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Subject: Re: Disappearing animated object  
Posted by [kamuixmod](#) on Sun, 24 Jul 2011 19:25:24 GMT  
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ehhh, im confused now. I want to make an Elevator which moves the player to the left/right and so on without the player falling. But the object dissapears and what do i need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/Boundingbox now?
  3. Whats their difference in doing?
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