

---

Subject: Disappearing animated object

Posted by [LR01](#) on Sun, 03 Jul 2011 20:21:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

When I make a animated object, it disappears when I look at it at certain angels, mostly when looking up. It only happens whit a animated object where you can stand in, like a box moving around.

I searched the forums first and found a topic whit the same problem as I have, though there isn't a solution from it. So, is it possible to do correct ore is it a limitation of the w3d engine?

<http://www.renegadeforums.com/index.php?t=msg&goto=13730>

---

---

Subject: Re: Disappearing animated object

Posted by [YazooGang](#) on Mon, 04 Jul 2011 03:54:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

try creating a world box. i'm not sure but i think it could help

---

---

Subject: Re: Disappearing animated object

Posted by [LR01](#) on Mon, 04 Jul 2011 08:15:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Adding a worldbox does indeed seems to help, though the weird is thing that the height of the box doesn't seems to matter. Well, it works now, thanks a lot for that.

---

---

Subject: Re: Disappearing animated object

Posted by [sla.ro\(master\)](#) on Mon, 04 Jul 2011 09:11:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i had same problem, i will try with world box too maybe works  
thanks too.

---

---

Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Mon, 04 Jul 2011 16:00:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

what about analyzing the orginal renegade elevator since they are animated as well?

---

---

Subject: Re: Disappearing animated object

Posted by [sla.ro\(master\)](#) on Mon, 04 Jul 2011 18:13:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kamuixmod wrote on Mon, 04 July 2011 19:00what about analyzing the orginal renegade elevator since they are animated as well?

are u sure? elevator has problems sometimes on multyplayer

---

---

Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Mon, 04 Jul 2011 20:56:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

since they dont dissapear, it might work

---

---

Subject: Re: Disappearing animated object

Posted by [LR01](#) on Tue, 05 Jul 2011 18:47:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, having a worldbox covering the animation fixed the problem, not sure if the elevators in ren all have wordboxes covering the entire animations of the elevator.

---

---

Subject: Re: Disappearing animated object

Posted by [Gen\\_Blacky](#) on Wed, 06 Jul 2011 11:50:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LR01 wrote on Tue, 05 July 2011 11:47Well, having a worldbox covering the animation fixed the problem, not sure if the elevators in ren all have wordboxes covering the entire animations of the elevator.

they have a world box and bounding box. Animations need the world world box covering the entire animation.

---

---

Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Wed, 06 Jul 2011 15:16:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

oh .btw should the worldbox be linked to the animated object, so it moves with the animated object? or should the whole animation area be covered?

---

---

Subject: Re: Disappearing animated object

Posted by [LR01](#) on Wed, 13 Jul 2011 14:09:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Linking a worldbox doesn't work, you need to cover the animation area with the box.

---

---

Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Thu, 14 Jul 2011 13:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i mean does the Worldbox has to Move with the animation as well or only Cover the Animation Area

---

---

Subject: Re: Disappearing animated object

Posted by [sla.ro\(master\)](#) on Fri, 15 Jul 2011 08:54:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kamuixmod wrote on Thu, 14 July 2011 16:59i mean does the Worldbox has to Move with the animation as well or only Cover the Animation Area

world box doesn't move

---

---

Subject: Re: Disappearing animated object

Posted by [Jerad2142](#) on Wed, 20 Jul 2011 22:43:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Tiles and terrain do not need a bounding box, however certain vehicle/simple objects with the right physics settings do. Keep in mind that using a boundingbox (instead of a worldbox) allows you to make sure it shows up without forcing collisions on all the visible space.

---

---

Subject: Re: Disappearing animated object

Posted by [kamuixmod](#) on Sun, 24 Jul 2011 19:25:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ehhh, im confused now. I want to make an Elevator which moves the player to the left/right and so on without the player falling. But the object disappears and what do i need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/Boundingbox now?
3. Whats their difference in doing?

---

---

Subject: Re: Disappearing animated object

Posted by [Gen\\_Blacky](#) on Mon, 25 Jul 2011 05:32:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

AABox This mesh is to be used as an axis aligned collision box.  
"worldbox"

OBBox Use this if you're exporting a bounding box area. Checkmark "Hide".  
"boundingbox"

bounding box it's what's supposed to cover the animation area sorry if I confused you before.

---

#### File Attachments

1) [HGLIFT.zip](#), downloaded 149 times

---

---

Subject: Re: Disappearing animated object

Posted by [Jerad2142](#) on Wed, 10 Aug 2011 20:21:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kamuixmod wrote on Sun, 24 July 2011 13:25ehhh, I'm confused now. I want to make an Elevator which moves the player to the left/right and so on without the player falling. But the object disappears and what do I need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/Boundingbox now?

3. What's their difference in doing?

Neither, Elevators are type tile and not object, they don't need bounding or world boxes. (You could make an object elevator, but you'd have to code it to move the objects, animated bounding boxes just slide over other objects).

---