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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 326 times

