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Subject: Disappearing animated object

Posted by [LR01](#) on Sun, 03 Jul 2011 20:21:09 GMT

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When I make a animated object, it disappears when I look at it at certain angels, mostly when looking up. It only happens whit a animated object where you can stand in, like a box moving around.

I searched the forums first and found a topic whit the same problem as I have, though there isn't a solution from it. So, is it possible to do correct ore is it a limitation of the w3d engine?

<http://www.renegadeforums.com/index.php?t=msg&goto=13730>

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Subject: Re: Disappearing animated object

Posted by [YazooGang](#) on Mon, 04 Jul 2011 03:54:31 GMT

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try creating a world box. i'm not sure but i think it could help

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Subject: Re: Disappearing animated object

Posted by [LR01](#) on Mon, 04 Jul 2011 08:15:42 GMT

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Adding a worldbox does indeed seems to help, though the weird is thing that the height of the box doesn't seems to matter. Well, it works now, thanks a lot for that.

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Subject: Re: Disappearing animated object

Posted by [sla.ro\(master\)](#) on Mon, 04 Jul 2011 09:11:31 GMT

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i had same problem, i will try with world box too maybe works  
thanks too.

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Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Mon, 04 Jul 2011 16:00:27 GMT

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what about analyzing the orginal renegade elevator since they are animated as well?

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Subject: Re: Disappearing animated object

Posted by [sla.ro\(master\)](#) on Mon, 04 Jul 2011 18:13:13 GMT

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kamuixmod wrote on Mon, 04 July 2011 19:00 what about analyzing the original renegade elevator since they are animated as well?

are u sure? elevator has problems sometimes on multyplayer

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Subject: Re: Disappearing animated object  
Posted by [kamuixmod](#) on Mon, 04 Jul 2011 20:56:28 GMT  
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since they dont dissappear, it might work

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Subject: Re: Disappearing animated object  
Posted by [LR01](#) on Tue, 05 Jul 2011 18:47:38 GMT  
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Well, having a worldbox covering the animation fixed the problem, not sure if the elevators in ren all have wordboxes covering the entire animations of the elevator.

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Subject: Re: Disappearing animated object  
Posted by [Gen\\_Blacky](#) on Wed, 06 Jul 2011 11:50:11 GMT  
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LR01 wrote on Tue, 05 July 2011 11:47 Well, having a worldbox covering the animation fixed the problem, not sure if the elevators in ren all have wordboxes covering the entire animations of the elevator.

they have a world box and bounding box. Animations need the world world box covering the entire animation.

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Subject: Re: Disappearing animated object  
Posted by [kamuixmod](#) on Wed, 06 Jul 2011 15:16:50 GMT  
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oh .btw should the worldbox be linked to the animated object, so it moves with the animated object? or should the whole animation area be covered?

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Subject: Re: Disappearing animated object  
Posted by [LR01](#) on Wed, 13 Jul 2011 14:09:26 GMT  
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Linking a worldbox doesn't work, you need to cover the animation area whit the box.

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Subject: Re: Disappearing animated object  
Posted by [kamuixmod](#) on Thu, 14 Jul 2011 13:59:43 GMT  
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i mean does the Worldbox has to Move with the animation as well or only Cover the Animation Area

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Subject: Re: Disappearing animated object  
Posted by [sla.ro\(master\)](#) on Fri, 15 Jul 2011 08:54:26 GMT  
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kamuixmod wrote on Thu, 14 July 2011 16:59i mean does the Worldbox has to Move with the animation as well or only Cover the Animation Area

world box doesn't move

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Subject: Re: Disappearing animated object  
Posted by [Jerad2142](#) on Wed, 20 Jul 2011 22:43:06 GMT  
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Tiles and terrain do not need a bounding box, however certain vehicle/simple objects with the right physics settings do. Keep in mind that using a boundingbox (instead of a worldbox) allows you to make sure it shows up without forcing collisions on all the visible space.

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Subject: Re: Disappearing animated object  
Posted by [kamuixmod](#) on Sun, 24 Jul 2011 19:25:24 GMT  
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ehhh, im confused now. I want to make an Elevator which moves the player to the left/right and so on without the player falling. But the object dissapears and what do i need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/BoundingBox now?
  3. Whats their difference in doing?
- 

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Subject: Re: Disappearing animated object  
Posted by [Gen\\_Blacky](#) on Mon, 25 Jul 2011 05:32:28 GMT  
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AABox This mesh is to be used as an axis aligned collision box.  
"worldbox"

OBBBox Use this if youre exporting a bounding box area. Checkmark "Hide".  
"boundingbox"

bounding box its whats suppose to cover the animation area sorry if I confused you before.

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## File Attachments

1) [HGLIFT.zip](#), downloaded 195 times

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Subject: Re: Disappearing animated object  
Posted by [Jerad2142](#) on Wed, 10 Aug 2011 20:21:57 GMT  
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kamuixmod wrote on Sun, 24 July 2011 13:25ehhh, im confused now. I want to make an Elevator which moves the player to the left/right and so on without the player falling. But the object dissapears and what do i need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/BoundingBox now?

3. Whats their difference in doing?

Neither, Elevators are type tile and not object, they don't need bounding or world boxes. (You could make an object elevator, but you'd have to code it to move the objects, animated bounding boxes just slide over other objects).

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