
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.
