
Subject: Any way to make complex bounding boxes?
Posted by [OrcaPilot26](#) on Wed, 24 Sep 2003 19:29:01 GMT
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making the ramp the barrel might work. If you make the worldbox only go up to the floor of the vehicle, and add vehicle collision to parts of the vehicle it should work

EDIT: just tested it, It doesn't work, multiple objects should though.
