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Subject: Note to mappers regarding elevators and other building parts/tiles

Posted by [jonwil](#) on Fri, 17 Oct 2014 00:58:37 GMT

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If you are having problems with building parts disappearing or collision not working or the like, make sure your w3d has a bounding box. If it doesn't, add one and see if that makes the problem go away.

Actually it might affect anything, not just tiles.

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Subject: Re: Note to mappers regarding elevators and other building parts/tiles

Posted by [Jerad2142](#) on Sat, 18 Oct 2014 16:46:55 GMT

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For me if I start seeing collision issues usually I just had to delete and replace the terrain/tiles that were affected, on Canadacdn's Metroid map I usually have to do it each time its loaded, however under 4.X it seems to happen less often.

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