Subject: Collision detection problem with doors
Posted by JRPereira on Wed, 30 Apr 2003 19:03:19 GMT

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It was using physical projectile and camera for the w3d options. I've tried it both with and without optimize collision detection.

How would I do the bounding box? Just surround the entire area the door occupies (including when open) with an invisible box with no collision options? or surround the door mesh with an extra box with the right collision options? (or something else?)