
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 19:35Gen_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.
