
Subject: Any way to make complex bounding boxes?
Posted by [PCWizzardo](#) on Tue, 23 Sep 2003 02:21:48 GMT
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I want to make a vehicle with a collideable, drive-uppable, animated ramp and an open, noncolliding area. I was thinking maybe it could be done with aggregates in W3dView, but I'm not sure. Can it be done? I want it for a makeshift vehicle transporter.
I'll start simple first.

Also, is there a way to play a vehicle's animations on left/right click (for opening, closing ramp)?

Subject: Any way to make complex bounding boxes?
Posted by [spreegem](#) on Tue, 23 Sep 2003 18:43:16 GMT
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You mean like in Red Alert, the transport for water? it opens a door, the vehicle drives in, the door closes? If so, that would be sooooo cool!

Subject: Any way to make complex bounding boxes?
Posted by [PCWizzardo](#) on Wed, 24 Sep 2003 01:16:57 GMT
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That's exactly what I mean. Is there a way to do this?

Subject: Any way to make complex bounding boxes?
Posted by [spreegem](#) on Wed, 24 Sep 2003 01:46:03 GMT
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PCWizzardoThat's exactly what I mean. Is there a way to do this?

I don't know how you would do that, but I'm sure you can either try a bunch of and eventually figure it out, or wait long enough, for someone to reply.

Subject: Any way to make complex bounding boxes?
Posted by [OrcaPilot26](#) on Wed, 24 Sep 2003 14:45:32 GMT
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It's possible, but there is no a way to control a moving ramp.

Subject: Any way to make complex bounding boxes?

Posted by [PCWizzardo](#) on Wed, 24 Sep 2003 19:01:02 GMT

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I could make the ramp move by boning it as a barrel, perhaps backwards so looking down opens it. What I'm asking about is the worldbox -- the collision settings. (what's the oundingBox for, anyway? It's dofferent from the worldbox.

If aggregates won't work, then perhaps I could make it by attaching something similar to how the MMKII nose turret is attached, but I don't know how that's done. I'll probably make the vehicle come from a spawner, which may simplify things.

How do I do this?

Subject: Any way to make complex bounding boxes?

Posted by [\[REHT\]Spirit](#) on Wed, 24 Sep 2003 19:23:52 GMT

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Ok, what you probally want to do is make the transport actually multiple objects.

As in: The floor is the actual vehicle, and the house and ramps are seperate objects set up as a decoration phys (or maybe door phys for the ramps?) and added through bones (just make a 1x1x1 box with the name like brmp1 or brmps, as in bone ramp1...you get the idea...) and use the Reborn_MMK2_Turret script (I belive that's the name, it's in the custom scripts.dll @ <http://sourceforge.net/projects/rentools/> , of course you can do it a differant way).

Now, this will look a little funny on some servers (you'll see like, the roof lagging behind the floor of the vehicle occasionally) so this might be only good for SP. Also, you'll have to make sure that the parts that are seperate from the flooring don't touch one-another, if they have physical collision checked, otherwise the vehicle won't be able to move.

Subject: Any way to make complex bounding boxes?

Posted by [OrcaPilot26](#) on Wed, 24 Sep 2003 19:29:01 GMT

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making the ramp the barrel might work. If you make the worldbox only go up to the floor of the vehicle, and add vehicle collision to parts of the vehicle it should work

EDIT: just tested it, It doesn't work, multiple objects should though.

Subject: Any way to make complex bounding boxes?

Posted by [PCWizzardo](#) on Fri, 26 Sep 2003 00:48:04 GMT

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How does the script work?

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

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 probably 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 effectively though).

Subject: Any way to make complex bounding boxes?
Posted by [PCWizzardo](#) on Fri, 26 Sep 2003 01:35:03 GMT
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but would the walls PUSH vehicles inside, or would they KILL vehicles inside? I want it to PUSH.

Subject: Any way to make complex bounding boxes?
Posted by [OrcaPilot26](#) on Fri, 26 Sep 2003 04:54:32 GMT
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I think that would kill all the stuff inside the transport if it gets destroyed.

Subject: Any way to make complex bounding boxes?
Posted by [npsmith82](#) on Fri, 26 Sep 2003 12:59:16 GMT
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You still have the problem of moving the two objects around together, don't you?

If you're planning to encase the tank in the cargo hold 'box' area of the transporter, you'd be pushing the tank about and hoping that it'll turn if you go around corners.

This will cause complete lag hell. I mentioned this problem when people were brainstorming the orca transporter, where they had the idea of an invisible hollow crate (loading claw) that will encase the vehicle. If the orca turned, the vehicle inside would be lag 'nudged' to turn the same way. Just doesn't seem to be the way it should be done.

Maybe you can use Attach_To_Bone script to lock the cargo to a bone of the transporter...

Subject: Any way to make complex bounding boxes?
Posted by [\[REHT\]Spirit](#) on Fri, 26 Sep 2003 15:09:46 GMT
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It'll push, but it'll probably be limited to SP, unless you find a script that'll attach an object on entry of a zone, and attach the zone to the transport. But then we need to find how to unattach it after a certain time or something.....

.....or just might be time for a new script.....

Subject: Any way to make complex bounding boxes?
Posted by [Jaspah](#) on Fri, 26 Sep 2003 19:24:31 GMT
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npsmith82 You still have the problem of moving the two objects around together, don't you?

If you're planning to encase the tank in the cargo hold 'box' area of the transporter, you'd be pushing the tank about and hoping that it'll turn if you go around corners.

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Maybe you can use Attach_To_Bone script to lock the cargo to a bone of the transporter...

If only Renegade had a Galaxy like the one in PS.

If you don't know what I mean; The back of the Galaxy can hold a buggy or small tank.

Subject: Any way to make complex bounding boxes?
Posted by [Cpo64](#) on Fri, 26 Sep 2003 19:55:54 GMT
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The best way for opening the door, and attaching/detaching from the bone would haveing the script activated when it is shot, same way the deploy scripts work...

Subject: Any way to make complex bounding boxes?
Posted by [Adavanze](#) on Fri, 26 Sep 2003 21:06:00 GMT
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What you can do is make an animation that will play when you shoot, this can easily be done but the animation would be continuous unless you time it to stop the animation. Like a fireing animation on a gun - but on a vehicle, it runs nearly the same way.
