Subject: Vehicle hovering or buried
Posted by Anonymous on Fri, 13 Dec 2002 15:14:00 GMT
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Thanks, this helped me out too. I finally got my vehicle's whells out of the mud. However I used a slightly different method then Apache. I set the world box to physical rather than projectile, and set the main body parts (wheels, turrets, chaiss)to projectile. This way if you use a glass texture, you get the broken glass bullet holes. Moving the Orgin near the center of the vehicle and wheels, and centering it near 0,0,0 (it doesn't have to be exactly this) helped to. I also added a BoundingBox, I have not idea what it does, but it let me get back into my vehicle and drive again, so it must be important.   Triforce