
Subject: Bounding Box

Posted by [Gen_Blacky](#) on Tue, 23 Dec 2008 01:44:16 GMT

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

Does the bounding box contain the transitions for a vehicle so when you look at it you see the health and name from strings.tdb ?

I made this vehicle wreckage and it has a bounding box and a world box but you don't see the name or the health using the original mrl transitions just to test.

File Attachments

1) [test.jpg](#), downloaded 498 times



Subject: Re: Bounding Box

Posted by [saberhawk](#) on Tue, 23 Dec 2008 02:10:17 GMT

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

Gen_Blacky wrote on Mon, 22 December 2008 19:44 Does the bounding box contain the transitions for a vehicle so when you look at it you see the health and name from strings.tdb ?

I made this vehicle wreckage and it has a bounding box and a world box but you don't see the name or the health using the original mrl transitions just to test.

Neither of which are really used to generate the targeting box. Make sure the model is fully collidable and the box might just show up (Also, make sure the preset has "Targetable" checked *on*)

Subject: Re: Bounding Box

Posted by [Veyrdite](#) on Tue, 23 Dec 2008 04:47:31 GMT

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

Also, tiles cannot be targeted.

Subject: Re: Bounding Box

Posted by [Gen_Blacky](#) on Tue, 23 Dec 2008 05:19:02 GMT

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

Its not a tile
