Subject: Re: Now collecting scripts 4.1 bugs
Posted by jonwil on Sun, 13 Jul 2014 13:59:29 GMT
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zunnie wrote on Fri, 11 July 2014
19:05http://www.zunnie.nl/renegade/video/Ladder_Transition_Bug.mp4

Whenever you use the ladder and get off of it you can walk through vehicles for some reason.
Entering the vehicle and exiting it fixes the collision problem.
Ok, when you exit a ladder, the soldier is using a special collision type called
"SOLDIER_GHOST". Basically this is what makes sure you dont collide with stuff when you first
climb off (e.g. vehicles, other soldiers etc)

There is code that says "if the player is not colliding with anything, switch the player back to
normal collision". What this code does is to compare the bounding box of the soldier (the one in
state SOLDIER_GHOST) with the bounding box of every PhysicalGameObj in the level to look for
anything the soldier is colliding with. If it finds an object with an overlapping bounding box, the
soldier remains in SOLDIER_GHOST state otherwise it turns to normal SOLDIER state.

Among other things this means that the soldier will remain in SOLDIER_GHOST state when its
worldbox collides with the worldbox of any vehicles in the scene including the Tesla Coil in the test
map Zunnie has. (which seems to be rigged as a vehicle)

I will be talking to Saberhawk about if there is a way we can improve this.