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Subject: Re: base defense aim  
Posted by [Jerad2142](#) on Fri, 14 Mar 2014 01:00:37 GMT  
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jonwil wrote on Thu, 13 March 2014 15:40 Unless the object is designed to move or shoot, you do not want to create it as a Vehicle object but instead as a Simple object.

Actually there is one occasion that I had to make an object a vehicle instead of simple, but this was because (for whatever reason) this object would only be rendered at all times if it was a physical vehicle object. All the simple objects only seemed to render the object most of the time, turn the camera far enough however and the rendering would stop (granted, this object is huge and you stand inside of it so it isn't a common issue).

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