Subject: Re: Ignore Worldbox/Boundingbox
Posted by Poskov on Sun, 21 Feb 2010 05:01:03 GMT

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Mainly to Saberhawk:
It's 2010 ok?
 99% of everyone should be able handle an itsy bitsy little collision thing.

Plus, what about people like me
who don't really care for a UT3 mod?

TT is to enhance Ren and this a good idea;
maybe for future releases?

Lastly, this would totally remove the need for "fake worldboxes"