
Subject: Note to mappers regarding elevators and other building parts/tiles
Posted by [jonwil](#) on Fri, 17 Oct 2014 00:58:37 GMT

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If you are having problems with building parts disappearing or collision not working or the like, make sure your w3d has a bounding box. If it doesn't, add one and see if that makes the problem go away.

Actually it might affect anything, not just tiles.
