Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 15 Jul 2014 13:19:29 GMT

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jonwil wrote on Tue, 15 July 2014 07:01
Not sure whats going on with the ladder thing, soldiers there should be in either SOLDIER or
SOLDIER_GHOST collision and shouldn't be colliding with each other.

Is it possible for soldier_ghost to reset it self to soldier? When I was working on my bear hunter
map I had to reset it to soldier_ghost (for my spectator) every few seconds because for some
reason every time I jumped it set itself back to soldier.

jonwil wrote on Tue, 15 July 2014 07:01
As for the Set_Position thing, try calling Update_Network_Object on the soldier object immediately
after the Set_Position call, that might help. Otherwise I have no idea.

Yeah that'll do the trick I'm sure, odd part is normal script zones with a teleport script on them are
working fine (level has them all over the place).