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Subject: Collision detection problem with doors  
Posted by [JRPereira](#) on Wed, 30 Apr 2003 07:39:56 GMT  
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I'm having an odd problem with some doors I've added to a new map that I haven't had with other maps. I'm not sure what causes it or how to fix it. Basically, all doors are treated as solid when closed, but when they open, most of, if not all of the model is physically transparent (can shoot through and walk through).

Not all of the doors are affected, every time I make a change some of the instances get the problem and some don't.

In addition to that, when you look at the door from certain angles it disappears (not directly at the door, but usually off to the side).

clicking repartition culling systems doesn't help.

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Subject: Collision detection problem with doors  
Posted by [StoneRook](#) on Wed, 30 Apr 2003 12:06:24 GMT  
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what w3d options are set on the doors?

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Subject: Re: Collision detection problem with doors  
Posted by [NeoSaber](#) on Wed, 30 Apr 2003 17:38:33 GMT  
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JRPereira I'm having an odd problem with some doors I've added to a new map that I haven't had with other maps. I'm not sure what causes it or how to fix it. Basically, all doors are treated as solid when closed, but when they open, most of, if not all of the model is physically transparent (can shoot through and walk through).

If you modeled these doors yourself, did you select optimize collision detection when you exported it? Without that I've seen lots of collision problems with animated objects. Also, being an animated object, it probably needs to have some sort of bounding box that surrounds its entire model and where the model will be in the animation sequence. If there isn't one, then when the animated object leaves its original location (doors sliding open) Renegade may not render it because the model has left the area it gets rendered in. A bounding box can expand the area the object will render in.

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Subject: Collision detection problem with doors  
Posted by [JRPereira](#) on Wed, 30 Apr 2003 19:03:19 GMT  
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It was using physical projectile and camera for the w3d options. I've tried it both with and without optimize collision detection.

How would I do the bounding box? Just surround the entire area the door occupies (including when open) with an invisible box with no collision options? or surround the door mesh with an extra box with the right collision options? (or something else?)

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Subject: Collision detection problem with doors  
Posted by [StoneRook](#) on Wed, 30 Apr 2003 19:12:36 GMT  
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yeah -

just make a box the maximum size of your animation

set it to OBBBox w3d option (no others)

and name it "BoundingBox" (important)

change the properties to "display as a box" so you can see through it.

You should make a bounding box around any animation you do - aggergates included.

on the collosion settings of the door - you should have physical/vehicle/camera/projectile ---

(if the door cant be hit by a vehicle - dont set that)

Thanks to NeoSaber for bringing up the BoundingBox - i do it second nature - i didnt think to ask...

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Subject: Collision detection problem with doors  
Posted by [JRPereira](#) on Wed, 30 Apr 2003 19:49:09 GMT  
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Thanks! the doors work perfectly now

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