Subject: still confused on the ladder
Posted by syrex on Sun, 13 Jul 2003 20:42:54 GMT
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ok the ladder boxes are top and bottom so i out them where i wish for the ladder to be and then test my map and no ladder???? and one other thing why is it that when i add a raveshaw gun or ramjet rifle OR a ammo crate it will make my map crash when i try to test it?

Subject: Re: still confused on the ladder
Posted by Captkurt on Mon, 14 Jul 2003 02:53:03 GMT
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syrexok the ladder boxes are top and bottom so i out them where i wish for the ladder to be and then test my map and no ladder???? and one other thing why is it that when i add a raveshaw gun or ramjet rifle OR a ammo crate it will make my map crash when i try to test it?

The ladder boxes you speak of are only there to make it possible for you to do the "Press E" key and climb up, if you want the ladder to appear there, then take the tutorial I gave you and make it. The tutorial will walk you through, step by step on how to do it.

If you do have a problem then email me and I'll try to walk you through it.

contact bleboeuf, this is not correct. It was changed by someone on the site, it should read Captkurt not bleboeuf

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Subject: still confused on the ladder
Posted by YSLMuffins on Mon, 14 Jul 2003 04:06:54 GMT
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Just a tip, but for a less poly version of a ladder you can just make a simple box, use the LADDER.DDS texture (use XCC Mixer and copy as TGA), and use the alpha blend shader.

The Boolean tool, however, is a very valuable tool to know, though.

Subject: still confused on the ladder
Posted by Captkurt on Mon, 14 Jul 2003 05:24:00 GMT
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YSLMuffinsJust a tip, but for a less poly version of a ladder you can just make a simple box, use the LADDER.DDS texture (use XCC Mixer and copy as TGA), and use the alpha blend shader.

The Boolean tool, however, is a very valuable tool to know, though.

What you say is true about the difference in Polly Count, I just made a 50'X2'X0.4' ladder using

Boolean ladder = 499 polygons and the box ladder = 12 polygons,
But the quality of appearance is by far beaten by the Boolean method; it looked like a real ladder,

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