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Subject: Ability to change worldbox size?

Posted by [GEORGE ZIMMER](#) on Sun, 23 Jan 2011 14:42:03 GMT

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I think one of the most hindering aspects of the Renegade engine is the fact that the size of your worldbox just can't be changed ingame- this basically makes it so you can't crouch and then crawl through ventilation shafts, and etc.

I'm sure this could take some work, but I'd love to see SOME possibility to at least allow infantry to crouch and then go into smaller spaces.

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Subject: Re: Ability to change worldbox size?

Posted by [GraYaSDF](#) on Mon, 24 Jan 2011 02:13:58 GMT

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I think this is possible only with the Renegade source code. I hope TT will do it, ask them. For example, it would be awfully handy for my modification.

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Subject: Re: Ability to change worldbox size?

Posted by [StealthEye](#) on Mon, 24 Jan 2011 23:09:46 GMT

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I don't think we'll do it, because it's way too much work. Sorry.

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Subject: Re: Ability to change worldbox size?

Posted by [Omar007](#) on Tue, 25 Jan 2011 09:15:31 GMT

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Aww. It would've been awesome

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Subject: Re: Ability to change worldbox size?

Posted by [HaTe](#) on Tue, 25 Jan 2011 22:56:38 GMT

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StealthEye wrote on Mon, 24 January 2011 17:09: I don't think we'll do it, because it's way too much work. Sorry.

Wow, thanks for an actual truthful answer. Sick of bullshit answers lately

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Subject: Re: Ability to change worldbox size?

Posted by [Hitman](#) on Wed, 26 Jan 2011 00:48:01 GMT

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lol

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