Subject: Collision detection problem with doors
Posted by JRPereira on Wed, 30 Apr 2003 07:39:56 GMT

I'm having an odd problem with some doors I've added to a new map that I haven't had with other maps. I'm not sure what causes it or how to fix it. Basically, all doors are treated as solid when closed, but when they open, most of, if not all of the model is phsyically transparent (can shoot through and walk through).

Not all of the doors are affected, every time I make a change some of the instances get the problem and some don't.

In addition to that, when you look at the door from certain angles it disappears (not directly at the door, but usually off to the side).

clicking repartition culling systems doesn't help.