Subject: Re: Character model editing
Posted by jamiejrg on Tue, 27 Feb 2007 13:26:07 GMT

In order for it to be legal still i can't screw with any of the colision boxes right? But if i take some of the vertexs out of the world box etc it shouldnt matter right?

edit Ok so i had a little time to fool around with this stuff and i knoticed something. the l0 models have the boundingbox and worldbox, as well as a shadow mesh and k_xxxx bones, i think those are colision boxes. I think the l0 models are souly for that purpose, the shadow mesh and colision, becuase it looks almost exactly the same as the l1 models.

Anyone willing to test this out with me?

Jamie