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Subject: Re: Multiple worldboxes

Posted by [saberhawk](#) on Sat, 28 Feb 2009 06:16:15 GMT

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Dthdealer wrote on Sat, 28 February 2009 00:14Saberhawk wrote on Sat, 28 February 2009 14:43Dthdealer wrote on Fri, 27 February 2009 17:58Jerad is right about the mesh to worldbox conversion - it takes the furthest vertices on all planes (x y z and -x -y -z) to make the sides of the worldbox.

The fact Renegade uses boxes is to simplify collisions. Image blue hell every-time you drove into a wall due to the fact every polygon in your vehicle collides.

Different-shaped worldboxes would be difficult without the source-code, but the ability to have multiple world-boxes should be easier and do just as nearly as much.

Should be, but in all honesty support for multiple world boxes is just as "easy" as support for convex hulls.

The ability to check if or re-create meshes convex would cause many bugs especially if vertices are not attached or some other minor problem exists.

I Think the real problem would be making the W3d engine calculate collision for more than one face per colliding face, as it probably only calculates collision for one world-poly to one world-box side.

Not really, convex hull calculation takes a "vertex soup" and calculates the convex hull for that group of vertices. Small mesh problems can easily be automatically found and handled...

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