Subject: Re: Maybe a blue hell solution?
Posted by Zion on Fri, 08 Jun 2007 07:27:55 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Fri, 08 June 2007 00:54I still don't get what Worldboxes are for (squishing?), Westwood could make it such that you just had to check the collision settings and the vehicle would collide...

Worldboxes are for collisions. Only the mesh itself has the projectile collision setting and that's all. The worldbox has everything else.