Subject: Collision detection problem with doors
Posted by StoneRook on Wed, 30 Apr 2003 19:12:36 GMT
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yeah -

just make a box the maximum size of your animation

set it to OBBox w3d option (no others)

and name it "BoundingBox" (important)

change the properties to "display as a box" so you can see through it.

You should make a bounding box around any animation you do - aggergates included.

on the collosion settings of the door - you should have physical/vehicle/camera/projectile ---

(if the door cant be hit by a vehicle - dont set that)

Thanks to NeoSaber for bringing up the BoundingBox - i do it second nature - i didnt think to ask...