Subject: Re: Multiple worldboxes
Posted by rrutk on Fri, 27 Feb 2009 16:07:04 GMT
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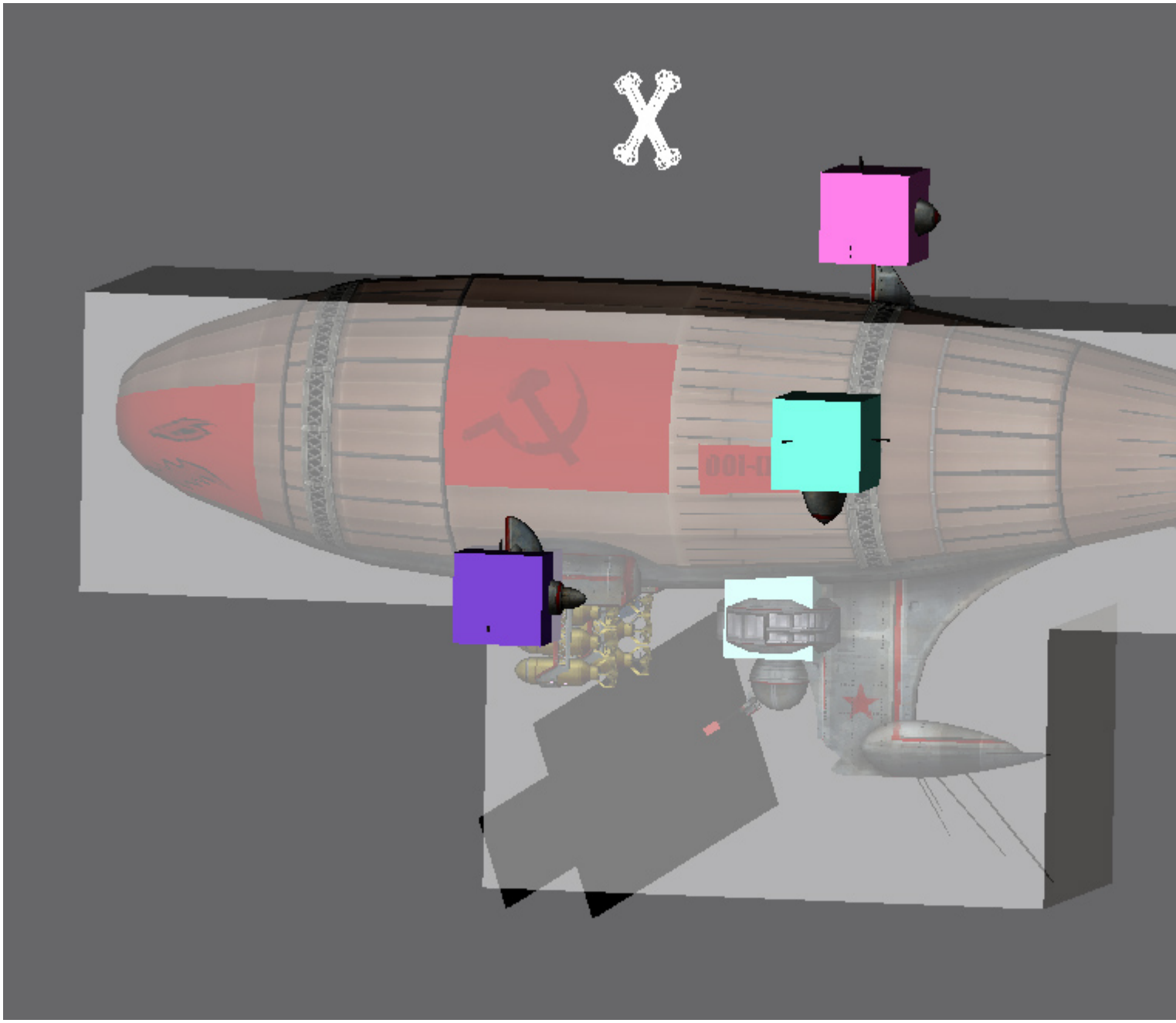
I made worldboxes with the exact shape of vehicles, kirov e.g.

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

It's ONE (1) box:

File Attachments

1) wb.jpg, downloaded 804 times