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Subject: Re: Fixing... Points?

Posted by [StealthEye](#) on Fri, 19 Sep 2008 08:27:07 GMT

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Blue hell is not caused by overlapping world boxes. It's caused by a collision between two world boxes that touch exactly but do not overlap. Usually, a collision is calculated when two boxes overlap, and then the boxes are pushed away from each other to "fix" the object state. To do this the code used some logic to find out what direction to push the boxes in. If they match exactly however, that code does not set the direction to -1 or 1, which leaves it at the original (uninitialized) value. This turns out to be something like >1E8, causing the object to be "pushed" way off the map, into nowhere. If lucky it pushes you down causing you to be below the min level boundary and you get killed and respawn. If unlucky it pushes you high up in the sky and you'll keep falling for ages. This is what looks like blue hell.

I'm still not exactly sure about what you mean though. Could you give me an example of when it happens? Unless you realized the answer based on the stuff above ofcourse.

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