Subject: I need some help.
Posted by Beanyhead on Sun, 19 Oct 2003 01:38:19 GMT
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Can someone please tell me my "mini refineries" are doing this:

Please note: These are "vehicles".

Thanks guys

Subject: Re: I need some help.
Posted by Jaspah on Sun, 19 Oct 2003 01:44:37 GMT
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BeanyheadCan someone please tell me my "mini refineries" are doing this:

http://www.renfiles.com/why.jpg

Please note: These are "vehicles".

Thanks guys

LOL. New game.

Mini C&C.

Subject: Re: I need some help.
Posted by Sir Phoenixx on Sun, 19 Oct 2003 02:06:51 GMT
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BeanyheadCan someone please tell me my "mini refineries" are doing this:

...

Please note: These are "vehicles".

Thanks guys

Um, ok... You're mini refineries are doing that. Anything else?

Subject: Re: I need some help.
Posted by spreegem on Sun, 19 Oct 2003 02:35:53 GMT
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BeanyheadCan someone please tell me my "mini refineries" are doing this:

Please note: These are "vehicles".

Thanks guys

Could you please refrase your questions, I don't get it. I don't see what they are doing other than being small.

Subject: I need some help.
Posted by dilbert48 on Sun, 19 Oct 2003 03:16:57 GMT
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Geeze, you don't even need to blow it up, just stomp on it.

Subject: I need some help.
Posted by spreegem on Sun, 19 Oct 2003 03:41:17 GMT
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dilbert48Geeze, you don't even need to blow it up, just stomp on it.

It's a little to big to stomp on, you might be able to jump on it, or kick it, but make sure you don't slip when jumping, it might hurt.

Subject: I need some help.
Posted by Beanyhead on Sun, 19 Oct 2003 05:09:33 GMT
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Do you see how it says the Refinery is BELOW where the actual refinery is?

Subject: I need some help.
Posted by Vitaminous on Sun, 19 Oct 2003 05:44:12 GMT
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BeanyheadDo you see how it says the Refinery is BELOW where the actual refinery is?

...Blind folks.

Maybe it's the 'worldbox'?

Subject: I need some help.
Posted by Titan1x77 on Sun, 19 Oct 2003 07:03:42 GMT
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im with aprime on that guess....Make sure you scale just the exterior...the proxy's and stuff wont scale along with it.

Subject: I need some help.
Posted by General Havoc on Sun, 19 Oct 2003 09:23:53 GMT
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YEah it's the "WorldBox", "ObBox" or "BoundingBox" in one of the models that is still too big. You need to edit the proxys for the refinery and update the proxy presets in LevelEdit. If it has no box, then make one as it will need one being a vehicle.

Subject: I need some help.
Posted by Aircraftkiller on Sun, 19 Oct 2003 09:51:27 GMT
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Vehicles do not need worldboxes to operate.

Up until I made Tiberium Silos into structures, they were vehicles, and had no WorldBox or BoundingBox. They also had physical collision, too.

Subject: I need some help.
Posted by Lode on Sun, 19 Oct 2003 10:13:24 GMT
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worldbox's are usually used for moving objects like soldiers or vehicles

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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 by collidable physically meaning it is "fake" and the BoundingBox is

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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.

Subject: I need some help.
Posted by Beanyhead on Sun, 19 Oct 2003 14:16:45 GMT
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Ok guys, thanks for the help. I'll keep you posted on how I do

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