
Subject: test to see if something stands in an object
Posted by [robbyke](#) on Thu, 14 Jun 2012 19:27:12 GMT
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When i allow my players to build defences i made some of those non-solid(like the turret)

however now it is possible to place a beacon inside one of these defences

is it possible to use a raytest to see if the beacon is visible?

or some other way??

ive tried to test with distances but this doesnt work for all my models
