jonwil wrote on Fri, 29 May 2015 23:41
Added a bunch of changes related to SOLDIER_GHOST collision type, ladders etc to fix some issues. (not 100% sure what the fixes solve, Jerad and WhiteDragon wrote them and can explain what they do) There is also an engine call Lock_Soldier_Ghost_Collision_Group which is aparently intended to force SOLDIER_GHOST collision on an object that needs that collision to stop the ladder code turning it off.
Lock_Soldier_Ghst_Collision_Group was a call to specifically make it so the soldier could never leave the ghost soldier group (except for while in a vehicle). However, the next release will replace this call with Lock_Soldier_Collision_Group which allows you to lock soldiers into the specified collision group (except when on ladders and in vehicles). Unlok_Soldier_Collision_Group is called to restore default functionality. (These will be specifically useful for making spectator modes that don't get caught on terrain when they pass through walls.