Subject: Re: Ignore Worldbox/Boundingbox
Posted by Di3HardNL on Sun, 21 Feb 2010 11:50:47 GMT

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Poskov wrote on Sun, 21 February 2010 06:01Mainly to Saberhawk:
It's 2010 ok?
 99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"

I don't think you should critisize saberhawk for his answer. Its fine the way the collision system
works now and by changing it all would only take more time untill the patch is done.