Subject: tip for mappers regarding ladders
Posted by jonwil on Mon, 14 Jul 2014 06:51:36 GMT

Do not have a non-moving object with dynamic physics and a collision type that would collide with soldiers positioned such that its worldbox is overlapping the end of a ladder (in a way that a soldier exiting the ladder would have its worldbox colliding with the worldbox of the fixed object). If you do, the collisions of soldiers using that ladder will screw up and cause issues such as the one seen here:
http://www.zunnie.nl/renegade/video/Ladder_Transition_Bug.mp4