
Subject: Physical collision with ladders set in LE
Posted by [rrutk](#) on Thu, 15 Jan 2009 18:20:33 GMT

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I made a map with a lot of ladders, set in LE.

But, everywhere those ladders (Bottom/Top-Dummies) are, they are blocking vehicles.

Re-entering the vehicle makes it possible to leave to place, but this is not a solution.

The ladders block even air vehicles above them!

How to solve this???

Subject: Re: Physical collision with ladders set in LE
Posted by [Canadacdn](#) on Thu, 15 Jan 2009 18:56:32 GMT

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Don't use ladders.

Subject: Re: Physical collision with ladders set in LE
Posted by [Spyder](#) on Thu, 15 Jan 2009 19:07:10 GMT

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Canadacdn wrote on Thu, 15 January 2009 19:56Don't use ladders.

Subject: Re: Physical collision with ladders set in LE
Posted by [rrutk](#) on Thu, 15 Jan 2009 19:14:53 GMT

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so there is no way?

Subject: Re: Physical collision with ladders set in LE
Posted by [ErroR](#) on Thu, 15 Jan 2009 19:24:42 GMT

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maybe you could edit the w3d of the dummy in renx and disable vehicle collision.

Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Thu, 15 Jan 2009 22:07:43 GMT

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Error wrote on Thu, 15 January 2009 13:24 maybe you could edit the w3d of the dummy in renx and disable vehicle collision.

as I see, they have no dummyfile in LE?

Subject: Re: Physical collision with ladders set in LE

Posted by [Gen_Blacky](#) on Fri, 16 Jan 2009 00:50:02 GMT

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just remake the box with no collision

Subject: Re: Physical collision with ladders set in LE

Posted by [Jerad2142](#) on Fri, 16 Jan 2009 01:24:57 GMT

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Canadacdn wrote on Thu, 15 January 2009 11:56 Don't use ladders.

A solution that only leads to completely remaking the level or using the much more unstable, elevators. Stick with ladders and just put some poles around the ladder zone that blocks the vehicles from colliding with it.

You could also screw with the transition zones, as that's what the vehicles are actually getting stuck on.

Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Fri, 16 Jan 2009 02:35:28 GMT

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[Gen_Blacky](#) wrote on Thu, 15 January 2009 18:50 just remake the box with no collision

do you have the name of the corresponding w3d-file?

because there is no one set in the preset-tab.

Subject: Re: Physical collision with ladders set in LE

Posted by [Jerad2142](#) on Fri, 16 Jan 2009 03:19:05 GMT

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[rrutk](#) wrote on Thu, 15 January 2009 19:35 [Gen_Blacky](#) wrote on Thu, 15 January 2009 18:50 just

remake the box with no collision

do you have the name of the coresponding w3d-file?

because there is no one set in the preset-tab.

Wrong, THATS WRONG!

Its an issue with the transition zone, there is already no collisions with the box in Renegade, there are only collisions in LE so it doesn't place at 0,0,0.

Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Fri, 16 Jan 2009 11:34:03 GMT

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Jerad Gray wrote on Thu, 15 January 2009 21:19rrutk wrote on Thu, 15 January 2009 19:35Gen_Blacky wrote on Thu, 15 January 2009 18:50just remake the box with no collision

do you have the name of the coresponding w3d-file?

because there is no one set in the preset-tab.

Wrong, THATS WRONG!

Its an issue with the transition zone, there is already no collisions with the box in Renegade, there are only collisions in LE so it doesn't place at 0,0,0.

ok, the boxes on the ground ccould be surrounded by an invisible vehicle blocker.

BUT, as I saw, even in the air OVER THE TOP-BOX (that means OVER THE END OF THE LADDER), air vehicles stuck???

So I had to block the complete space around that boxes up to the flight roof?

Subject: Re: Physical collision with ladders set in LE

Posted by [danpaul88](#) on Fri, 16 Jan 2009 11:46:09 GMT

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There is a known bug in the Renegade engine that any vehicle passing through, under or above a ladder transition zone will get stuck. You can fly 100 meters above it or drive through a cave 100 meters below it, it doesn't matter, you will still get stuck.

Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Fri, 16 Jan 2009 13:29:34 GMT

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danpaul88 wrote on Fri, 16 January 2009 05:46 There is a known bug in the Renegade engine that any vehicle passing through, under or above a ladder transition zone will get stuck. You can fly 100 meters above it or drive through a cave 100 meters below it, it doesn't matter, you will still get stuck.

damn...

Subject: Re: Physical collision with ladders set in LE
Posted by [GEORGE ZIMMER](#) on Fri, 16 Jan 2009 13:39:50 GMT

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danpaul88 wrote on Fri, 16 January 2009 05:46 There is a known bug in the Renegade engine that any vehicle passing through, under or above a ladder transition zone will get stuck. You can fly 100 meters above it or drive through a cave 100 meters below it, it doesn't matter, you will still get stuck.

Just curious then, will it be fixed in TT? It's a very annoying bug, and I'd love to see ladders used more in flying maps.

Subject: Re: Physical collision with ladders set in LE
Posted by [reborn](#) on Fri, 16 Jan 2009 14:01:04 GMT

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You could place your ladder model where you want it, then put a teleport zone at the bottom of the ladder, and have it teleport you to the top.

You could also, if you wanted it to look slightly less weird then that, place your ladder model where you want it, then write a poke script and attach it to the ladder.

The poke script would set your facing position so that your facing the ladder, then make the player use an animation (there is one that looks like he is climbing), and have the script have several timer expired expired events, and have it so every .05 seconds he current position is moved up on the z axis a little, then at the end place him on the lip of the top of the building so he doesn't fall down. You'll have to check with each time you try to move him that his health isn't 0, and if it is then remove the script.

Subject: Re: Physical collision with ladders set in LE
Posted by [rnutk](#) on Fri, 16 Jan 2009 14:55:59 GMT

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Cabal8616 wrote on Fri, 16 January 2009 07:39 danpaul88 wrote on Fri, 16 January 2009 05:46 There is a known bug in the Renegade engine that any vehicle passing through, under or above a ladder transition zone will get stuck. You can fly 100 meters above it or drive through a

cave 100 meters below it, it doesn't matter, you will still get stuck.
Just curious then, will it be fixed in TT? It's a very annoying bug, and I'd love to see ladders used more in flying maps.

would be important to know.

otherwise I would change the ladders to teleport zones like reborn suggested.

Subject: Re: Physical collision with ladders set in LE
Posted by [StealthEye](#) on Fri, 16 Jan 2009 19:29:34 GMT
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See http://www.renegadeforums.com/index.php?t=msg&goto=367541&rid=21143#msg_367541

Afaik this was fixed in some recent scripts.dll version as well actually, but on the other hand I can remember doing some additional work to the fix for TT. Either way, the current TT build contains the fix so it's definitely going to be fixed.

Subject: Re: Physical collision with ladders set in LE
Posted by [rnutk](#) on Fri, 16 Jan 2009 20:56:13 GMT
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StealthEye wrote on Fri, 16 January 2009 13:29See
http://www.renegadeforums.com/index.php?t=msg&goto=367541&rid=21143#msg_367541

Afaik this was fixed in some recent scripts.dll version as well actually, but on the other hand I can remember doing some additional work to the fix for TT. Either way, the current TT build contains the fix so it's definitely going to be fixed.

Great news!

Subject: Re: Physical collision with ladders set in LE
Posted by [Jerad2142](#) on Sat, 17 Jan 2009 08:05:50 GMT
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StealthEye wrote on Fri, 16 January 2009 12:29See
http://www.renegadeforums.com/index.php?t=msg&goto=367541&rid=21143#msg_367541

Afaik this was fixed in some recent scripts.dll version as well actually, but on the other hand I can remember doing some additional work to the fix for TT. Either way, the current TT build contains the fix so it's definitely going to be fixed.
I'm assuming you guys got the elevator zones as well?
