
Subject: W3D export settings & LE Settings for invisible collision boxes
Posted by [Veyrdite](#) on Sat, 07 Jul 2007 05:19:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

What export settings and le settings would i use for an object that is collidable and invisible ingame, but visible in le. Also, does it have to be an object, tile etc.

EDIT: how do you use customs/what do the scripts mean by parameters, compared to messages?

Subject: Re: W3D export settings & LE Settings for invisible collision boxes
Posted by [Oblivion165](#) on Sat, 07 Jul 2007 05:22:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think thats only possible on the special objects like the Daves Arrow and the VIS points. Check out their base settings and see if you spot something.

Subject: Re: W3D export settings & LE Settings for invisible collision boxes
Posted by [Veyrdite](#) on Sat, 07 Jul 2007 05:26:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

IsEditorObject is ticked on a daves arrow, but i think that may remove collision aswell. There is a box under it for IsHiddenObject which i'll try. For those wondering what this is for it's so i can make someone be able to climb a tree and end up on an invisible box.

Subject: Re: W3D export settings & LE Settings for invisible collision boxes
Posted by [Veyrdite](#) on Sat, 07 Jul 2007 05:46:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

IsHiddenObject make LE crash when i try to move it, Going to try IsEditorObject
edit: Both seem to make me crash when i try to move them. I'm putting them under the simple subtree, and i think that's the problem, but where else could i put the preset?

edit2:Object\Simple\Level_Specific\Mission_10\M10_MCT_Placeholder
i found this about a month ago, it looks like a box in le, it's invisible ingame. And it uses IsHiddenObject, yet it doesn't crash LE when i move it about. It's decoration physics, and thats the problem! Works now.

Subject: Re: W3D export settings & LE Settings for invisible collision boxes
Posted by [Veyrdite](#) on Sat, 07 Jul 2007 06:02:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Sat, 07 July 2007 15:19

EDIT: how do you use customs/what do the scripts mean by parameters, compared to messages?

Still need help on this.

Subject: Re: W3D export settings & LE Settings for invisible collision boxes

Posted by [Veyrdite](#) on Sat, 07 Jul 2007 07:13:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

dthdealer wrote on Sat, 07 July 2007 15:19

EDIT: how do you use customs/what do the scripts mean by parameters, compared to messages?
Still need help on this. i have been able to use customs now, but what is the difference between parameter and message?

along x & y axis, i've checked the WW mission maps and they have somehow done it with a med tank.

p.s. sorry for the double post, left the computer on edit for too long and now i cant edit any message above this one
