
Subject: Re: World Box

Posted by [Gen_Blacky](#) on Sun, 04 Nov 2007 17:47:50 GMT

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Oblivion165 wrote on Sun, 04 November 2007 02:42Dthdealer wrote on Sun, 04 November 2007 03:30Oblivion165 wrote on Sun, 04 November 2007 12:35Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

VIS?!? LOL

This is vis. Don't use that collision on a worldbox

Vis is an option in the collision settings to allow the model to be shaded by lights. (Just look at the picture above)

@Gen_Blacky Yeah that green outline is what your bounding box defines. Also you wont need a worldbox, just bounding will do fine on that.

EDIT: And I did forget to mention that those settings are for the boundingbox, worldbox just have physical and bounding box needs to have ObBox checked.

EDIT2: Hell, here is just an example.

Ty Oblivion that helped me now it works and the box isn't small anymore , example helped.
