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Subject: I need some help.

Posted by [General Havoc](#) on Sun, 19 Oct 2003 12:19:53 GMT

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Not a WorldBox, but vehicles need a Bounding Box to work if you made the vehicle properly. The vehicle model should not be collidable physically meaning it is "fake" and the BoundingBox is used to define the size of the object so the game can add a "poke" frame to it.

If you enable physical collision to the vehicle then it will work but it is bad practise as the game engine has to track a complex model for collision rather than a simple box.

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