
Subject: ladders and multiplayer...

Posted by [jonwil](#) on Tue, 19 Sep 2006 13:32:53 GMT

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As far as I know, the problem with ladders in multiplayer is that if a helicopter flies over a ladder, Bad Things happen. Can someone tell me exactly what happens and if there are any other issues with ladders in multiplayer.

Also, can someone with mapping skills make me a test map with ladders and flying units and whatever else so I can test this stuff and investigate if a fix is possible?

Subject: Re: ladders and multiplayer...

Posted by [StealthEye](#) on Tue, 19 Sep 2006 14:14:28 GMT

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I tested some stuff on C&C_VolcanoEVO the other dat as I heard it had ladders (and it indeed had), but it was not flying. That can be easily solved by a "!debug" command spawning an orca though

I've seen that you get stuck when flying over a ladder, or even driving into one with another vehicle. The height doesn't really matter, it happens both far below and far above the ladder... Note that it seems to be the player (inside the vehicle) getting stuck, as it does not happen when you make the orca's tail fly over the ladder. If you teleport afterwards, you will still be stuck, until you reenter the vehicle.

The same thing happens for elevators, though it does not give the problem above/below the elevator itself. I think it's the same problem there... Not that it is a problem probably for elevators, but it might be useful to know. I have already sent you some interesting location which seems to fix the problem, but could cause side effects.

Subject: Re: ladders and multiplayer...

Posted by [EvilWhiteDragon](#) on Tue, 19 Sep 2006 14:42:14 GMT

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Stealtheye is good He already found some kind of fix Hopefully there wont be any side-effects

Subject: Re: ladders and multiplayer...

Posted by [Blazea58](#) on Wed, 20 Sep 2006 01:17:22 GMT

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The main problem with ladder transitions to my knowledge is the fact that they have infinite hight even if you have set your Bottom and Top positions. To eliminate this there is a few things that can be done, although in a map where you have infinite sky to travel its quite impossible as one way or another you would have to have an invisible blocker.

One good way to dodge the ladder transition bugs is to just put a box around the "top" area of your ladder and have its collision set to vehicle. This way vehicles trying to go over top of the transition wont get stuck, although the invisible box could get in the way of other things.

The fact is that ladders cannot be used in conjunction with flying maps very well because of the unlimited distance the transition goes. If there was a way to edit it to define exactly where it stops and starts, im sure that would solve the problem with its hight going forever.

Other then that, i have tested this many times throughtout my years of mapping and have never had a ladder that worked how it should. Always getting stuck either witin its bounding box, or above is problematic.

But thats why we got teleports, they can serve the same purpose as a ladder but just no visuals on it

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 ?)

Subject: Re: ladders and multiplayer...
Posted by [LR01](#) on Wed, 20 Sep 2006 14:44:09 GMT
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maybay didn't know about that bug since aircraft wasn't ment in the game

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 aircrfts.. 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.

Subject: Re: ladders and multiplayer...
Posted by [LR01](#) on Thu, 21 Sep 2006 17:09:53 GMT
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So, we must be carefull when using ladders?

Subject: Re: ladders and multiplayer...
Posted by [EvilWhiteDragon](#) on Thu, 21 Sep 2006 21:03:12 GMT
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Untill this is fixed yes, as normal vehicles have this problem too, unless you put some kind of blocker around it.

Subject: Re: ladders and multiplayer...
Posted by [Kamuix](#) on Thu, 21 Sep 2006 21:34:54 GMT
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This happens all the time in my serverside maps lol.

Subject: Re: ladders and multiplayer...
Posted by [StealthEye](#) on Fri, 22 Sep 2006 13:08:47 GMT
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There will probably be a fix soon

Subject: Re: ladders and multiplayer...
Posted by [LR01](#) on Fri, 22 Sep 2006 18:58:06 GMT
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that is sume nice news
