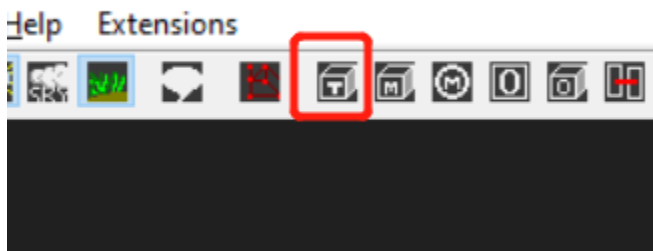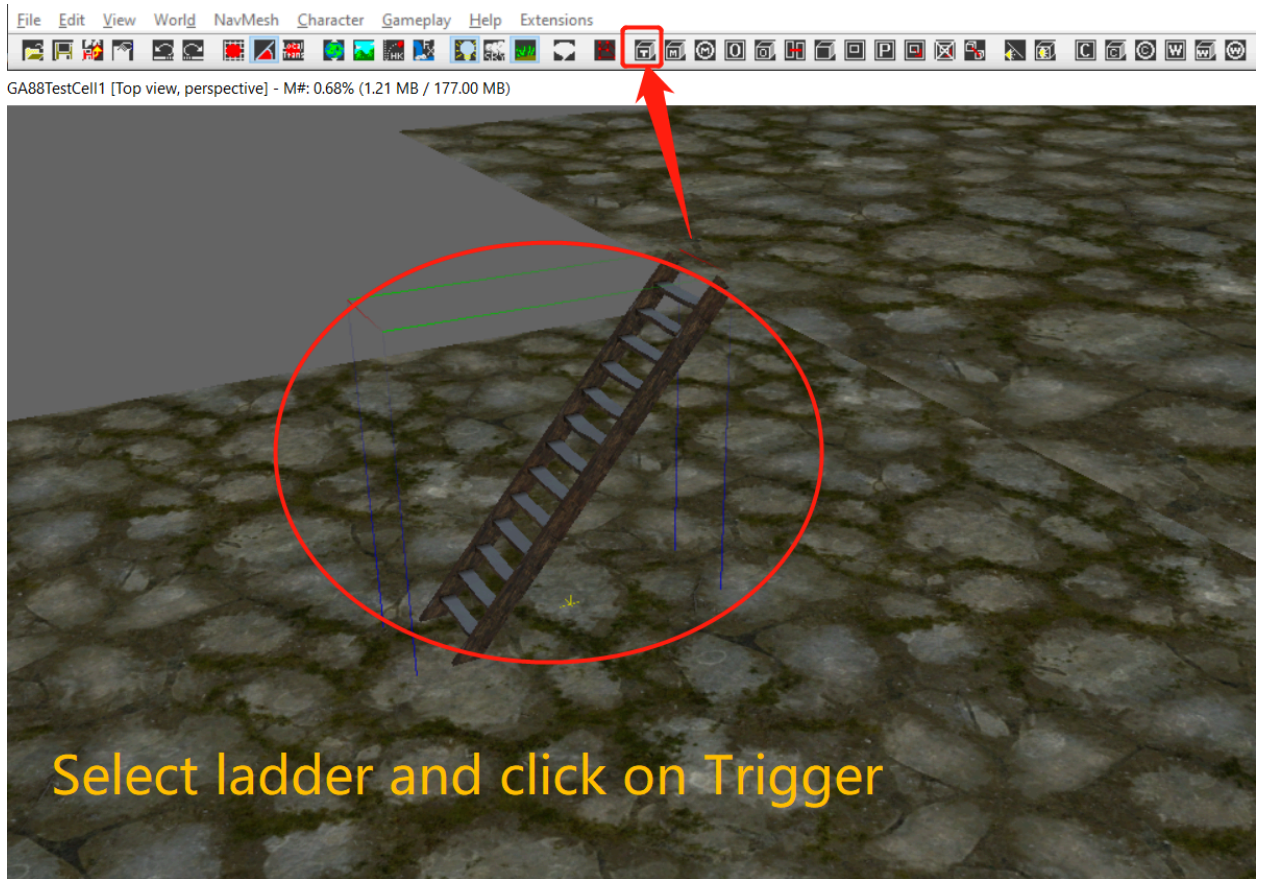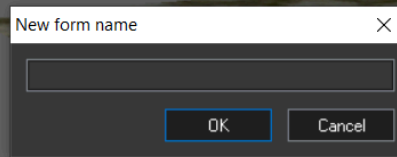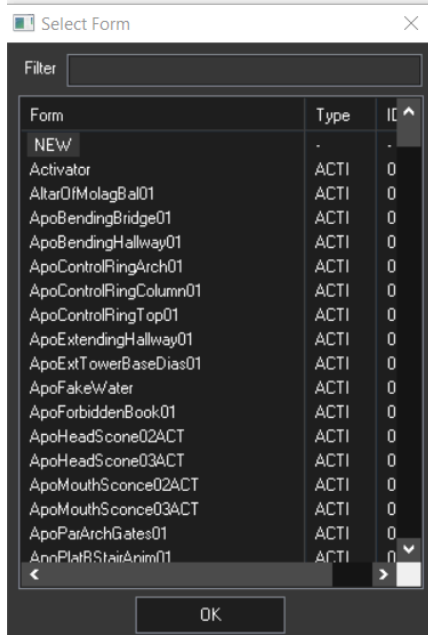**Skeever - Tutorial #2 - How to create a Teleporting Ladder [2 hours to make]**
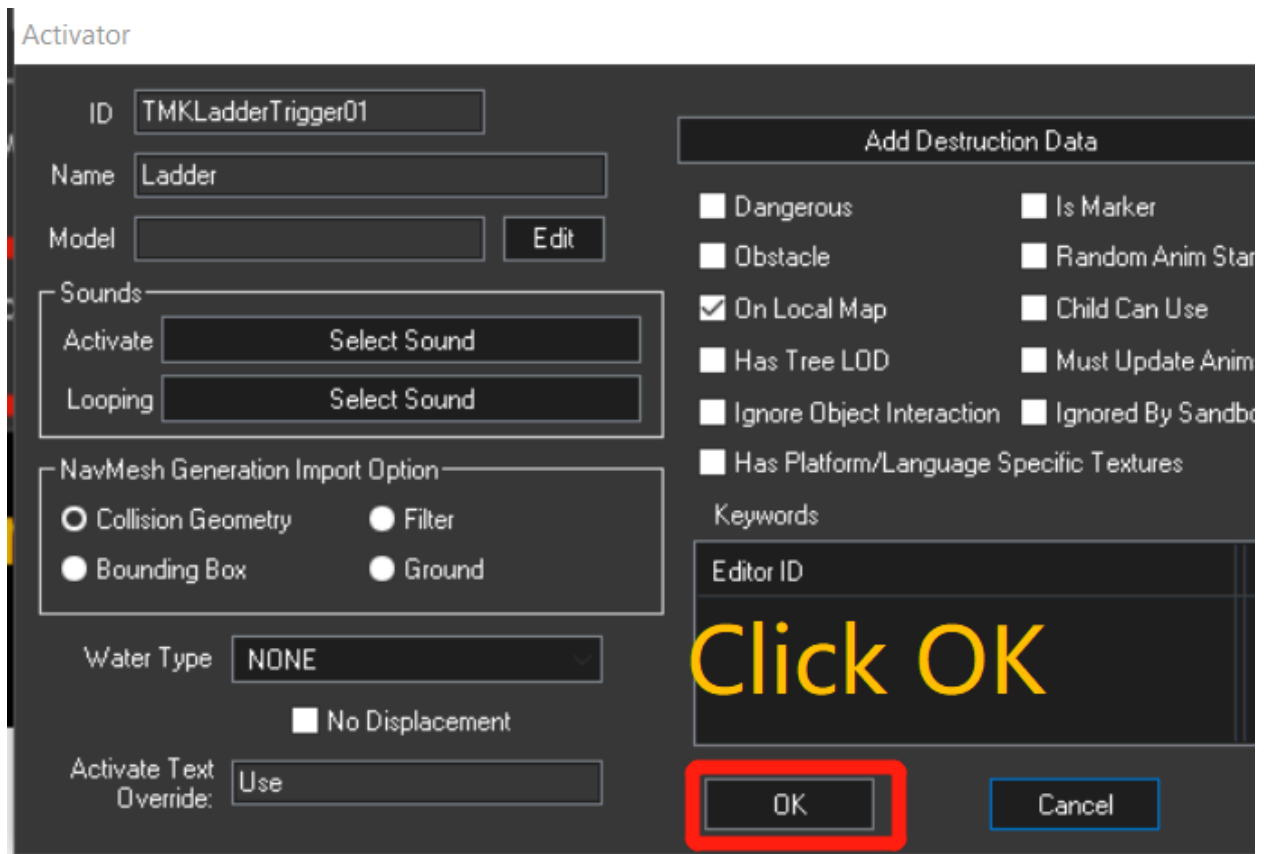This tutorial would be impossible without DarkFox127

Place ladder where you want it

Select ladder and click on Trigger

GA88TestCell1 [Top view, perspective] - M#: 0.68% (1.21 MB / 177.00 MB)

Select Form   ✕

Filter

Form	Type	ID
NEW	-	-
Activator	ACTI	0
AltarOfMolagBal01	ACTI	0
ApoBendingBridge01	ACTI	0
ApoBendingHallway01	ACTI	0
ApoControlRingArch01	ACTI	0
ApoControlRingColumn01	ACTI	0
ApoControlRingTop01	ACTI	0
ApoExtendingHallway01	ACTI	0
ApoExtTowerBaseDias01	ACTI	0
ApoFakeWater	ACTI	0
ApoForbiddenBook01	ACTI	0
ApoHeadScone02ACT	ACTI	0
ApoHeadScone03ACT	ACTI	0
ApoMouthSconce02ACT	ACTI	0
ApoMouthSconce03ACT	ACTI	0
ApoParArchGates01	ACTI	0
ApoPlatBStairAnim01	ACTI	

