
Subject: Re: Multiple worldboxes

Posted by [Jerad2142](#) on Fri, 27 Feb 2009 15:40:42 GMT

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Reaver11 wrote on Fri, 27 February 2009 08:21:00
08:53:00 madrackz wrote on Fri, 27 February 2009 16:02:00
You 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 necessarily. 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 simple box. Since calculating two boxes that collide is way faster and easier than two complex shape colliding.

That harvester works in game 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 themselves

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

Edit: @ zack hmm never knew that lol

From my testing (way in the past, it might have been 2 or 3 years ago now) it will reshape the world box as a square in game, the worldbox's sides will meet the furthest spot that the original mesh shape extended on the + and - XYZ axes. Never tried multiple worldboxes though, you should try as it would be interesting to find out if it works, and if it does, I have to go back and redo some work on some of my mods. >>
