Posted by Jerad2142 on Wed, 10 Aug 2011 20:21:57 GMT
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kamuixmod wrote on Sun, 24 July 2011 13:25ehhh, 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 dissapears and what do i need to put now? Worldbox or BoundingBox.

2. What is the Worldbox/Boundingbox now?
3. Whats 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).