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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Jerad2142](#) on Tue, 15 Jul 2014 12:47:56 GMT

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I've noticed another issue that didn't previously exist in 3.4.4.

This was in 4.2 last night, I exited a ladder last night, there was one guy on the ladder (near the top) and one guy was standing right on the exit zone. When I got off the ladder it did that shit where you end up being de-synced from the server, I can't remember how it showed itself, but basically I had to hold back and spam e until my solder managed to land on the ladder again, and then I was able to climb back down and off the ladder and then it all cleared up. In stock Ren you can pass through infantry on a ladder, and I assume you can also pass through infantry standing right in the transition zone of a ladder. I bring this up because last night I think I actually collided with an AI that was stuck on a ladder at one point, which never happened in 3.4.4 (camera collides with them but that was it).