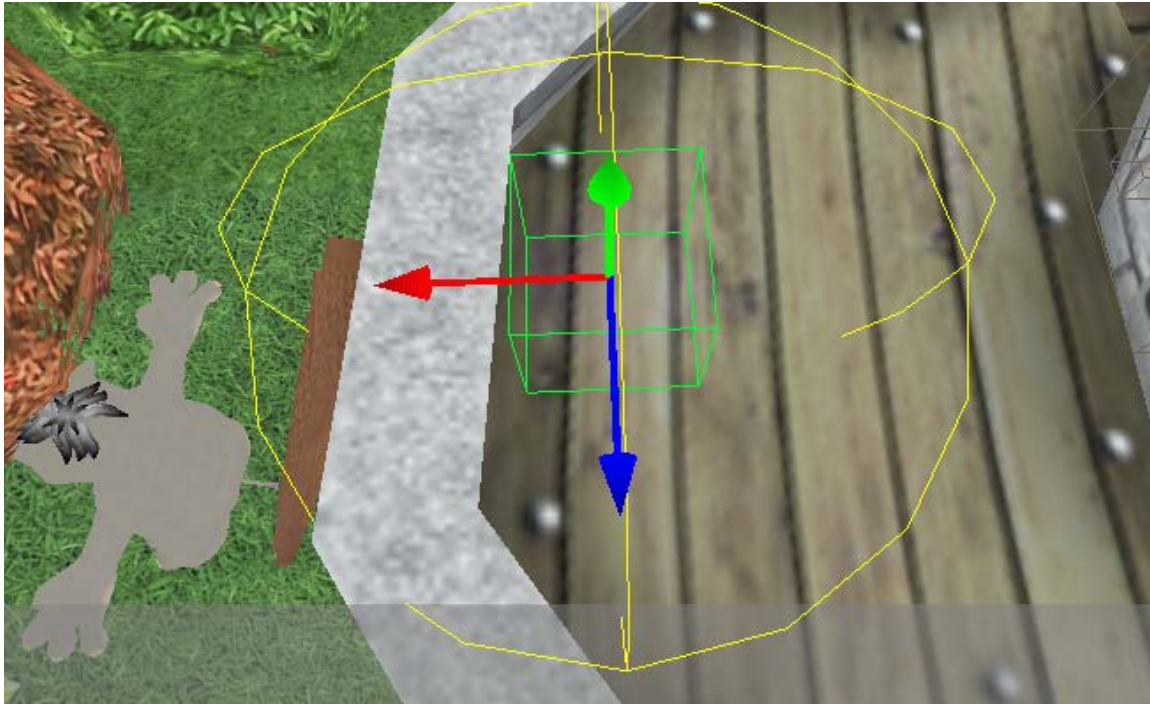


When near this object set a variable named "**BesideLadder=1**" as if it is true so that when you press a specific button and you find the variable true the character will be able to climb.

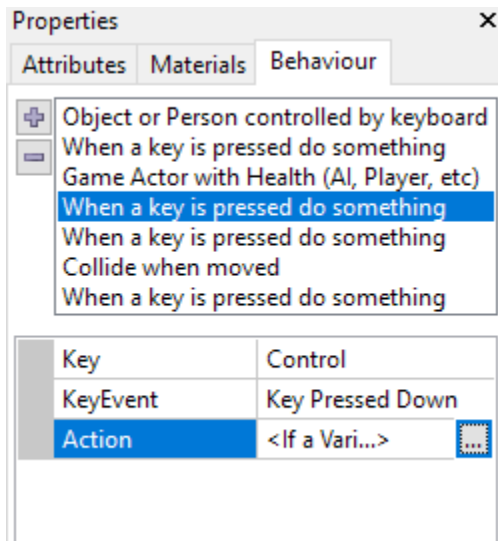
Also, you will need to make another object called for example **ClimbCheckPoint** Visible so that this will be the reference that indicates that the character reached the end of the ladder (this has to be placed near the top of the ladder)



