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Subject: Any way to make complex bounding boxes?  
Posted by [PCWizzardo](#) on Wed, 24 Sep 2003 19:01:02 GMT  
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I could make the ramp move by boning it as a barrel, perhaps backwards so looking down opens it. What I'm asking about is the worldbox -- the collision settings. (what's the oundingBox for, anyway? It's dofferent from the worldbox.

If aggregates won't work, then perhaps I could make it by attaching something similar to how the MMKII nose turret is attached, but I don't know how that's done. I'll probably make the vehicle come from a spawner, which may simplify things.

How do I do this?

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