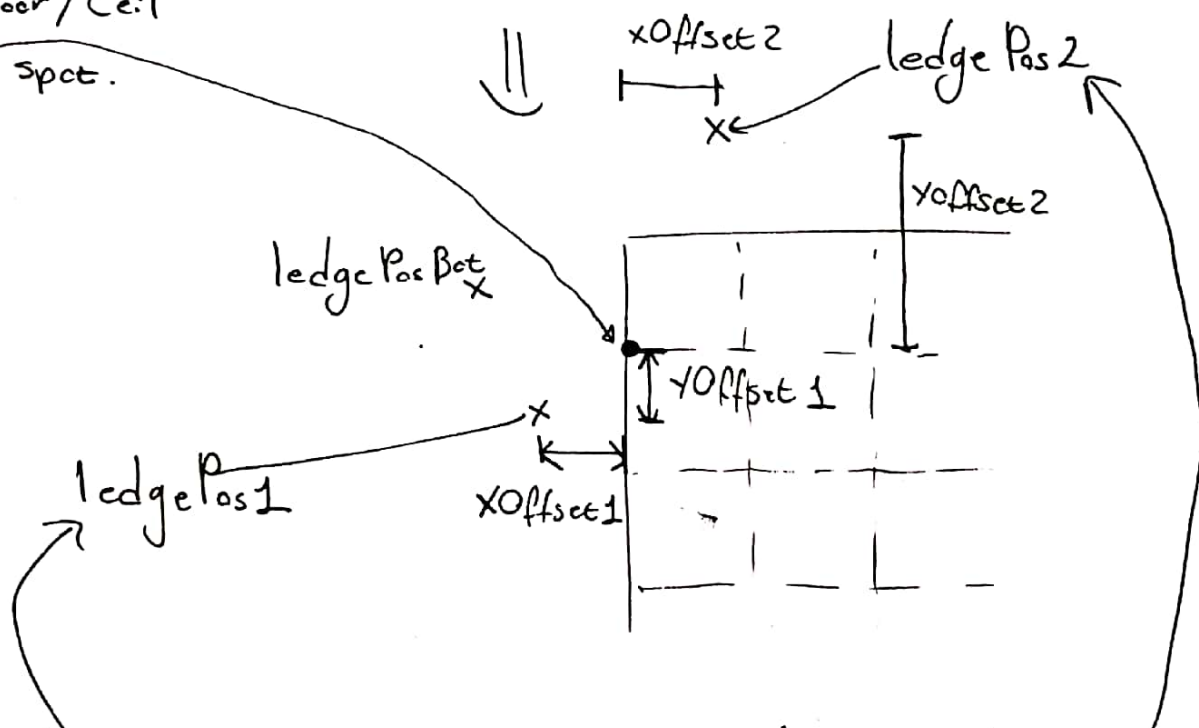


Use Mathf.Floor/Ceil
to find this spot.



Put in such a way that the
first frame of the ledgeClimb
animation looks right.

Placed so the transform gets moved
where the last frame is.