Ledge Controller –

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## Setting up Climbing Points

### Point Types

* Dismount Points
* General Points

### Connection Types

* Shimmy Connection
* Drop/Jump Connection
* Dismount Connection
* Fly Connection

### Ledge Types

* Hang Ledge
* Normal Ledge
* Corner Ledge

Editor Script :

* The script detect the object that you click on and it’s vertices
* You can select multiple objects and lock that to continue to show the vertices
* You can make the vertices connect into a connection
* You can select edges on objects and make that a connection
* Most connections get automatically decided but you can configure all object and connection types
* When edges of a shared object is selected it creates points along that edge with var *shimmy\_distance* to create multiple points. All is stored inside the object as a ledge, point stores type, off mesh links, type, parent etc…
* All ledges are stored into a parent object