Subject: Re: Maybe a blue hell solution?
Posted by Cpo64 on Fri, 08 Jun 2007 08:29:47 GMT
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No, if it had no world box the vehicle does not work.
Or, things pass threw it...

Been a long time since I modded vehicles. But i'm pretty sure all the vehicles bones must be inside the world box. Its the wheel bones that prevent it from falling threw the ground. There may actually be "two" boxes, a world box and another one I can't recall the name of, one for physical collisions, another for the vehicle bones, but the practically do the same thing.

The world mesh must be a box, because if it has too many corners, the game begins to have trouble calculating physical collisions. At least this is what I was told on the matter.

There may actually be "two" boxes, a world box and another one I can't recall the name of, one for physical collisions, another for the vehicle bones, but if there is, you have to have both, and they both have to be cubular.