Subject: Bounding Box
Posted by Gen_Blacky on Tue, 23 Dec 2008 01:44:16 GMT
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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 421 times

Subject: Re: Bounding Box
Posted by saberhawk on Tue, 23 Dec 2008 02:10:17 GMT
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Gen_Blacky wrote on Mon, 22 December 2008 19:44Does 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
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Also, tiles cannot be targeted.

Subject: Re: Bounding Box
Posted by Gen_Blacky on Tue, 23 Dec 2008 05:19:02 GMT
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Its not a tile