
Subject: Re: Physical collision with ladders set in LE

Posted by [rrutk](#) on Fri, 16 Jan 2009 20:56:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

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!