OK

New form name   ✕

OK   Cancel
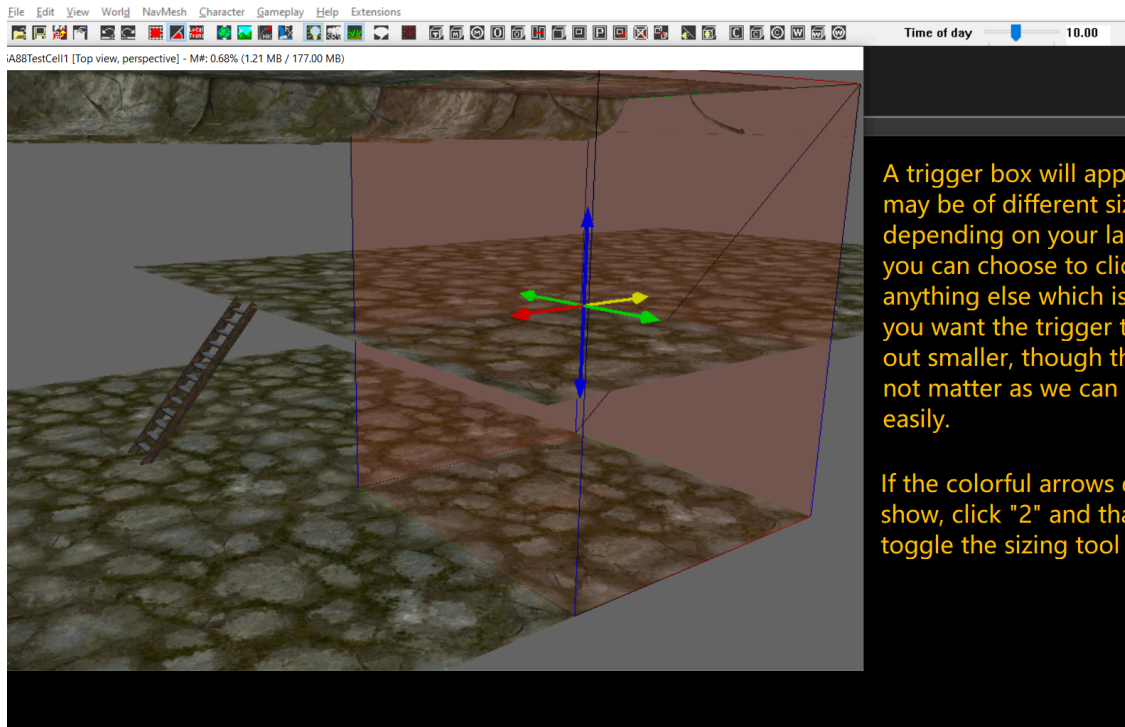
Double click New and Name your Trigger
Example TMK_Ladder_Trigger_01

ID TMKLadderTrigger01
Name Ladder
Model [   ] Edit

Add Destruction Data

☐ Dangerous   ☐ Is Marker
☐ Obstacle   ☐ Random Anim Start
☑ On Local Map   ☐ Child Can Use
☐ Has Tree LOD   ☐ Must Update Anims
☐ Ignore Object Interaction ☐ Ignored By Sandbox
☐ Has Platform/Language Specific Textures

Default Primitive Color
R 204
G 76
B 51

Edit

Sounds
Activate Select Sound
Looping   Select Sound

NavMesh Generation Import Option
○ Collision Geometry   ● Filter
● Bounding Box   ● Ground

Keywords
Editor ID

Interaction keyword
NONE

Water Type NONE

☐ No Displacement

Activate Text Override: Use

OK   Cancel

Activator

ID TMKLadderTrigger01
Name Ladder
Model [   ] Edit

Add Destruction Data

☐ Dangerous   ☐ Is Marker
☐ Obstacle   ☐ Random Anim Star
☑ On Local Map   ☐ Child Can Use
☐ Has Tree LOD   ☐ Must Update Anim
☐ Ignore Object Interaction ☐ Ignored By Sandb
☐ Has Platform/Language Specific Textures

Sounds
Activate Select Sound
Looping   Select Sound

NavMesh Generation Import Option
○ Collision Geometry   ● Filter
● Bounding Box   ● Ground

Keywords
Editor ID

Water Type NONE

☐ No Displacement

Activate Text Override: Use
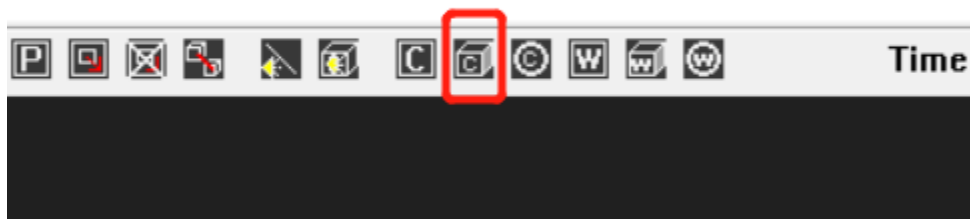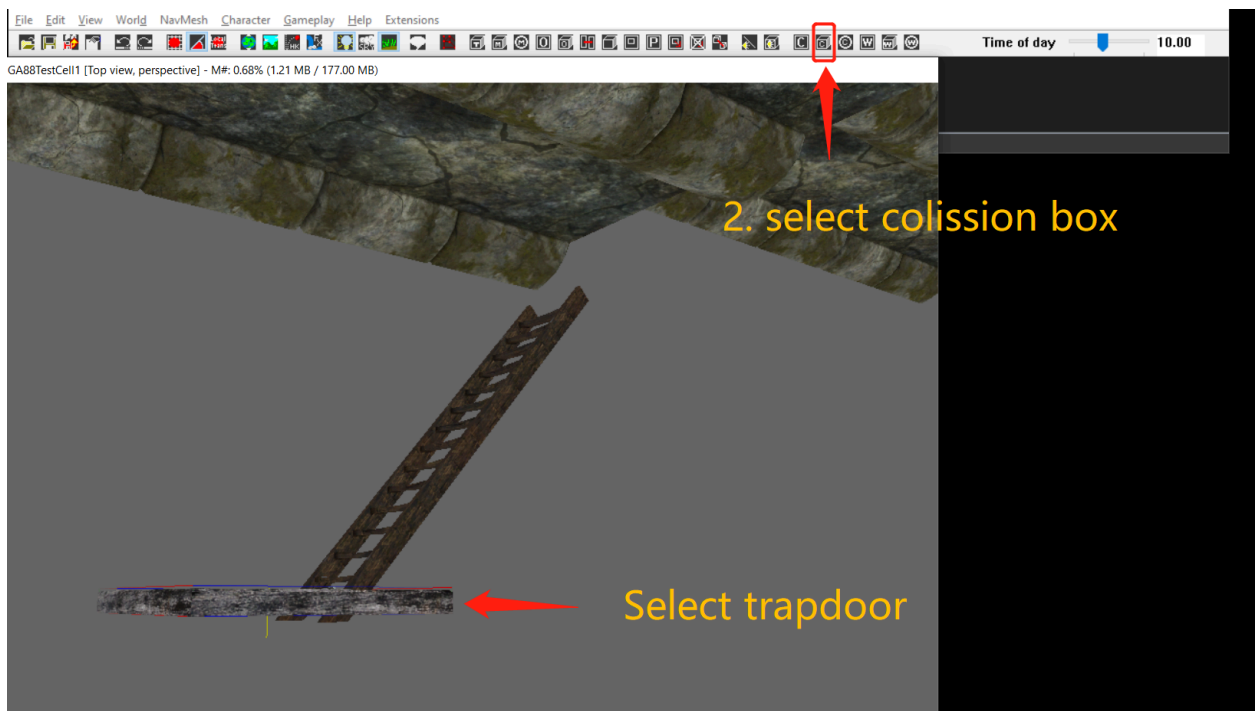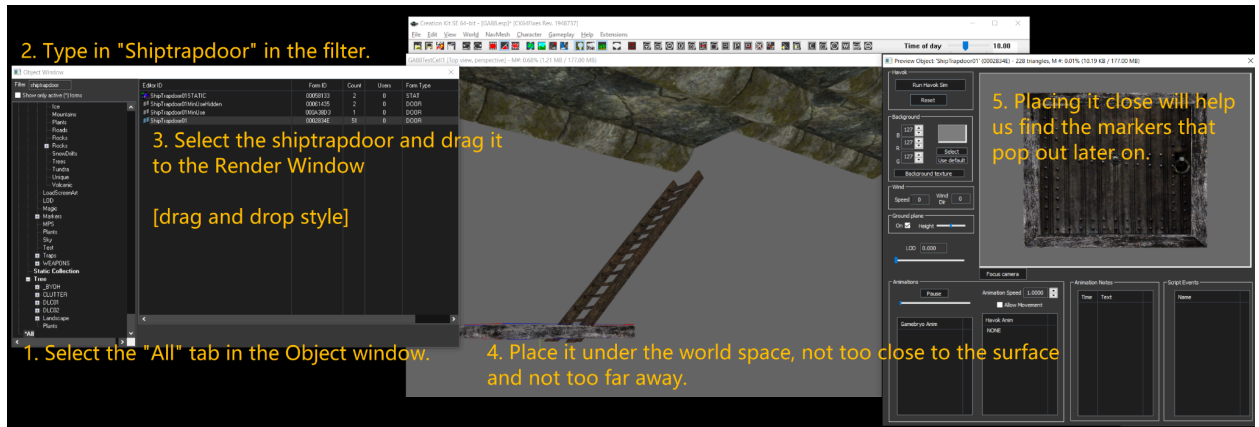
OK   Cancel

A trigger box will appear, it may be of different sizes depending on your ladder and you can choose to click anything else which is smaller if you want the trigger to come out smaller, though this does not matter as we can resize it easily.

If the colorful arrows do not show, click "2" and that will toggle the sizing tool on on off.
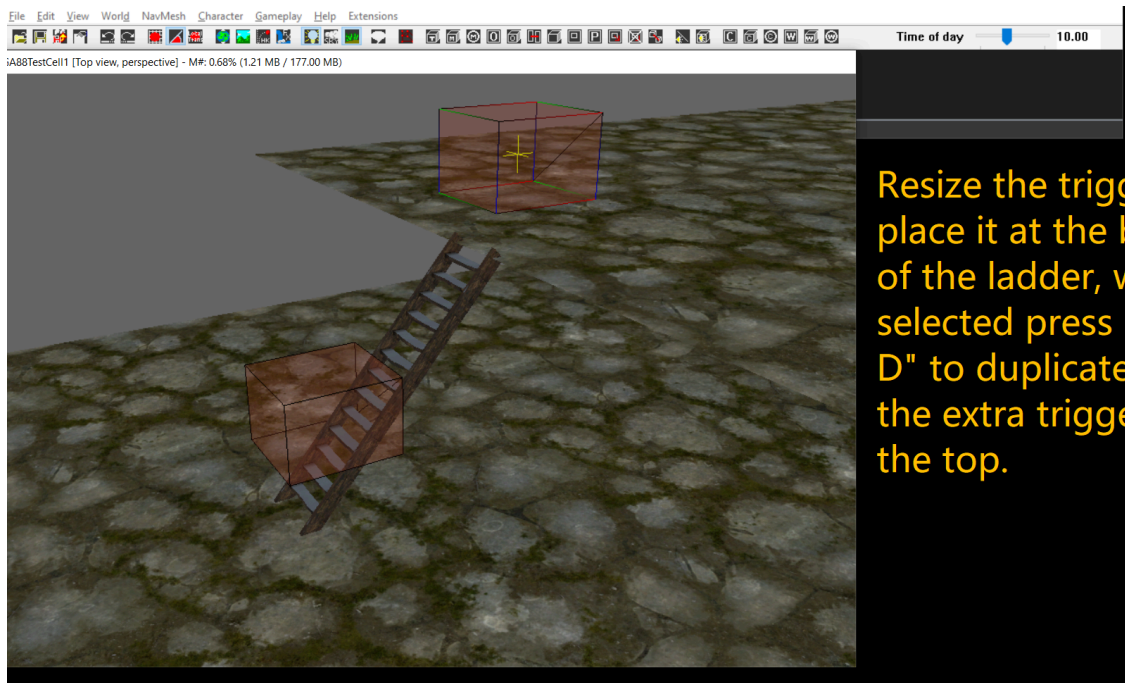

Resize the trigger place it at the bottom of the ladder, with it selected press "Ctrl + D" to duplicate, drag the extra trigger to the top.

