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Subject: Re: scripts.dll 3.0 WIP update

Posted by [StealthEye](#) on Thu, 28 Sep 2006 15:59:27 GMT

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Eh? The code causing the vehicle stuck problem was the code to fix that bug... The player collision mode is transformed to ghost collisions which does not collide with other soldiers (it does with vehicles though).

So it should still be possible to get stuck in a vehicle which was at the end of the ladder, but not into another soldier... I haven't tested this though.

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