Subject: world box
Posted by Anonymous on Wed, 06 Nov 2002 22:28:00 GMT
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is there anyway to make a world box not a box? A different shape or a grouping of cubes?

Subject: world box
Posted by Anonymous on Wed, 06 Nov 2002 23:09:00 GMT
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Why do you think it is called a world box?It's a box, just a box, nothing more than a box.

Subject: world box
Posted by Anonymous on Thu, 07 Nov 2002 06:46:00 GMT
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It is possible to take serveral cubes and then merge them into one piece, just make sure you apply the proper settings on it.I know it works becuase I tried merging two boxes on a gunboat that I made and it was quite sucessful

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Subject: world box
Posted by Anonymous on Thu, 07 Nov 2002 14:58:00 GMT
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alright, I guess that will have to do, thanks.

Subject: world box
Posted by Anonymous on Thu, 07 Nov 2002 22:31:00 GMT
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It has to be a box. If you make a mesh or grouping of cubes, etc, the code just takes the bounding box of whatever you made.greg

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