2. Type in "Shiptrapdoor" in the filter.

3. Select the shiptrapdoor and drag it to the Render Window

[drag and drop style]

5. Placing it close will help us find the markers that pop out later on.

1. Select the "All" tab in the Object window.

4. Place it under the world space, not too close to the surface and not too far away.

2. select colission box

Select trapdoor

If you have the colorful arrows - please resize the colission box but not too high, players can not walk over or through these boxes, we want to place it there so that the player cannot access the door, as we need it but don't want to use it.
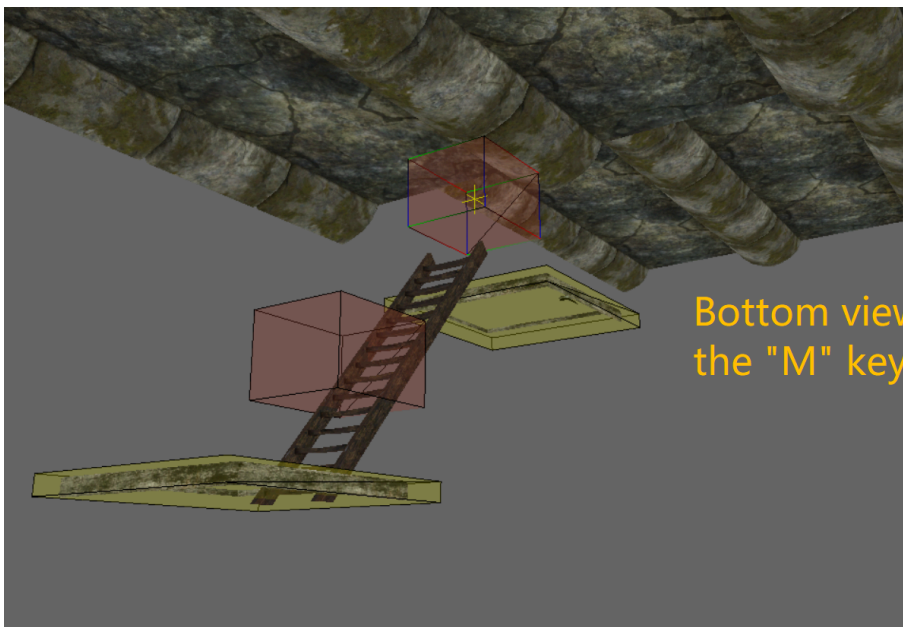
After you resize, select both trapdoor and collition box and place the duplicate at the top of the ladder.

Your floor

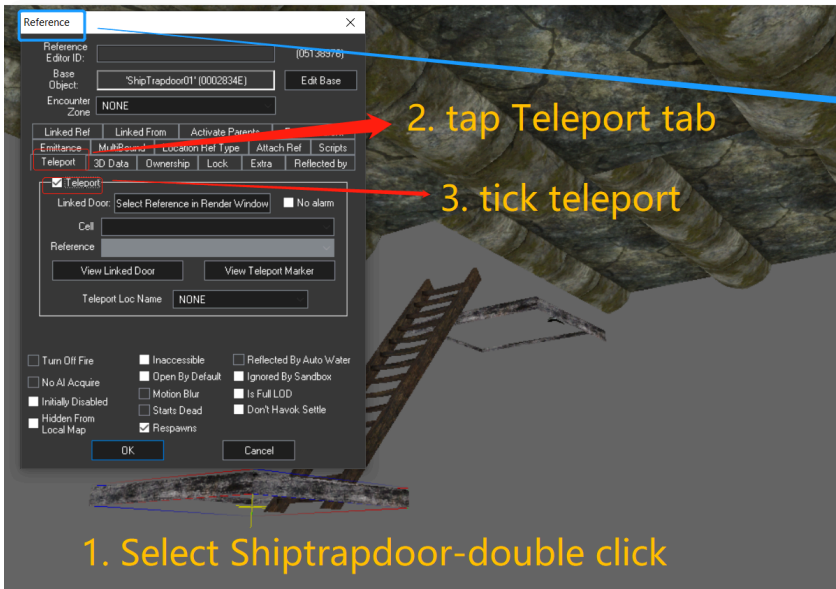your floor
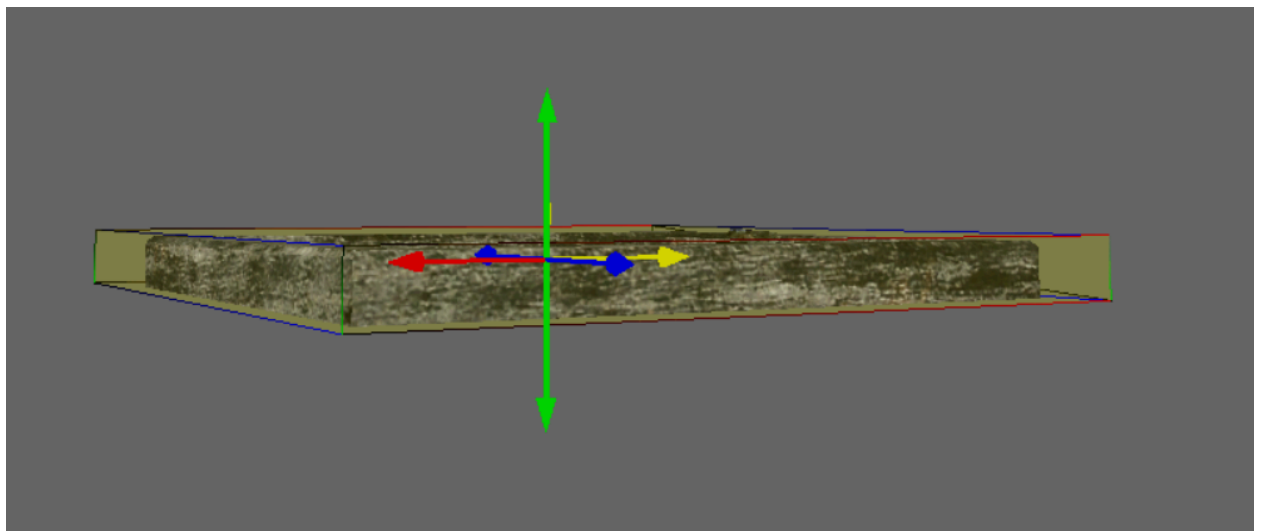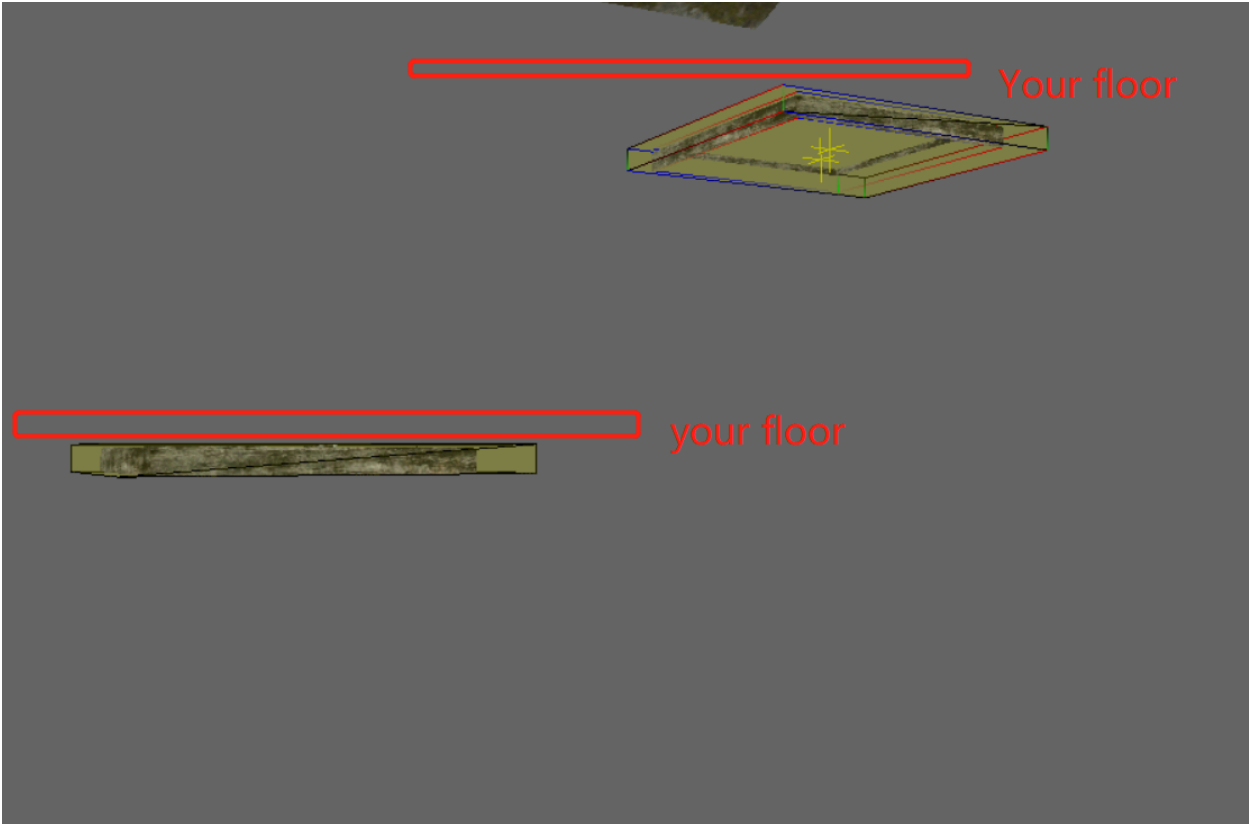
View with floor tiles removed to show it better.
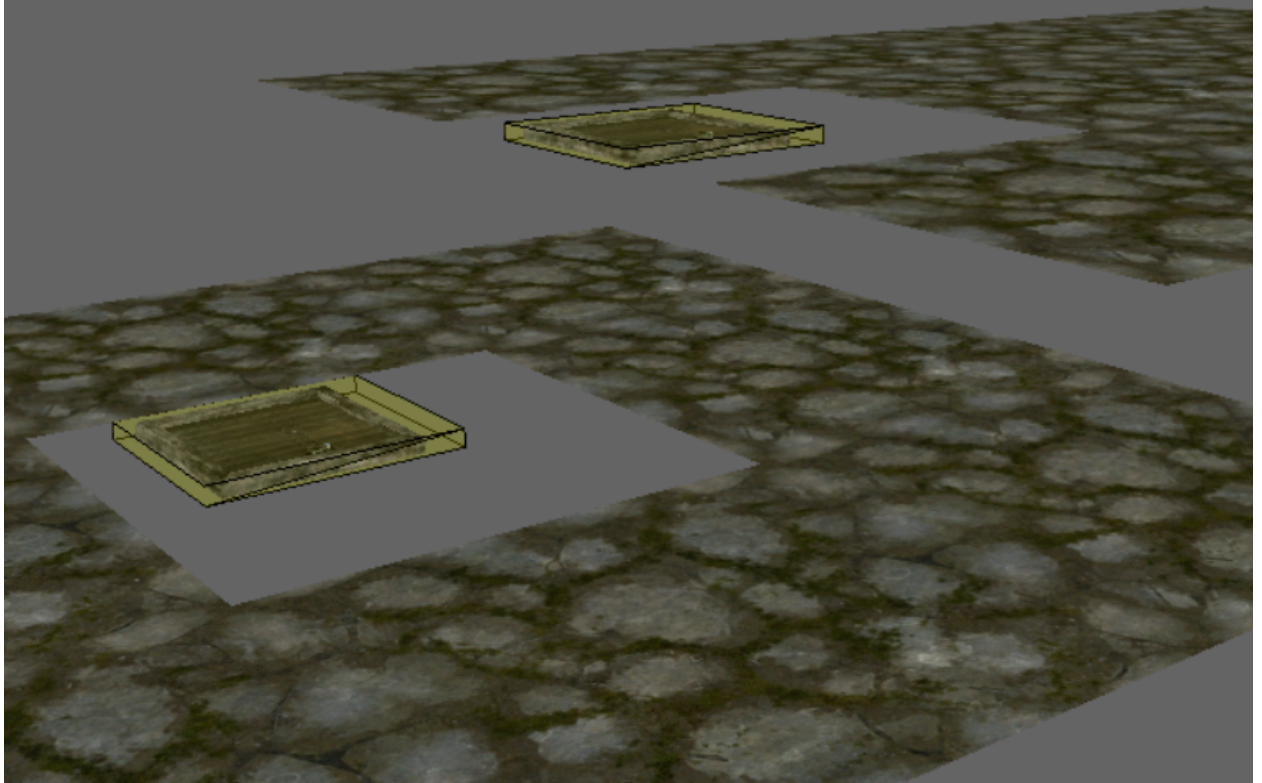
Bottom view before I press the "M" key.

