
Subject: World Box

Posted by [Gen_Blacky](#) on Sun, 04 Nov 2007 00:18:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

When you set up a vehicle what do you set the w3d settings for the worldbox

Subject: Re: World Box

Posted by [Oblivion165](#) on Sun, 04 Nov 2007 01:35:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

Subject: Re: World Box

Posted by [Gen_Blacky](#) on Sun, 04 Nov 2007 03:41:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am making a vehicle wreckage do i even need the bounding box and the worldbox on ? , when i put in game i can walk through part of the model and when you aim at model the box is to small.

Subject: Re: World Box

Posted by [Veyrdite](#) on Sun, 04 Nov 2007 08:30:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Sun, 04 November 2007 12:35Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

VIS?!? LOL

This is vis. Don't use that collision on a worldbox

Subject: Re: World Box

Posted by [Oblivion165](#) on Sun, 04 Nov 2007 08:42:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sun, 04 November 2007 03:30Oblivion165 wrote on Sun, 04 November 2007 12:35Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

VIS?!? LOL

This is vis. Don't use that collision on a worldbox

Vis is an option in the collision settings to allow the model to be shaded by lights. (Just look at the picture above)

@Gen_Blacky Yeah that green outline is what your bounding box defines. Also you wont need a worldbox, just bounding will do fine on that.

EDIT: And I did forget to mention that those settings are for the boundingbox, worldbox just have physical and bounding box needs to have ObBox checked.

EDIT2: Hell, here is just an example.

File Attachments

1) [city bus2.gmax](#), downloaded 255 times

Subject: Re: World Box

Posted by [danpaul88](#) on Sun, 04 Nov 2007 11:17:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Technically you don't even need to tick vehicle, since physical includes vehicle anyway. The only time you would use the vehicle collision option is on a map where you want a mesh that vehicles collide with but infantry don't... EG: vehicle blocker.

Subject: Re: World Box

Posted by [Gen_Blacky](#) on Sun, 04 Nov 2007 17:47:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Sun, 04 November 2007 02:42Dthdealer wrote on Sun, 04 November 2007 03:30Oblivion165 wrote on Sun, 04 November 2007 12:35Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

VIS?!? LOL

This is vis. Don't use that collision on a worldbox

Vis is an option in the collision settings to allow the model to be shaded by lights. (Just look at the picture above)

@Gen_Blacky Yeah that green outline is what your bounding box defines. Also you wont need a worldbox, just bounding will do fine on that.

EDIT: And I did forget to mention that those settings are for the boundingbox, worldbox just have physical and bounding box needs to have ObBox checked.

EDIT2: Hell, here is just an example.

Ty Oblivion that helped me now it works and the box isn't small anymore , example helped.
