
Subject: Re: Disappearing animated object
Posted by [Jerad2142](#) on Wed, 20 Jul 2011 22:43:06 GMT
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Tiles and terrain do not need a bounding box, however certain vehicle/simple objects with the right physics settings do. Keep in mind that using a boundingbox (instead of a worldbox) allows you to make sure it shows up without forcing collisions on all the visible space.
