Subject: Re: Maybe a blue hell solution?
Posted by StealthEye on Fri, 08 Jun 2007 09:46:01 GMT
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The point of the boxes is that they are easy (relatively) to check collisions with. Mesh collisions are harder and require more cpu time.

The push/kill thing is interesting, I have little experiance with them, what do those settings actually do? Kill the other object when colliding / pushing the object away when colliding? Push actually works better than kill (in not getting blue hell that is)?

Viking, You don't even enter blue hell if you get killed in it, then you just respawn directly. It is a form of blue hell (the same bug probably) but it isn't seen as such.