
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

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PhysDefClass.h

(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 use it)
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 itself
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_GHOST
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, AMBIENT
31     WATER_EDGE_COLLISION_GROUP, // collides with DEFAULT, SOLDIER, and NAVAL_UNIT
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 AMPHIBIOUS
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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