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Subject: If I "weld" two things together...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 17:44:00 GMT

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I don't know how to make stairs so I made my own design. I don't want to give out too many details but my stairs are made up of two parts. One part is collidable and the other one is not. If I weld them together, will they both become collidable? If they are both collidable, they will not work right. You will have to jump up them. But will they both have the same properties if I weld them?

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Subject: If I "weld" two things together...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:02:00 GMT

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Yes, you can't assign different w3d properties to the same mesh.

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Subject: If I "weld" two things together...

Posted by [Anonymous](#) on Wed, 15 Jan 2003 18:25:00 GMT

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(sigh)... well that's okay. I weld everything but the stairs then.

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