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Subject: Re: ladders and multiplayer...

Posted by [StealthEye](#) on Wed, 20 Sep 2006 15:26:37 GMT

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Like I said, it's not only with aircrafts.. But there are no default MP maps with ladders, that's probably why they did not find/fix it.

The problem seems to be the "Ghost collisions" after using a ladder. When near a ladder you can walk through other infantry, as otherwise you could get stuck in each other (being on the place you exit the ladder). This ghost collision setting on a soldier inside a vehicle for some reason makes the vehicles get stuck (probably in the soldier).

The problem has got nothing to do with multiplayer, it also happens in single player, but there are no ladders placed in such way that it gives a problem where vehicles can be used.

So that's the side effect I talked about. I'm pretty sure there are no other side effects...

I do not (yet) know why the ghost collision thing gives problems with vehicles, I'm pretty sure there could be a function to check whether the soldier is in a vehicle relatively easily. However the getting stuck problem would still exist when you are at the exit pos with your vehicle. That problem also exists with the ghost thing functioning as it is currently.

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