
Subject: Flying Vehicals Stick To Ladder Object
Posted by [Sanada78](#) on Mon, 14 Jul 2003 02:34:04 GMT
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go up onto bunkers like in the picture below. What happens is when I fly over them, not even
problem I thought of putting box over the top of the ladder and set it's collision settings to
"Vehicle". This had no effect and still they got stuck. Picture below shows the problem.

This is from Level Edit.

This picture shows the Transport helicopter stuck in this position high above the ladder.

Subject: Flying Vehicals Stick To Ladder Object
Posted by [Captkurt](#) on Mon, 14 Jul 2003 02:56:12 GMT
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You will have this problem using ladders on flying maps. I did find a way to do it, look at how I did
it in my maps.

Subject: Flying Vehicals Stick To Ladder Object
Posted by [Blazer](#) on Mon, 14 Jul 2003 10:25:27 GMT
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As CaptKurt said. You are out of luck when it comes to ladders on flying maps. The ladder zone
invisibly extends to the map ceiling and vehicles will get stuck on it, so you have to rely on
creative use of ramps or elevators.

Subject: Flying Vehicals Stick To Ladder Object
Posted by [Titan1x77](#) on Mon, 14 Jul 2003 11:10:01 GMT
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and forget about elevators....just use Ramps....I believe even driving over ladders is a
problem...ACK couldnt put in the sewers in the new metro because of this reason...plus he said
they didn't serve a purpose

Subject: Flying Vehicals Stick To Ladder Object

Posted by [Sanada78](#) on Mon, 14 Jul 2003 13:37:33 GMT

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I suppose I could just remove the ladder transitions and leave the ladder object fro decoration. It was only to allow you on to the top of the bunkers so it shouldn't be a big deal. Thanks all for you help.

Subject: Flying Vehicals Stick To Ladder Object

Posted by [Aircraftkiller](#) on Mon, 14 Jul 2003 14:42:36 GMT

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Just create a vehicle blocker that surrounds that area, then make it extend to the flight ceiling.

Problem solved, you just have to move around it.

Subject: Flying Vehicals Stick To Ladder Object

Posted by [pulverizer](#) on Mon, 14 Jul 2003 18:14:13 GMT

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Quote:Just create a vehicle blocker that surrounds that area, then make it extend to the flight ceiling.

Problem solved, you just have to move around it.

yeah, that's the best way to do it
