

---

Subject: Directly manipulate col-settings in w3d?  
Posted by [rrutk](#) on Sat, 19 Apr 2008 02:49:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is there a way to directly change collision settings of meshes in the w3d-file?

In w3d-viewer it seems to be possible to SEE each setting, but not to change?

---

---

Subject: Re: Directly manipulate col-settings in w3d?  
Posted by [saberhawk](#) on Sat, 19 Apr 2008 04:01:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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.

---

---

Subject: Re: Directly manipulate col-settings in w3d?  
Posted by [LR01](#) on Sat, 19 Apr 2008 08:12:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

rrutk wrote on Sat, 19 April 2008 04:49: Is there a way to directly change collision settings of meshes in the w3d-file?

In w3d-viewer it seems to be possible to SEE each setting, but not to change?

well, maybe that is why they called it w3d-viewer?

---

---

Subject: Re: Directly manipulate col-settings in w3d?  
Posted by [rrutk](#) on Sat, 19 Apr 2008 12:32:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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, doesn't 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    0x00000FF0 // 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 0x00000010 // physical collisions
#define W3D_MESH_FLAG_COLLISION_TYPE_PROJECTILE 0x00000020 // projectiles (rays)
collide with this
#define W3D_MESH_FLAG_COLLISION_TYPE_VIS     0x00000040 // vis rays collide with this
mesh
#define W3D_MESH_FLAG_COLLISION_TYPE_CAMERA  0x00000080 // camera rays/boxes
collide with this mesh
#define W3D_MESH_FLAG_COLLISION_TYPE_VEHICLE 0x00000100 // vehicles collide with
this mesh (and with physical collision meshes)
```

---

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

Posted by [rrutk](#) on Sat, 19 Apr 2008 13:59:52 GMT

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

---

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.

Saberhawk, you are a hero!

I wasted hours and hours trying to redo the beta orca, but without the best result.

changing the collision settings in the hexeditor is real easy, if one got the trick.

so you have to lock in the header of each mesh for this string: "02 00 04 00 XX"  
-> the XX is the Col Settings flag!

E.g. change it to 02 00 04 00 20 to make projectiles hit!

Edit: The 02 00 04 00 was just for this model. The best way is to make an other w3d-file with the settings you like and compare the two files in hexeditor to find the correct place for editing.

Its always the fourth byte before meshname.

---