Subject: Re: sticking to walls
Posted by Canadacdn on Fri, 05 Sep 2008 04:02:44 GMT
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If by "sticking to walls" you mean the problem of actually getting stuck in walls, the answer is they probably can't fix it. Ren's engine uses the shit-tacular worldbox system for collision detection which does not work very well with angled walls or pretty much anything that doesn't look like a square.