Bottom view after I press the "M" key.

GA88TestCell1 [Top view, perspective] - M#: 0.68% (1.21 MB / 177.00 MB)

Reference ✕

Reference
Editor ID: (05138976)

Base
Object: 'ShipTrapdoor01' (0002834E)   Edit Base

Encounter
Zone: NONE

Linked Ref | Linked From | Activate Parents
Emittance | MultiBound | Location Ref Type | Attach Ref | Scripts
Teleport | 3D Data | Ownership | Lock | Extra | Reflected by

☑ Teleport

Linked Door: Select Reference in Render Window   ■ No alarm

Cell

Reference

View Linked Door   View Teleport Marker

Teleport Loc Name   NONE

☐ Turn Off Fire   ☐ Inaccessible   ☐ Reflected By Auto Water
☐ No AI Acquire   ☐ Open By Default   ■ Ignored By Sandbox
■ Initially Disabled   ☐ Motion Blur   ☐ Is Full LOD
☐ Hidden From   ☐ Starts Dead   ☐ Don't Havok Settle
  Local Map   ☑ Respawns

OK   Cancel

2. tap Teleport tab

3. tick teleport

4. Place the Reference Window in a place that is not behind any other windows as we will need to use it.

1. Select Shiptrapdoor-double click

1. Make sure you can select the shiptrapdoor that is on top of the latter

2. Select Object Referecen in Render Window

3. Make sure the crosshair is White over the trapdoor and double click

4. Confirm it linked.

Reference   ×

Reference
Editor ID: (05138976)
Base
Object: 'ShipTrapdoor01' (0002834E)   Edit Base
Encounter
Zone   NONE

Linked Ref | Linked From | Activate Parents | Enable Parent
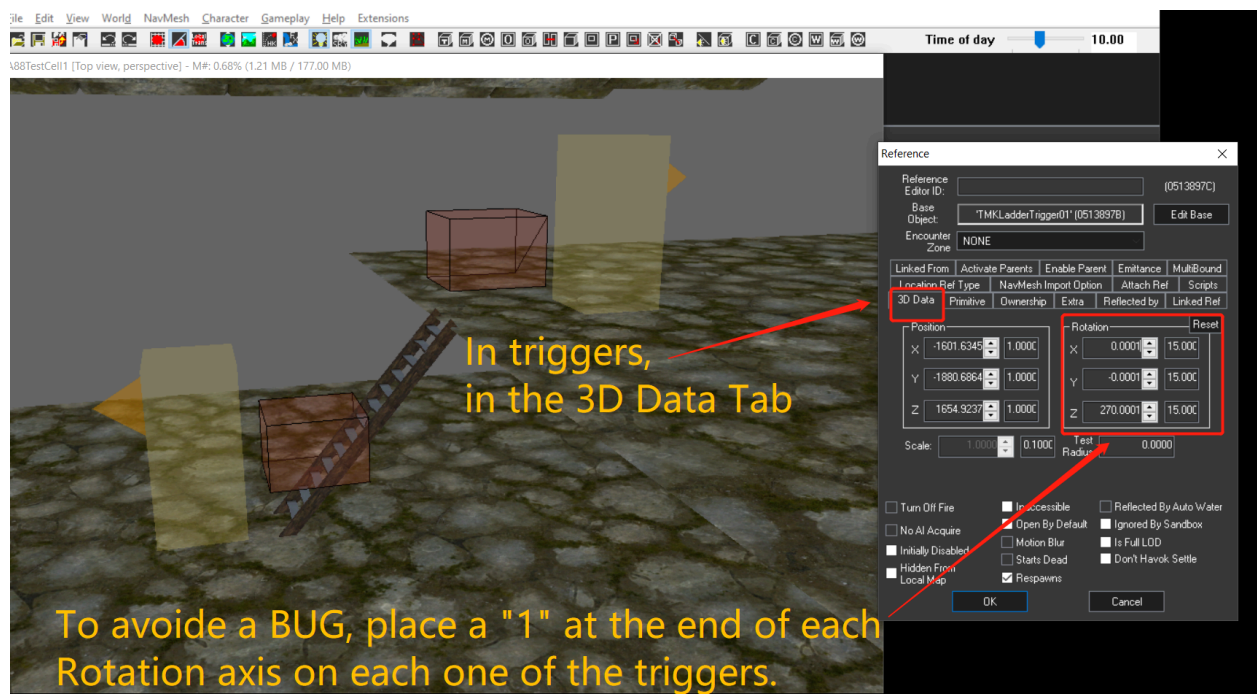Emittance | MultiBound | Location Ref Type | Attach Ref | Scripts
Teleport | 3D Data | Ownership | Lock | Extra | Reflected by

☑ Teleport
Linked Door: Select Reference in Render Window   ☐ No alarm
Cell   GA88TestCell1
Reference ShipTrapdoor01 05138978
   View Linked Door   View Teleport Marker

Teleport Loc Name   NONE

☐ Turn Off Fire   ☐ Inaccessible   ☐ Reflected By Auto Water
☐ No AI Acquire   ☐ Open By Default   ☐ Ignored By Sandbox
☐ Initially Disabled ☐ Motion Blur   ☐ Is Full LOD
☐ Hidden From   ☐ Starts Dead   ☐ Don't Havok Settle
  Local Map   ☑ Respawns
        OK   Cancel

After clicking OK, click "M" [to turn marker on] again and you should see something like this.
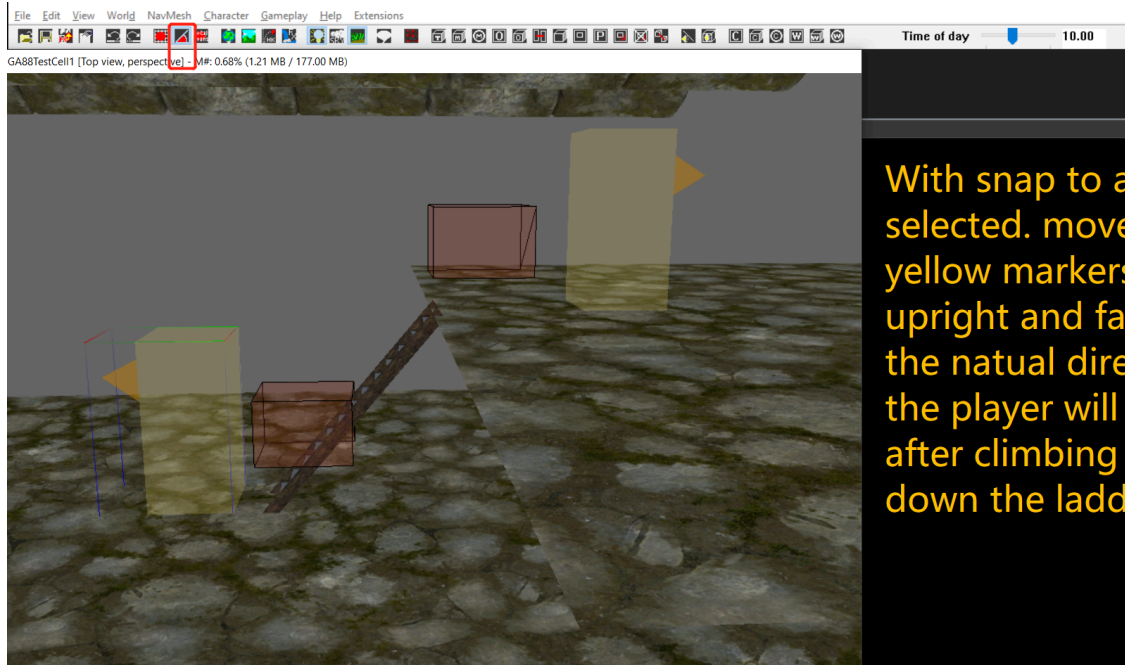
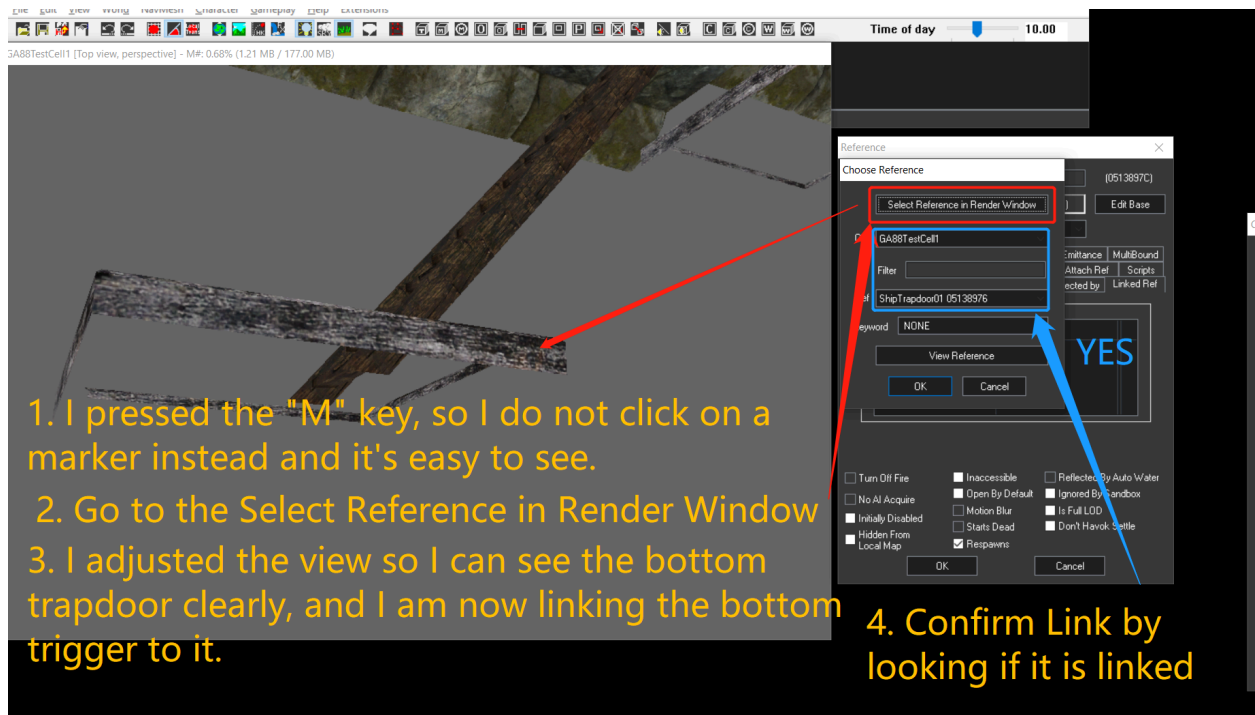With snap to angle selected. move your yellow markers upright and facing the natual direction the player will face after climbing up or down the ladder.

