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Subject: Re: check if 2 objects are in eachother  
Posted by [Jerad2142](#) on Mon, 18 Jun 2012 15:39:44 GMT  
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halo2pac wrote on Tue, 12 June 2012 22:03 Will that check to see if an object is hitting a wall? or trying to go through the ground?

The world box actually has to have a collision mesh that crosses though it in order for it to flag true. So saying this is a collision check is misleading, as it won't flag true if two vehicles run into each other, you'd actually have to create or set the position of one inside the other.

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