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Subject: Re: ladders and multiplayer...

Posted by [StealthEye](#) on Wed, 20 Sep 2006 13:16:07 GMT

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I still wonder why those ladder "stuck zones" are there, as when you completely remove them everything seems to work ok... You don't even have to make a dirty vehicle blocker around them...

I still need to figure out what those boxes are for, and whether disabling them could cause side effects (why would they have created a relatively large piece of code just to get vehicles stuck otherwise ? )

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