Subject: Ladders
Posted by Sn1per74* on Sat, 16 Jun 2007 18:10:58 GMT
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I edited M00_tutorial. When some1 tries to get on a ladder they just get stuck on there, they can't move up or down. When I try the ladders in Level Edit they work perfectly. YES the bottom of ladder is on the bottom and the top of the ladder is on top.

Subject: Re: Ladders
Posted by IronWarrior on Sat, 16 Jun 2007 18:16:53 GMT
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Sn1per74(2) wrote on Sat, 16 June 2007 13:10I edited M00_tutorial. When some1 tries to get on a ladder they just get stuck on there, they can't move up or down. When I try the ladders in Level Edit they work perfectly. YES the bottom of ladder is on the bottom and the top of the ladder is on top.

Weird.

Make sure the ladder world box is not stuck in the ground and that the bottom and top is lined up on each other.

Dont know what elas to say. :s

Subject: Re: Ladders
Posted by Veyrdite on Sun, 17 Jun 2007 05:56:56 GMT
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make the top one higher (maybe the terrain has some protruding meshes with collision)as long as the player can reach the top of the ladder it'll work

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 13:59:19 GMT
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I'm editing M00_tutorial and even the ladders that were already on the map don't work. I used the .lvl file to edit it and I didn't touch the ladders at the beginning of the map when you climb over the boxes.

Subject: Re: Ladders
Posted by Jerad2142 on Sun, 17 Jun 2007 14:51:59 GMT
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I bet it is placed to far in and you are colliding with the walls, or perhaps they lost their rotation.

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 16:29:42 GMT
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It just did it on another map of mine! You can take a looksy if you would like.

```
File Attachments
1) M00_tutorial.lvl, downloaded 160 times
```

Subject: Re: Ladders
Posted by Zion on Sun, 17 Jun 2007 17:04:20 GMT
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When you climb onto the ladder is any part of you protruding into the mesh?

If this is for serverside stuff what are you adding to the servers data folder?

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 17:38:11 GMT
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I add the .lvl cuz its easier just to save it in there. When I save it the .ldd .lsd the .ddb file for the level and the .lvl. The .ddd is not objects.ddb is like M01.ddb or whatever.

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 18:08:47 GMT
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HEres a pic of me on a ladder.

```
File Attachments
1) ladder.JPG, downloaded 748 times
```

Subject: Re: Ladders
Posted by Zion on Sun, 17 Jun 2007 20:04:00 GMT
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Exactly what do you add to the data folder. I don't want to know what's saved because i already know that. I want to know what you add.

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 20:33:14 GMT
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Eh? lol. I just save it to the data folder....

Subject: Re: Ladders
Posted by Zion on Sun, 17 Jun 2007 22:45:39 GMT
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What, save the whole thing into the data folder, including the .lvl, .lsd, .ldd and .ddb?

WRONG!

OMG how stupid can you get? You only place the .ldd file into the data folder. I don't care if saving into the data fold is more convenient for you, it is so wrong. This is why your ladders don't work. If you add anything into the data folder with the same name as the map it will override anything inside the map. This includes .lsd and .ddb files. .lvl isn't such a problem but it just clutters the folder.

I would recommend saving into your level edit mod folder. That is the correct folder that should be used all the time. Then you can copy&paste/move the .ldd file into the data folder.

Problem solved?

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 17 Jun 2007 23:09:21 GMT
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But I need the .ddb to have the spawner i temped work right?

Subject: Re: Ladders
Posted by Jerad2142 on Mon, 18 Jun 2007 01:33:05 GMT
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Just remake it into its own mod or map.

Subject: Re: Ladders
Posted by Sn1per74* on Mon, 18 Jun 2007 04:05:06 GMT
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Jerad Gray wrote on Sun, 17 June 2007 20:33Just remake it into its own mod or map.
Eh? But it needs to be serverside.

Subject: Re: Ladders
Posted by Jerad2142 on Mon, 18 Jun 2007 04:29:58 GMT
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If it is fun people will download it, if it is not fun, people will not play it anyway.

Subject: Re: Ladders
Posted by Sn1per74* on Mon, 18 Jun 2007 04:45:47 GMT
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But I want it serverside

Subject: Re: Ladders
Posted by Zion on Mon, 18 Jun 2007 14:34:19 GMT
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Put the freaking .ddb into the data folder too.

I suspect the .lsd file is causing problems with the ladders. Just don't save anything from level edit into your data folder. It doesn't need to be in there.

Subject: Re: Ladders
Posted by Sn1per74* on Mon, 18 Jun 2007 16:01:18 GMT
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Thank you Merovingian

Subject: Re: Ladders
Posted by Sn1per74* on Mon, 18 Jun 2007 18:05:37 GMT
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I deleted the .lsd and the ladders still don't work.....

