Subject: Re: Work is being resumed on scripts for Renegade
Posted by jonwil on Tue, 15 Jul 2014 13:01:55 GMT
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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.

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.