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Subject: Re: Multiple worldboxes

Posted by [rrutk](#) on Fri, 27 Feb 2009 16:07:04 GMT

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I made worldboxes with the exact shape of vehicles, kirov e.g.

Renegade doesnt accept the shape of worldboxes, they are handled like one big cube. dont know why...

It's ONE (1) box:

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### File Attachments

1) [wb.jpg](#), downloaded 529 times

