
Subject: Re: Ignore Worldbox/Boundingbox
Posted by [EvilWhiteDragon](#) on Sun, 21 Feb 2010 11:27:47 GMT
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Poskov wrote on Sun, 21 February 2010 06:01 Mainly to Saberhawk:
It's 2010 ok?
99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"

The idea is that we don't increase system requirement. Doing this would almost certainly require that. Other fixes might already cause a bit of extra overhead, but we attempt to keep this to a minimum.
