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Subject: Bounding Box

Posted by [Gen\\_Blacky](#) on Tue, 23 Dec 2008 01:44:16 GMT

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Does the bounding box contain the transitions for a vehicle so when you look at it you see the health and name from strings.tdb ?

I made this vehicle wreckage and it has a bounding box and a world box but you don't see the name or the health using the original mrl transitions just to test.

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**File Attachments**

1) [test.jpg](#), downloaded 453 times

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