**Subject: Any way to make complex bounding boxes?**
Posted by [REHT]Spirit on Fri, 26 Sep 2003 01:10:01 GMT
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PCWizzardoHow does the script work?

I'd make the actual walls part of the vehicle, and only the invisible colliders would be attached.

*smacks his own head*

WHHHHHHHHHHHHY didn't I think of that? That would work so darn well graphics-wise and probally wouldn't work bad at all collision-wise

*bangs his head on his desk repeatedly for being so darned stupid*

Anyhow, script is pretty simple. You have 2 things: The preset of the invisible colliders, and an explosion to kill the colliders (when the vehicle blows up). The explosion can be invisible, and only really needs to do enough dmg to kill the colliders (OR you can enter just a plain explosion that does nothing here, and change the transport's explosion so it does the job, might not work as effectivly though).