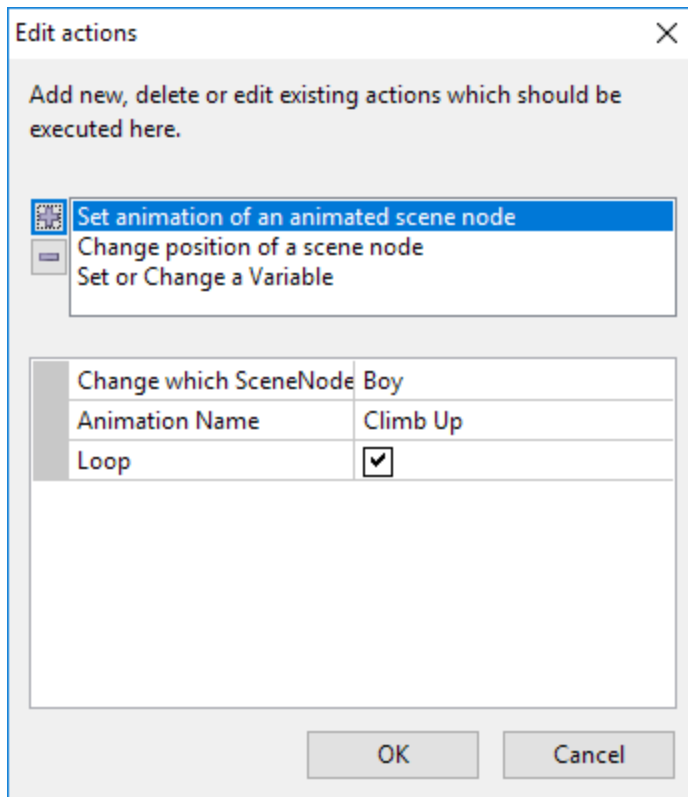
Please check the below screenshot.



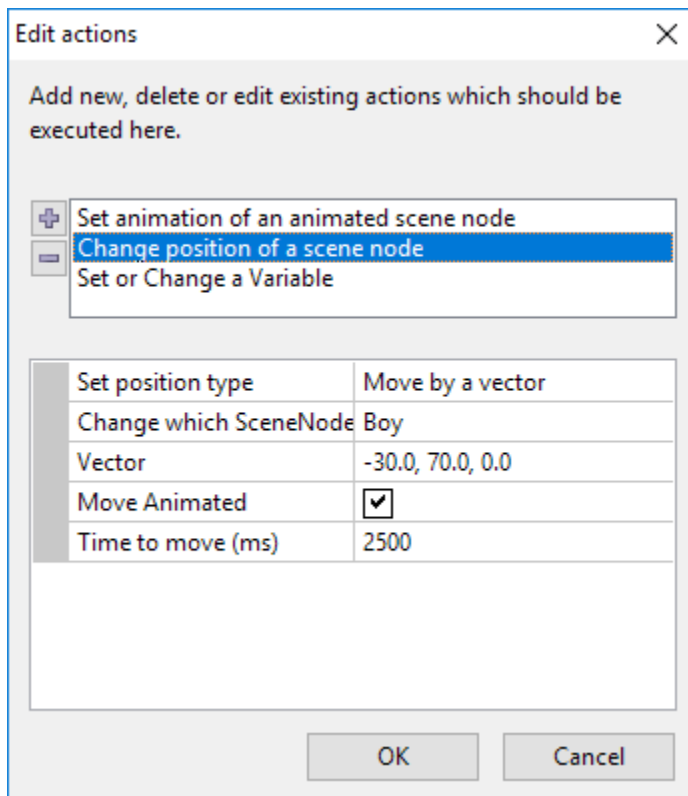
When setting up the player behaviours



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

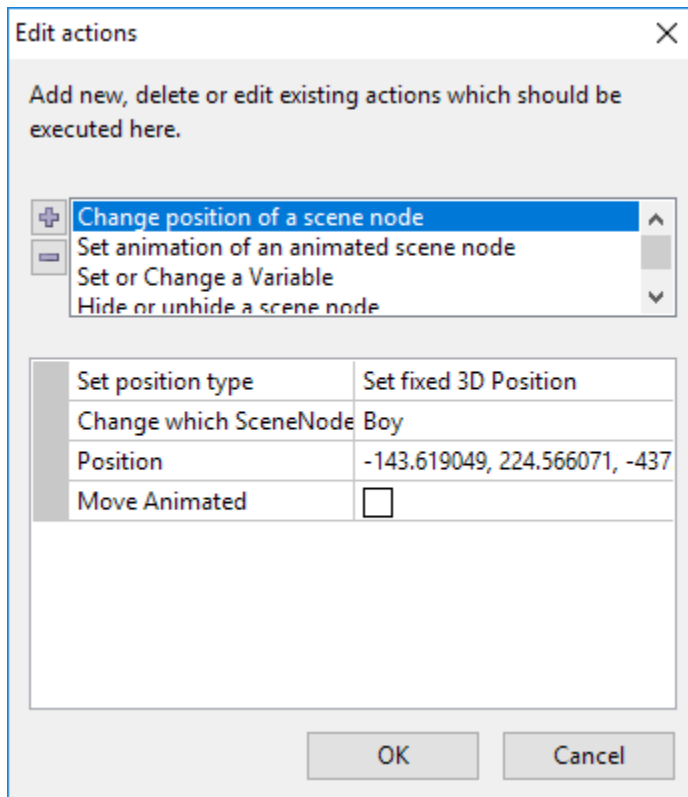


And Move positions



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

When the player reaches the end of the ladder



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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