Make sure both trigger have Primitive Player Activation ticked.
Do this by double clicking on the trigger

Primitive Tab -- Tick

In triggers,
in the 3D Data Tab

To avoide a BUG, place a "1" at the end of each Rotation axis on each one of the triggers.

Reference

Reference Editor ID: (0513897C)

Base Object: 'TMKLadderTrigger01' (0513897B)   Edit Base

Encounter Zone: NONE

Linked From | Activate Parents | Enable Parent | Emittance | MultiBound
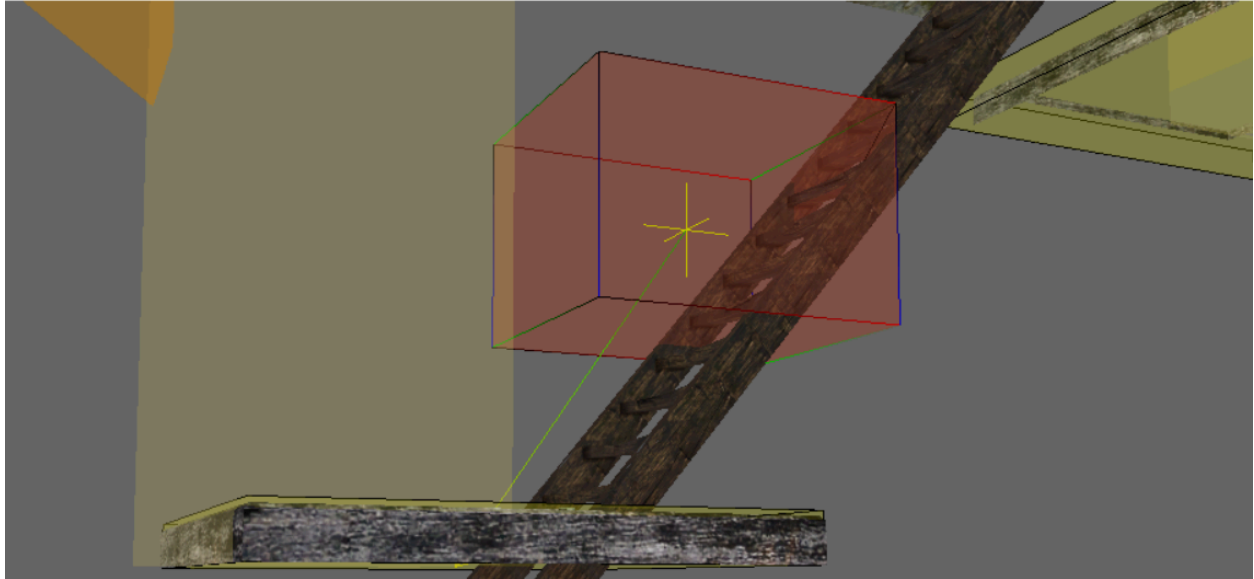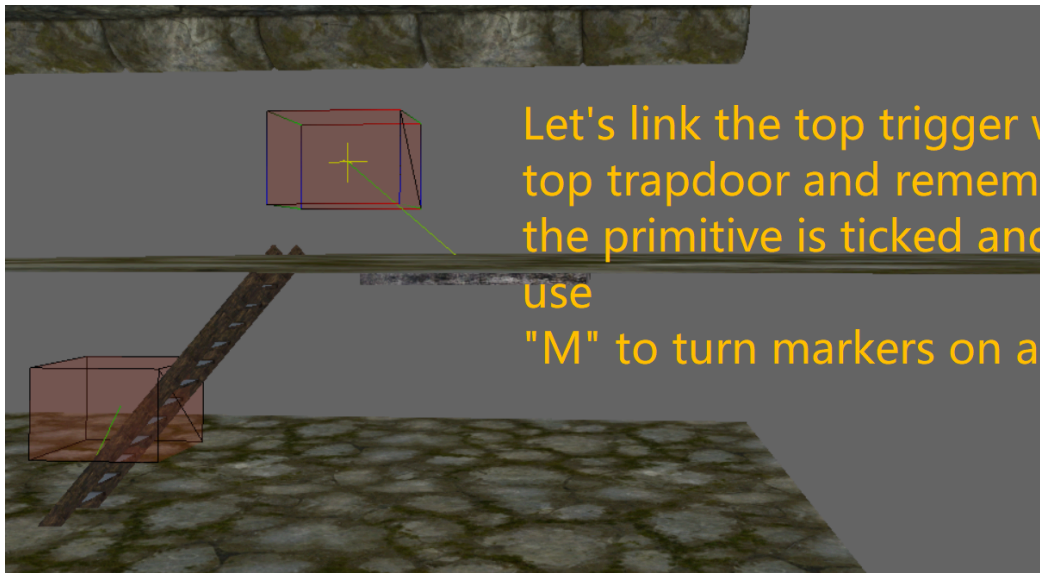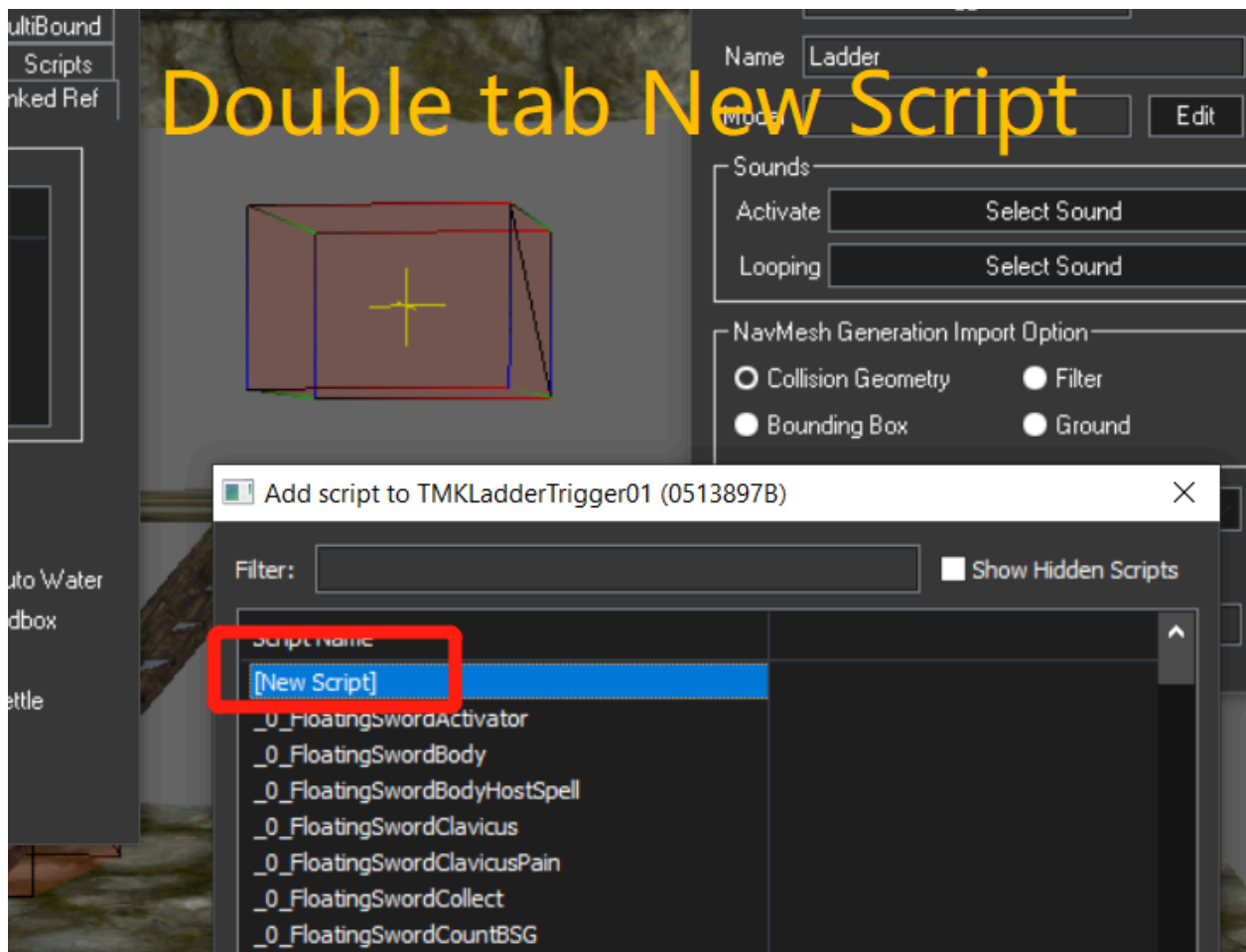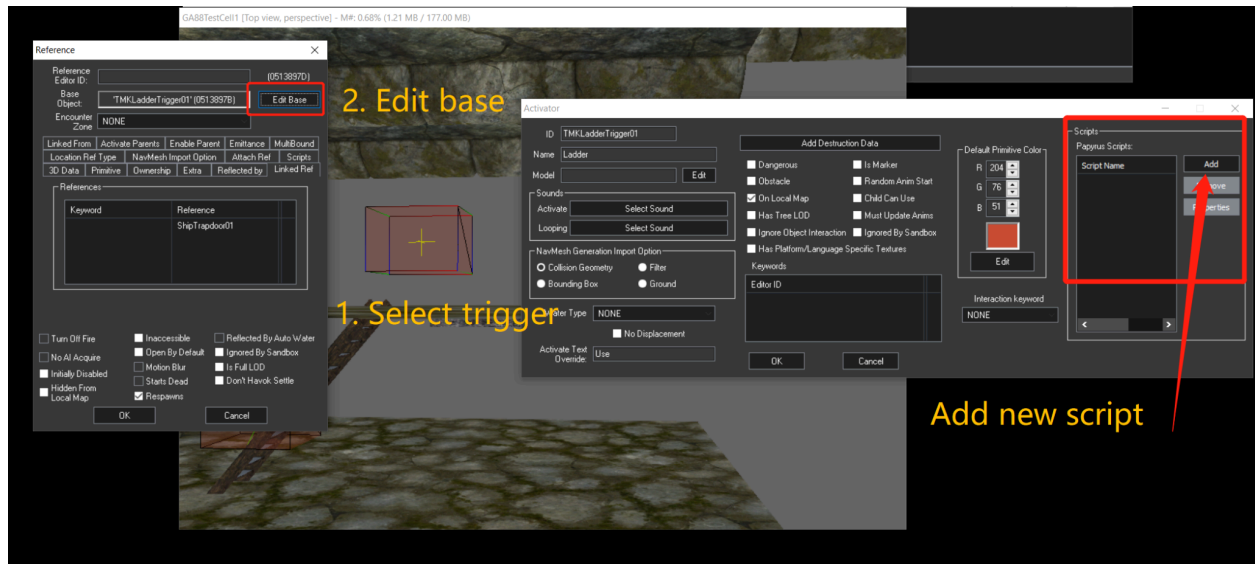Location Ref Type | NavMesh Import Option | Attach Ref | Scripts
3D Data | Primitive | Ownership | Extra | Reflected by | **Linked Ref**

