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Subject: Re: Multiple worldboxes

Posted by [Veyrdite](#) on Fri, 27 Feb 2009 22:58:29 GMT

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Jerad is right about the mesh to worldbox conversion - it takes the furthest vertices on all planes (x y z and -x -y -z) to make the sides of the worldbox.

The fact Renegade uses boxes is to simplify collisions. Image blue hell every-time you drove into a wall due to the fact every polygon in your vehicle collides.

Different-shaped worldboxes would be difficult without the source-code, but the ability to have multiple world-boxes should be easier and do just as nearly as much.

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