
Subject: Re: Directly manipulate col-settings in w3d?

Posted by [rrutk](#) on Sat, 19 Apr 2008 12:32:24 GMT

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Saberhawk wrote on Fri, 18 April 2008 23:01 Import it and edit the settings and then export it again is one option.

The other option, if you are good with a hex editor, is to look for w3d_file.h and parse out the file, editing the "Flags" field of the CHUNK_MESH header.

Tried the import thing for hours, doesnt work properly.

within this model only the collision-setting for the mainbody must be set the "projectile", then it is fixed.

And yes, I've used a hexeditor a few times.

BUT NEED TO KNOW THE CORRECT PLACE...

The flags are:

```
define W3D_MESH_FLAG_COLLISION_TYPE_MASK    0x0000FF0 // mask for the collision
type bits
#define W3D_MESH_FLAG_COLLISION_TYPE_SHIFT    4 // shifting to get to the collision
type bits
#define W3D_MESH_FLAG_COLLISION_TYPE_PHYSICAL 0x0000010 // physical collisions
#define W3D_MESH_FLAG_COLLISION_TYPE_PROJECTILE 0x0000020 // projectiles (rays)
collide with this
#define W3D_MESH_FLAG_COLLISION_TYPE_VIS     0x0000040 // vis rays collide with this
mesh
#define W3D_MESH_FLAG_COLLISION_TYPE_CAMERA  0x0000080 // camera rays/boxes
collide with this mesh
#define W3D_MESH_FLAG_COLLISION_TYPE_VEHICLE 0x0000100 // vehicles collide with
this mesh (and with physical collision meshes)
```