References

Keyword	Reference

New
Edit
Delete

1. In the Linked Ref Tab

2. Right click on this area

3. Click "NEW"

☐ Turn Off Fire   ☐ Inaccessible   ☐ Reflected By Auto Water
☐ No AI Acquire   ☐ Open By Default   ☐ Ignored By Sandbox
☐ Initially Disabled   ☐ Motion Blur   ☐ Is Full LOD
☐ Hidden From Local Map   ☐ Starts Dead   ☐ Don't Havok Settle
☑ Respawns

OK   Cancel

File Edit View World NavMesh Character Gameplay Help Extensions

Time of day 10.00

GA88TestCell1 [Top view, perspective] - M#: 0.68% (1.21 MB / 177.00 MB)

Reference

Choose Reference (0513897C)

Select Reference in Render Window   Edit Base

GA88TestCell1

Filter

ShipTrapdoor01 05138976

Keyword NONE

View Reference

OK   Cancel

YES

☐ Turn Off Fire   ☐ Inaccessible   ☐ Reflected By Auto Water
☐ No AI Acquire   ☐ Open By Default   ☐ Ignored By Sandbox
☐ Initially Disabled   ☐ Motion Blur   ☐ Is Full LOD
☐ Hidden From Local Map   ☐ Starts Dead   ☐ Don't Havok Settle
☑ Respawns

OK   Cancel

1. I pressed the "M" key, so I do not click on a marker instead and it's easy to see.

2. Go to the Select Reference in Render Window

3. I adjusted the view so I can see the bottom trapdoor clearly, and I am now linking the bottom trigger to it.
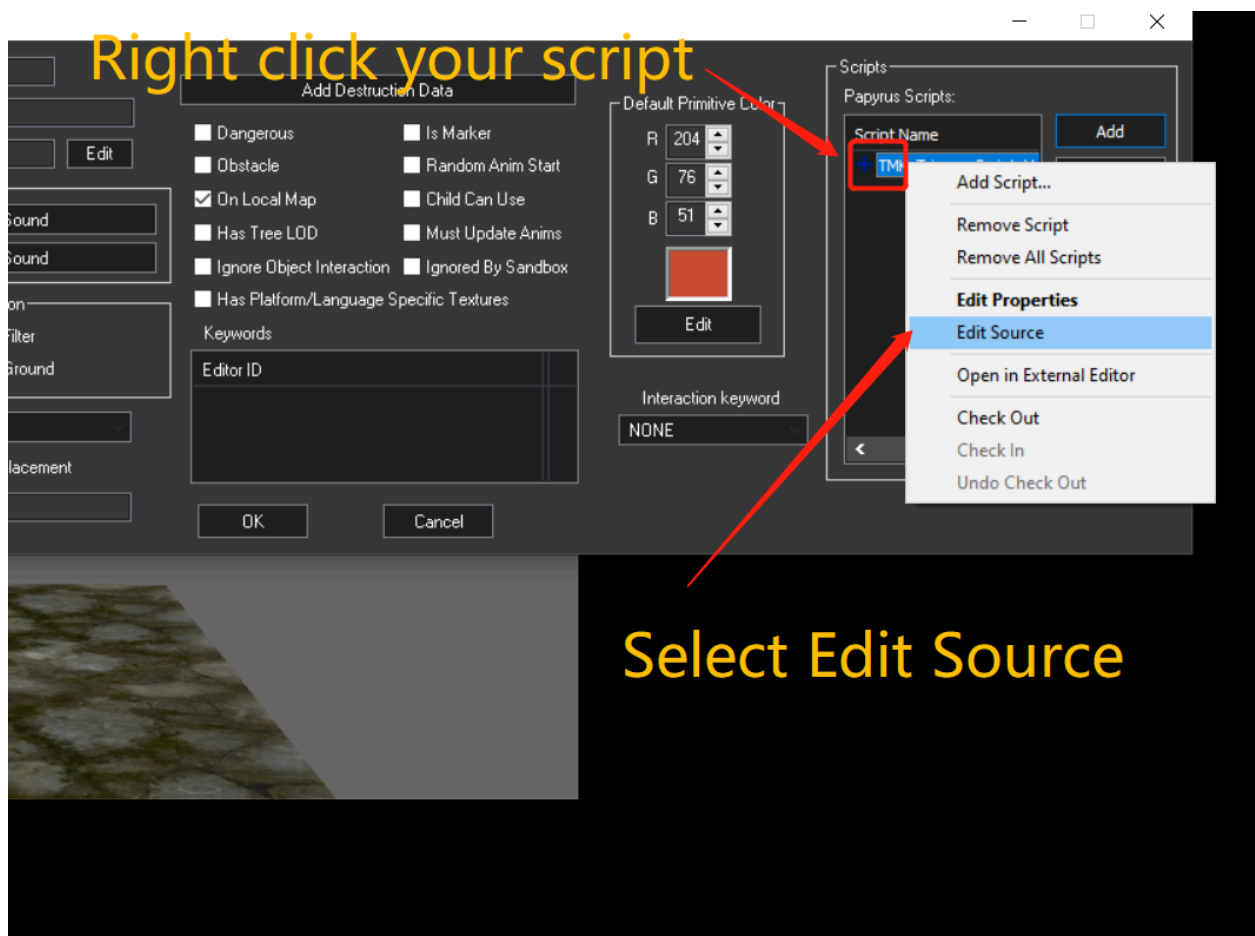
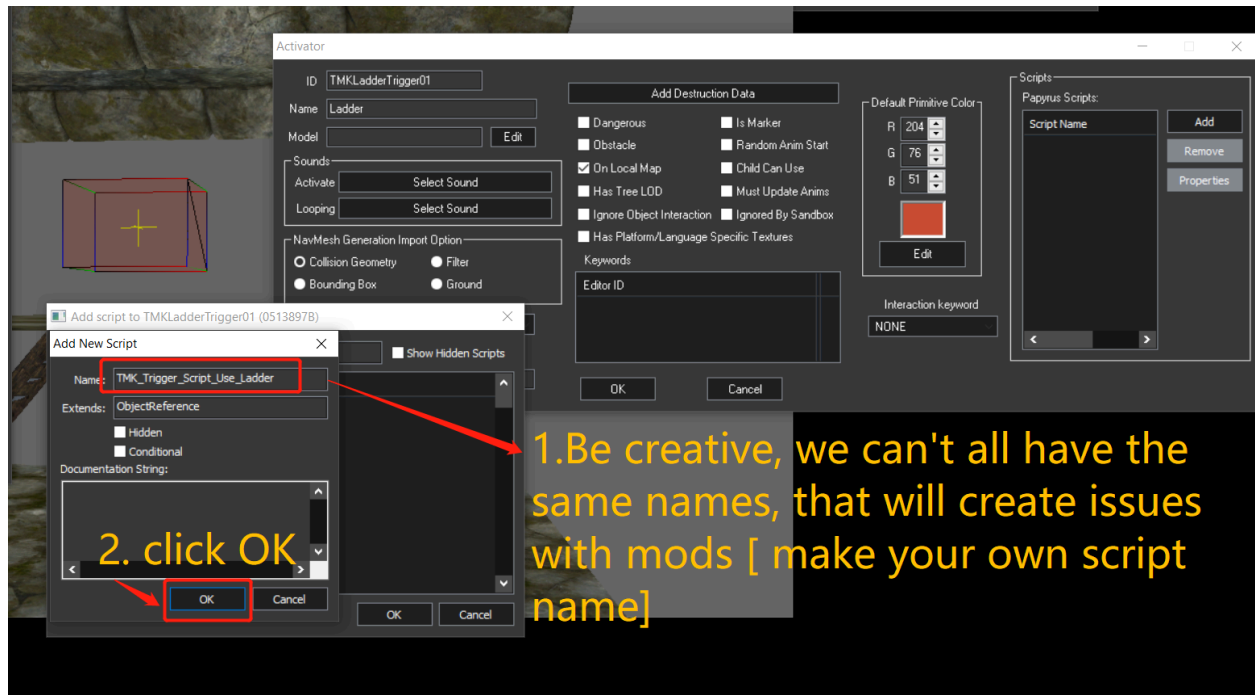## 4. Confirm Link by looking if it is linked

A line is now extended between the trigger and the trapdoor, it is now linked.

Let's link the top trigger with the top trapdoor and remember
the primitive is ticked and you can use
"M" to turn markers on and off.

