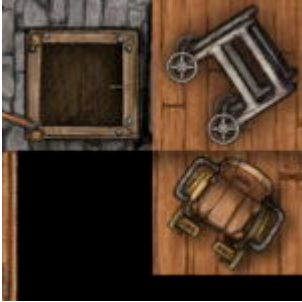# How to add disability inclusion into Inkarnate maps

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Inclusive Design makes everything better. Adding disability inclusion to your maps not only makes them more accessible to all players, but it also adds realism and depth to the world you're creating.

Ramp

If you're including ramps in your buildings ([Why?](#)), the **Long Table** asset makes it easy. Add a **Trap Door** to the top at 50% transparency, and you get the effect of coming up through a hole in the floor.

Elevator

An elevator may seem anachronistic, but they've existed in various forms for 2200 years! An enlarged **Empty Crate** with a **Door** gives you an instant enclosed elevator, and you can add a **Lever** to serve as a manual crank on a block and tackle system, or make it magical with a **Magic Orb**!

Wheelchair

Use the **Steampunk Tool** for wheels and a **Chair**. You can make the wheel assembly brown/tan to make it look like wood if you want.

Rollator

Use the **Small Metal Ladder** (Transform: Adjust the width to get the right proportions) and **Metal Valve Wheel**. Connect the two ladders with **Handrails** or any wall piece stretched to the right proportion, and adjust the saturation and contrast to match the metal color. Or skip the connecting piece by overlapping that section. I put a connecting piece in the example image here, but it got covered up when I adjusted the scale.

What devices would you like to see represented? Have you created accessibility devices for your maps? Leave a comment!