
Subject: Any way to make complex bounding boxes?

Posted by [npsmith82](#) on Fri, 26 Sep 2003 12:59:16 GMT

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You still have the problem of moving the two objects around together, don't you?

If you're planning to encase the tank in the cargo hold 'box' area of the transporter, you'd be pushing the tank about and hoping that it'll turn if you go around corners.

This will cause complete lag hell. I mentioned this problem when people were brainstorming the orca transporter, where they had the idea of an invisible hollow crate (loading claw) that will encase the vehicle. If the orca turned, the vehicle inside would be lag 'nudged' to turn the same way. Just doesn't seem to be the way it should be done.

Maybe you can use Attach_To_Bone script to lock the cargo to a bone of the transporter...
