Subject: Re: Ignore Worldbox/Boundingbox
Posted by saberhawk on Sat, 20 Feb 2010 06:42:36 GMT

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Poskov wrote on Fri, 19 February 2010 21:20TT should completely ignore and not render the worldbox/boundingbox at all and use the model's actual polys for physical collision.
This would make vehicles have MUCH more realistic physics and make them not feel like cubes.
Plus vehicles have a chance of rolling over instead of being stuck upside down and explosing.

Or we can completely ignore that suggestion and not start working on a massive refactoring and rebuilding of Renegade's collision response and detection code. Such a change would require considerable increase in the minimum system requirements and that's not something we are really willing to do.