
Subject: Re: Physical collision with ladders set in LE
Posted by [Jerad2142](#) on Sat, 17 Jan 2009 08:05:50 GMT
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StealthEye wrote on Fri, 16 January 2009 12:29See
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.

I'm assuming you guys got the elevator zones as well?
