## Subject: Re: Collision group tutorial/reference (including naval/amphibious/hover units)
Posted by jonwil on Tue, 25 Feb 2014 10:29:08 GMT

Note that it is the size/position of the worldbox (which for vehicles has Physical collision ticked), not the geometry itself (which doesn't have Physical collision ticked) that determines how low or high the vehicle rides.

For example, the Reborn Amphibious APC has a larger worldbox with more worldbox underneath the vehicle than usual so that when it drives on the "amphibious unit floor" it will achieve the desired height so it appears to be floating on the top of the water.

The boats in APB (including the naval transport) have part of their structure (the nit that is underwater) sticking out from below their worldboxes so that when they ride on the "water surface" mesh, part of the geometry sits underneath the water.

The submarines in APB have any part that is visible above the water when its surfaced to be protruding above the worldbox (as the water surface will act as a "lid" and keep the worldbox from moving past it)