Subject: Re: Ladders
Posted by Zion on Mon, 18 Jun 2007 21:14:33 GMT
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What have you temped in the presets tree?

Have you supplied the objects.ddb with the map?

If not, delete the project and start again. And don't save into the data folder again -_-

---

Subject: Re: Ladders
Posted by Sn1per74* on Tue, 19 Jun 2007 00:09:03 GMT
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All I temped was a gun emplacement spawner. I also made another map that the ladders don't work right on. Same temp. Would not having a .thu file do anything? The map is running on Renegade FDS and I just took the .mix file from my Renegade data folder. I didn't have the .thu because I haven't loaded the map since I reinstalled it. Could this be the problem?

Subject: Re: Ladders
Posted by Cpo64 on Tue, 19 Jun 2007 00:10:53 GMT
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The thu file is for textures, tells renegade where to find them, so it can access them "more quickly."

Subject: Re: Ladders
Posted by Sn1per74* on Tue, 19 Jun 2007 03:30:40 GMT
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So does anyone have any idea whats up? This is angering me. And you don't want to see me mad.

Subject: Re: Ladders
Posted by Zion on Tue, 19 Jun 2007 07:27:18 GMT
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If you use the same temp on another map and still get this problem it'd be the temp.

Try it on a new map with a fresh set of objects. If it works it's the temp, if not i don't know.

Subject: Re: Ladders
Posted by Sn1per74* on Sat, 23 Jun 2007 21:27:00 GMT
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I made another map with a different temp and ladders still dont work. They work PERFECTLY in

Level Edit. I tried a different scripts version on my server, I've dont practically everything I possibly could yet they still don't work. Does anybody else have any other ideas?

Subject: Re: Ladders
Posted by zunnie on Sat, 23 Jun 2007 21:35:53 GMT
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Ladder_Bottom and Ladder_Top MUST BOTH be selected in leveledit
ie: hold control and select both of the ladder objects.
This is the ONLY way you can move or rotate ladders..

Rotating or moving either Ladder_Top or Ladder_Bottom individually
will fuxxup on the map and the ladders cant be used.

The only thing you can adjust freely is the z-axis up/down, every
other movement of the ladder objects MUST be done while BOTH ladder
objects are selected in the level.

Also rotating along the Y or X axis is not possible with ladders.

Subject: Re: Ladders
Posted by Sn1per74* on Sat, 23 Jun 2007 22:40:08 GMT
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But if you have too move both at one time how will you get the other team be right on top of the other?

Subject: Re: Ladders
Posted by zunnie on Sat, 23 Jun 2007 22:43:51 GMT
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Read what i said ... You can only move them individually along the Z axis
Up and Down. ie: adjust the top/bottom position for the ladder, every other
movement must be done while both are selected and rotating along x/y is not possible neither.

edit: you also MUST "make" both the top/bottom object without
moving the camera position or they are not aligned anymore -> they
wont work then

Subject: Re: Ladders
Posted by jnz on Sun, 24 Jun 2007 00:45:39 GMT
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Lets settle this once and for all

http://www.dansprojects.com/Vids/Ladders/Ladders.html

Subject: Re: Ladders
Posted by zunnie on Sun, 24 Jun 2007 01:56:58 GMT
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RoShamBo wrote on Sat, 23 June 2007 20:45Lets settle this once and for all

http://www.dansprojects.com/Vids/Ladders/Ladders.html

Did you test if they work?

edit: the video wasnt finished yet when i replied xD
V.nice..

Subject: Re: Ladders
Posted by jnz on Sun, 24 Jun 2007 02:06:33 GMT
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zunnie wrote on Sun, 24 June 2007 02:56RoShamBo wrote on Sat, 23 June 2007 20:45Lets
settle this once and for all

http://www.dansprojects.com/Vids/Ladders/Ladders.html

Did you test if they work?

watch the end bit

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 24 Jun 2007 04:40:43 GMT
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That's EXACTLY what I do except instead of rotating them I type the number in the z rotation box
under position. You can check out my ladders on my server on WOL host name is Sn1per71
game name is AOW mission maps.

Subject: Re: Ladders
Posted by Sn1per74* on Mon, 25 Jun 2007 14:46:14 GMT
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I'm starting to think that maybe its ressurection that's making the ladders not working on my server. They worked when I first started hosting without any added stuff on my server. But when I try to rename ressurection.dll my server doesn't show up in the server listings.

Subject: Re: Ladders
Posted by Sn1per74* on Sun, 01 Jul 2007 03:17:22 GMT
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Ressurection was the problem.