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Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Fri, 16 Jan 2009 14:55:59 GMT

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Cabal8616 wrote on Fri, 16 January 2009 07:39danpaul88 wrote on Fri, 16 January 2009 05:46There 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.

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