Subject: Re: Directly manipulate col-settings in w3d?
Posted by rrutk on Sat, 19 Apr 2008 13:59:52 GMT

Saberhawk wrote on Fri, 18 April 2008 23:01Import 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 projetiles 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.