
Subject: Re: Collision detection problem with doors
Posted by [NeoSaber](#) on Wed, 30 Apr 2003 17:38:33 GMT
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JRPereiral'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 physically transparent (can shoot through and walk through).

If you modeled these doors yourself, did you select optimize collision detection when you exported it? Without that I've seen lots of collision problems with animated objects. Also, being an animated object, it probably needs to have some sort of bounding box that surrounds its entire model and where the model will be in the animation sequence. If there isn't one, then when the animated object leaves its original location (doors sliding open) Renegade may not render it because the model has left the area it gets rendered in. A bounding box can expand the area the object will render in.
