Subject: Re: Tiberian Technologies Special Collisions Posted by saberhawk on Mon, 18 Jun 2012 01:17:43 GMT

View Forum Message <> Reply to Message

Generalcamo wrote on Sun, 17 June 2012 10:11I understand that. I also understand that TT implemented special collisions to get A Path Beyond's navy working and Reborn's Amphibious units working.. I want to know how to work with them.

Using the TT version of LevelEdit of course

Generalcamo wrote on Sun, 17 June 2012 10:11 It might be better if this was moved to the TT forums. Could a moderator do that?

I think this is the right place for it, it's a "modding" question.

Everything in the game has a collision group. This group is used to filter out collisions between objects before any other checks (including the W3D collision flags set via RenX). Here's a reference chart for all collision groups and what collisions they allow as of 4.0b5.

Toggle Spoiler

Alternate groups can only be applied to tiles and "scriptable" objects. For tiles, LevelEdit has two new fields under "Physics Model" labeled "Collision Group" and "Visibility Mode" which are pretty self-explanatory.

Scriptable objects are currently more complicated however. You need to attach a script called "SH_CustomCollisionGroup" and use one of these values to get the group you want. Any other values are treated as not colliding with anything. We'll eventually add the fields from tiles, but "SH_CustomCollisionGroup" will keep working.

Default = 0
Uncollideable = 1
Terrain Only = 2
Bullet = 3
Terrain and Bullet = 4
Bullet Only = 5
Soldier = 6
Soldier Ghost = 7
C4 = 8
Underground = 9
Soldier Only = 10
Soldier Bullet = 11
Terrain = 15

Water Surface = 16 Water Edge Block = 17 Water Edge Allow = 18 Beach Edge = 19 Naval Unit = 20 Beaching Unit = 21 Hover Unit = 22 Amphibious Unit = 23 Amphibious Unit Floor = 24

File Attachments
1) collision_group_reference_dark.png, downloaded 509 times

Page 2 of 3 ---- Generated from Command and Conquer: Renegade Official Forums

		Uncollideable	only .		Terrain And Bullet	Unly		Soldier Ghost		Underground	Only	Soldier Bullet		Water Surface	Water Edge Block	Water Edge Allow	Edge	Jnit	Beaching Unit	Unit	Amphibious Unit	Amphibious Unit Floor
	Default	Jncolli	Terrain Only	Bullet	errain	Bullet Only	Soldier	oldier	C4	Jnderg	Soldier Only	oldier	Terrain	√ater	√ater	√ater	Beach Edge	Naval Unit	seachii	Hover Unit	I mphil	Amphil
Default							0)	O()	0		0)	(V)		-	25	-	ш	_	ш		4	Į
Uncollideable																						
Terrain Only																						
Bullet																						
Terrain And Bullet																						
Bullet Only																						
Soldier																						
Soldier Ghost																						
C4																						
Underground																						
Soldier Only																						
Soldier Bullet																						
Terrain																						
Water Surface																						
Water Edge Block																						
Water Edge Allow																						
Beach Edge																						
Naval Unit																						
Beaching Unit																						
Hover Unit																						
Amphibious Unit																						
Amphibious Unit Floor																						