2. Edit base

1. Select trigger

Add new script

Double tab New Script

Add script to TMKLadderTrigger01 (0513897B)

Filter:

Show Hidden Scripts

Script Name

[New Script]
_0_FloatingSwordActivator
_0_FloatingSwordBody
_0_FloatingSwordBodyHostSpell
_0_FloatingSwordClavicus
_0_FloatingSwordClavicusPain
_0_FloatingSwordCollect
_0_FloatingSwordCountBSG

1.Be creative, we can't all have the same names, that will create issues with mods [make your own script name]

2. click OK

Right click your script

Add Script...
Remove Script
Remove All Scripts

Edit Properties
Edit Source
Open in External Editor
Check Out
Check In
Undo Check Out

Select Edit Source

```
Bool Property DoONCE = False Auto
{Do this action only once?

Default = False}

Bool DONE

Bool Property isTrigger = False Auto
{Tick if the object disabled this trigger after being activated.

Default = False}



Event OnActivate(ObjectReference akActionRef)

        If Done == False

                Self.GetLinkedRef().Activate(Game.GetPlayer())

                If isTrigger == True
                        self.disable()
                EndIf

                If DoONCE == True
                        DONE = True
                EndIf

                Return

        EndIf

EndEvent
```
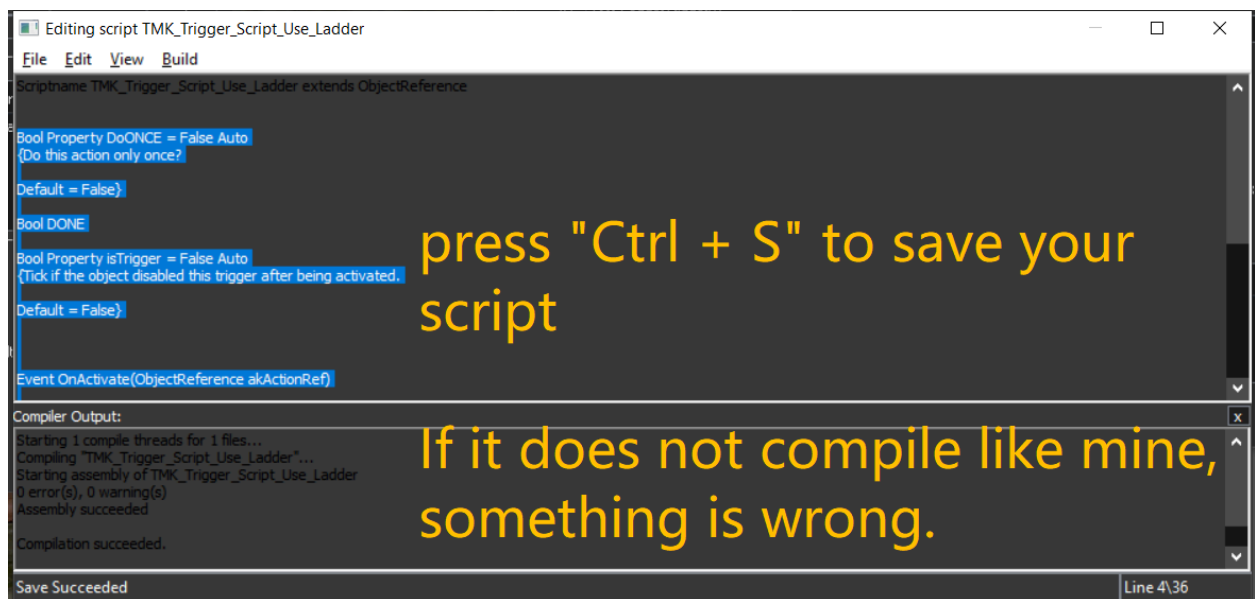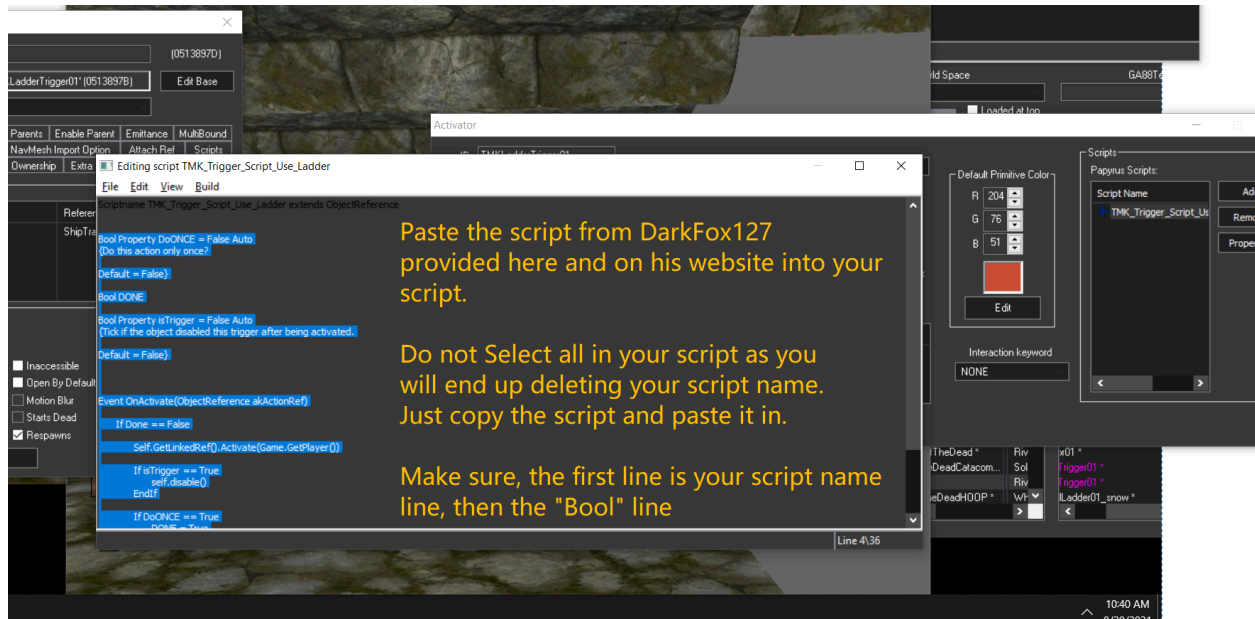
Editing script TMK_Trigger_Script_Use_Ladder

File Edit View Build

Scriptname TMK_Trigger_Script_Use_Ladder extends ObjectReference

Bool Property DoONCE = False Auto
{Do this action only once?}

Default = False}

Bool DONE

Bool Property isTrigger = False Auto
{Tick if the object disabled this trigger after being activated.}

Default = False}

Event OnActivate(ObjectReference akActionRef)
    If Done == False

        Self.GetLinkedRef().Activate(Game.GetPlayer())

            If isTrigger == True
                self.disable()
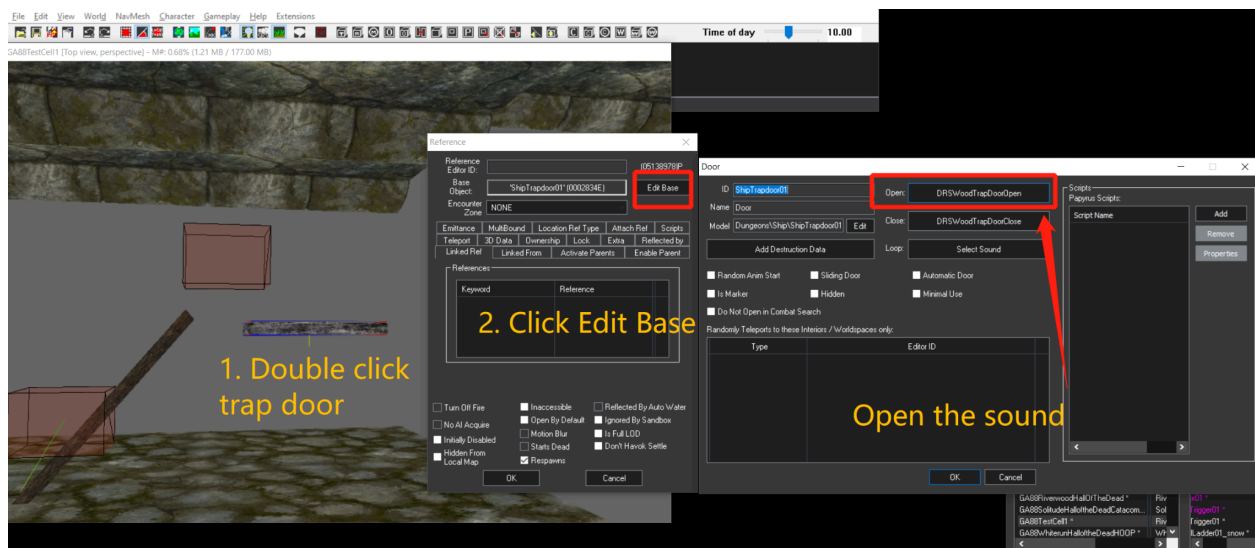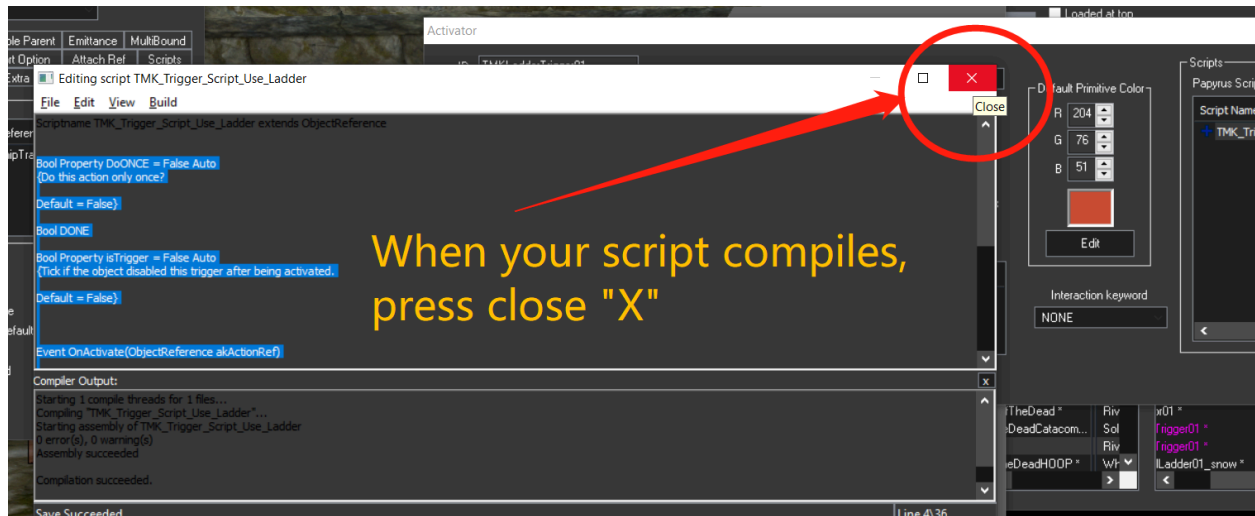   EndIf

        If DoONCE == True
            DONE = True

Paste the script from DarkFox127 provided here and on his website into your script.

Do not Select all in your script as you will end up deleting your script name. Just copy the script and paste it in.

