
Subject: C&C_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 17:27:00 GMT

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

Guys, I'm very happy to see someone using this feature of the engine I can shed some light on some of your problems. First, Collision mode PUSH only really works with meshes that *ONLY TRANSLATE*. This might seem like a big limitation at first but consider this: Make all of those complex moving meshes in your bridge non-physically-collideable, then put a hidden box mesh in there that is physically collideable. Make your hidden mesh translate downward when the bridge destroyed. There is a lot one could do with clever combinations of visible meshes that animate in cool ways but are not physically collideable with *few* hidden meshes that *only translate*. As for the effect on the engine, if you don't overload the rendering by making hundreds of little separate meshes (this is just a standard rule for anything you build though) and you don't have too many meshes that are collideable *and* animating, then it should work great.greg
