
Subject: Any way to make complex bounding boxes?
Posted by [PCWizzardo](#) on Tue, 23 Sep 2003 02:21:48 GMT
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I want to make a vehicle with a collideable, drive-uppable, animated ramp and an open, noncolliding area. I was thinking maybe it could be done with aggregates in W3dView, but I'm not sure. Can it be done? I want it for a makeshift vehicle transporter.
I'll start simple first.

Also, is there a way to play a vehicle's animations on left/right click (for opening, closing ramp)?
