
Subject: Re: A notice to anyone planning to write code for scripts 4.0

Posted by [saberhawk](#) on Thu, 01 Sep 2011 05:46:56 GMT

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The color scheme can be messed around with significantly.

Colors!

File Attachments

1) [colors.png](#), downloaded 442 times

```
tt_VC2010 - Microsoft Visual Studio
File Edit View VAssistX Theme Project Build Debug Team Data Tools Architecture Test Analyze Window Help
h PhysDefClass.h x
(Global Scope)
4 #include "engine_common.h"
5 #include "engine_vector.h"
6 #include "engine_io.h"
7 #include "engine_threading.h"
8 #include "engine_string.h"
9 #include "Definition.h"
10 // If you modify this list, be sure to add the friendly name to GetCollisionGroupName
11 typedef enum {
12     + DEFAULT_COLLISION_GROUP, ++ ++ = 0, ++ ++ // collides with everything
13     + UNCOLLIDEABLE_GROUP, ++ ++ ++ ++ // collides with nothing
14     + TERRAIN_ONLY_COLLISION_GROUP, ++ ++ ++ ++ // collides only with terrain
15     + BULLET_COLLISION_GROUP, ++ ++ ++ ++ // collides with everything but itself
16     + TERRAIN_AND_BULLET_COLLISION_GROUP, ++ ++ ++ ++ // collides with terrain and bullets
17     + BULLET_ONLY_COLLISION_GROUP, ++ ++ ++ ++ // collides only with bullets
18     + SOLDIER_COLLISION_GROUP, ++ ++ ++ ++ // collides with everything (but only soldiers u
19     + SOLDIER_GHOST_COLLISION_GROUP, ++ ++ ++ ++ // collides with everything but soldiers
20     +
21     + // new collision groups here, 8 - 14
22     + C4_COLLISION_GROUP, ++ ++ ++ ++ // behaves like DEFAULT but doesn't collide with
23     + UNDERGROUND_COLLISION_GROUP, ++ ++ ++ ++ // collides with TERRAIN and itself
24     + SOLDIER_ONLY_COLLISION_GROUP, ++ ++ ++ ++ // collides only with SOLDIER and SOLDIER_GHOST
25     + SOLDIER_BULLET_COLLISION_GROUP, ++ ++ ++ ++ // collides with C4, BULLET, SOLDIER and SOLDIER
26     +
27     + TERRAIN_COLLISION_GROUP ++ ++ = 15, ++ ++ // Terrain must be 15
28     +
29     + // more collision groups here, 16 - 31
30     + WATER_SURFACE_COLLISION_GROUP, ++ ++ ++ ++ // collides with NAVAL_UNIT, BEACHING_UNIT, AMBH
31     + WATER_EDGE_COLLISION_GROUP, ++ ++ ++ ++ // collides with DEFAULT, SOLDIER, and NAVAL_UNI
32     + WATER_EDGE_ALT_COLLISION_GROUP, ++ ++ ++ ++ // collides only with NAVAL_UNIT
33     + BEACH_EDGE_COLLISION_GROUP, ++ ++ ++ ++ // collides only with BEACHING_UNIT
34     + NAVAL_UNIT_COLLISION_GROUP, ++ ++ ++ ++ // behaves like DEFAULT but collides with WATER_
35     + BEACHING_UNIT_COLLISION_GROUP, ++ ++ ++ ++ // behaves like DEFAULT but collides with WATER_
36     + HOVER_UNIT_COLLISION_GROUP, ++ ++ ++ ++ // behaves like DEFAULT but collides with WATER_
37     + AMPHIBIOUS_UNIT_COLLISION_GROUP, ++ ++ ++ ++ // behaves like DEFAULT but collides with AMPHIB
38     + AMPHIBIOUS_UNIT_FLOOR_COLLISION_GROUP, ++ ++ ++ ++ // collides only with AMPHIBIOUS_UNIT
39     +
40     + COLLISION_GROUP_MAX = 32, ++ ++ ++ ++ // not a collision group
41 } Collision_Group_Type;
42
43 inline const char* GetCollisionGroupName(Collision_Group_Type group)
```

100 %

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