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Subject: Re: Nod Jet

Posted by [Deactivated](#) on Fri, 29 Apr 2005 11:43:07 GMT

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Rebornhowever you can't enter it and it appears to have some weird invisable box around it too.

That invisible box is the WorldBox, which defines the bounding area of the object.. A WB is always a box, even if you made a WorldBox mesh with exactly same shape as the real model.

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