Posted by Jerad2142 on Sun, 09 Nov 2014 21:05:28 GMT

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danpaul88 wrote on Sun, 09 November 2014 11:17Of course that has problems of its own, since you're effectively making the logical bounding box for all components of the vehicle HUGE.

If you want to hide the health just enable the "not targetable" option.
Creating a boundingbox on the model itself prevents the engine from drawing its own (both worldbox and boundingbox).

danpaul88 wrote on Sun, 09 November 2014 11:17
If you want to hide the health just enable the "not targetable" option.
Didn't know that worked across the network for specific vehicles in 4.X, if it does definitely just do it that way (never needed to use it in any of my mods, no marriage vehicles in ECW).