Subject: Re: Multiple worldboxes
Posted by Reaver11 on Fri, 27 Feb 2009 15:21:55 GMT

ErroR wrote on Fri, 27 February 2009 08:53madrackz wrote on Fri, 27 February 2009 16:02You could try it with name "Worldbox.00" or "Worldbox.01" and then link it how it should be
But i think that if you do so then ren would think it's a LOD

P.S: do world boxes have to be well.. boxes? can it be reshaped?

No not necesarly. The old gdi beta harvester has a copy of the whole unit but then just a bit bigger and is called worldbox.
It does have to be one mesh if I am correct.

Only thing is I believe it is way more glitchy than the simpel box. Since calculating two boxes that colide is way faster and easier than two complex shape colliding.

That harvester works ingame I have never tested it any further on any other unit. The thing is why do you want a complex worldbox for ren since most units are already boxes themselfs

(That harvester is in the renassets or the one of the command mod)

Edit: @ zack hmm never knew that lol