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 surounded 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?