Make sure, the first line is your script name line, then the "Bool" line

Line 4\36

Editing script TMK_Trigger_Script_Use_Ladder

File Edit View Build

Scriptname TMK_Trigger_Script_Use_Ladder extends ObjectReference

Bool Property DoONCE = False Auto
{Do this action only once?}

Default = False}

Bool DONE

Bool Property isTrigger = False Auto
{Tick if the object disabled this trigger after being activated.}

Default = False}

Event OnActivate(ObjectReference akActionRef)

press "Ctrl + S" to save your script

Compiler Output:

Starting 1 compile threads for 1 files...
Compiling "TMK_Trigger_Script_Use_Ladder"...
Starting assembly of TMK_Trigger_Script_Use_Ladder
0 error(s), 0 warning(s)
Assembly succeeded

Compilation succeeded.

If it does not compile like mine, something is wrong.

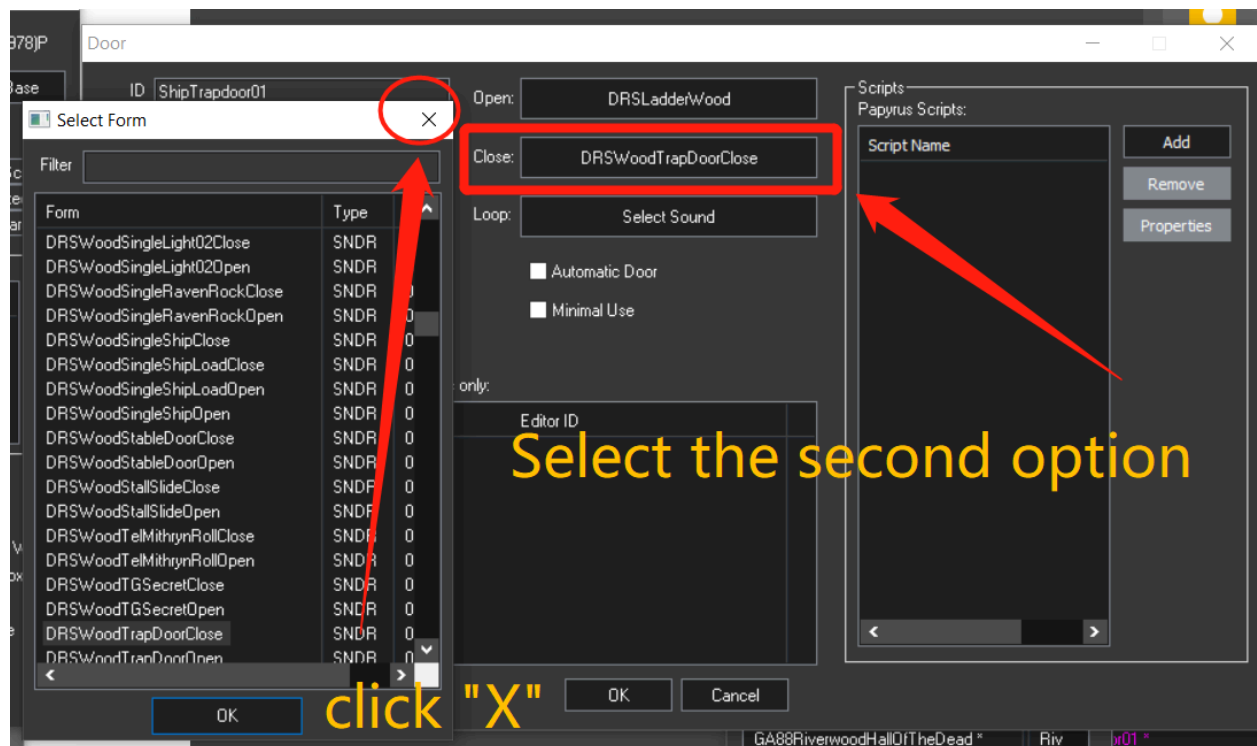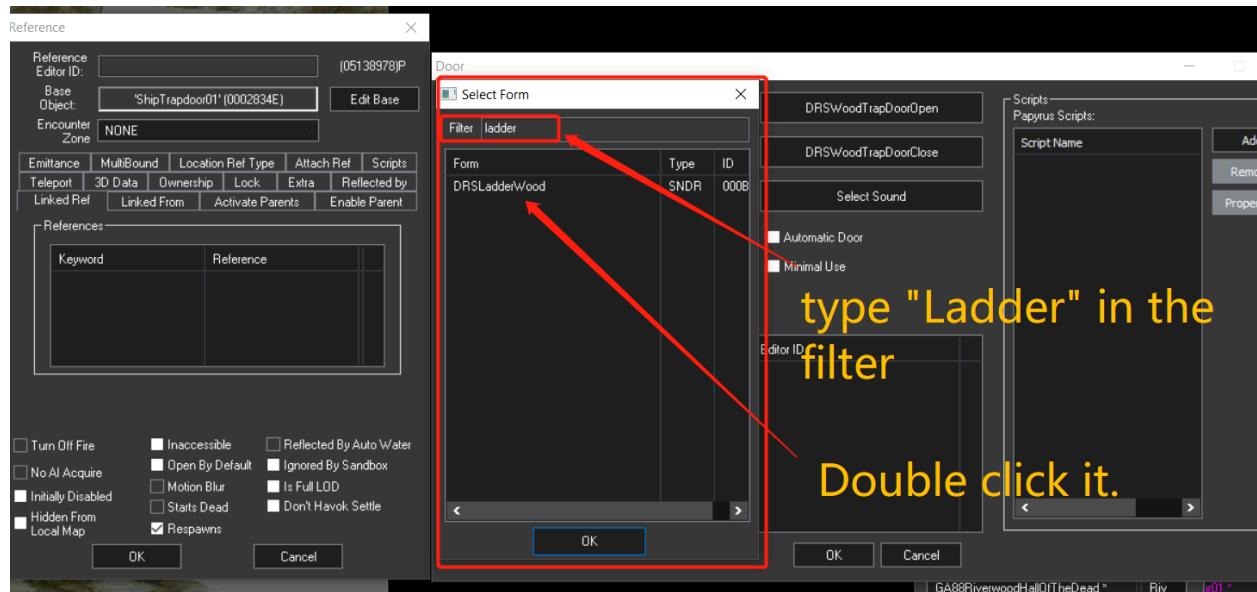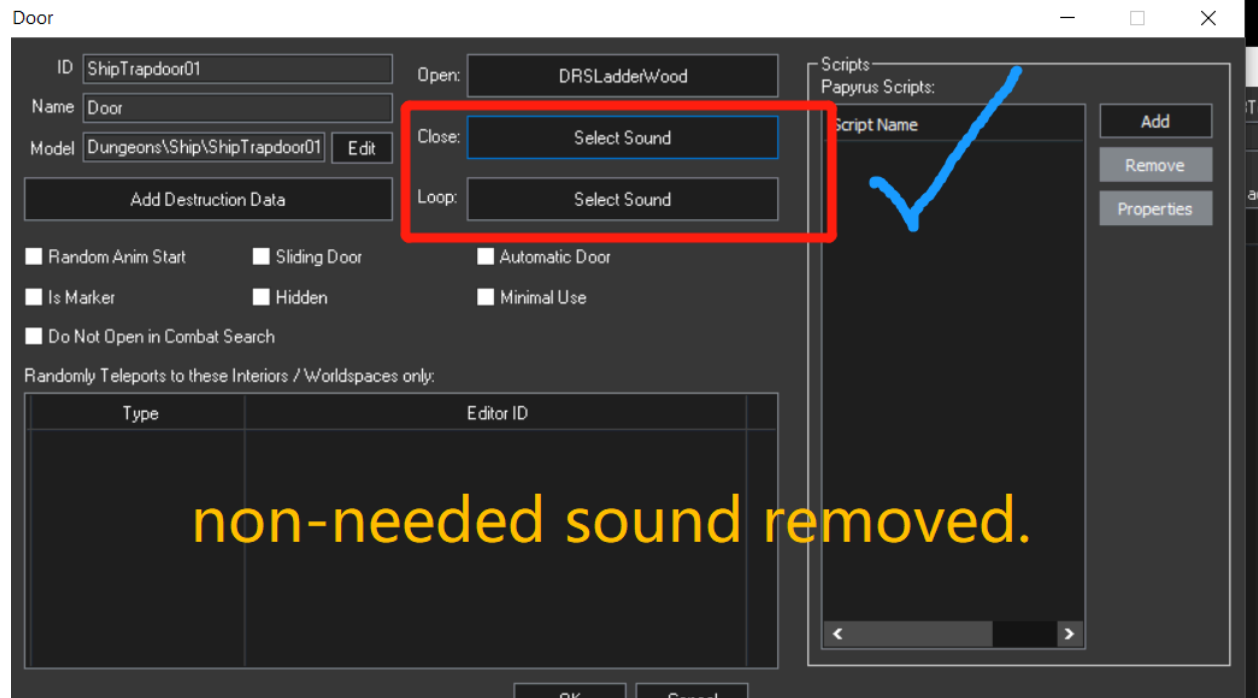Save Succeeded   Line 4\36

Solutions - try copy and paste the script into a notepad or google translate and then copying it from there and pasting it into your script. this may happen due to CK not accepting "Smart Quotes"

When your script compiles, press close "X"

1. Double click trap door

2. Click Edit Base

Open the sound

type "Ladder" in the filter

Double click it.

Select the second option

click "X"

non-needed sound removed.

You now have a working ladder.

Credits and notes

This document was created by Skeever [I write my name not to promote myself, rather take responsibility if anything goes wrong] in order to present a different style of tutorial which is all based on DarkFox127 Video linked here https://www.youtube.com/watch?v=fpGiPAKbVVU

As a former Patreon of Darkfox127, I love the guy and give him credit for everything, I personally think we would have around 30,000 mods less if it wasn;t for his constant hard work and dedication to the community.

Yes, there are other ways to do it, yes, you don't have to use the Shiptrapdoor or collision boxes, and even the script can be changed, but I rather show it like he did and give him the credit he deserves.

DarkFox127 WEBSITE https://www.darkfox127.co.uk/resources

[I have no affiliation with DarkFox127 and I am simply a community member who appreciates his work and wishes to display a new type of tutorial to help the community. I am NOT planning

on doing more tutorials based on DarkFox127 videos and all images used here were of my own making.

If I ever create more of these types of tutorials which are FREE for ALL to VIEW as a SHARED GOOGLE DOC, it will be due to your demand.

Why does it take 2 hours for me to make it, because sometimes typos in the images ruin the whole image and I have to make a new one, I make a new mod and do it myself to make sure it works, sometimes things crashand I have to restart, checking and checking again so whoever sees this will be able to do it for sure, since I know I made no mistakes.

This document was created because I was watching The Murloc King Stream and saw an opportunity to help. His channel
https://www.youtube.com/channel/UCe_mE54oE4i_gzImeciKPoQ

Then I realized all can view this document, thank the gods that 3-4 months ago.
This guy showed me what is GOOGLE DOCUMENTS, as I did not know.
https://www.nexusmods.com/skyrimspecialedition/mods/47302

If you are looking for a Discord server with selfless people that never bully anyone and help out all the time, I found a home away from my Skeever server home here.

https://discord.gg/Schaken-Mods