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Subject: Re: Multiple worldboxes

Posted by [saberhawk](#) on Sat, 28 Feb 2009 03:43:00 GMT

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Dthdealer wrote on Fri, 27 February 2009 17:58 Jerad is right about the mesh to worldbox conversion - it takes the furthest vertices on all planes (x y z and -x -y -z) to make the sides of the worldbox.

The fact Renegade uses boxes is to simplify collisions. Image blue hell every-time you drove into a wall due to the fact every polygon in your vehicle collides.

Different-shaped worldboxes would be difficult without the source-code, but the ability to have multiple world-boxes should be easier and do just as nearly as much.

Should be, but in all honesty support for multiple world boxes is just as "easy" as support for convex hulls.

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