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Subject: Ignore Worldbox/Boundingbox

Posted by [Poskov](#) on Sat, 20 Feb 2010 02:20:28 GMT

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TT should completely ignore and not render the worldbox/boundingbox at all and use the model's actual polys for physical collision.

This would make vehicles have MUCH more realistic physics and make them not feel like cubes. Plus vehicles have a chance of rolling over instead of being stuck upside down and exploding.

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