
Subject: Re: Tiberian Technologies Special Collisions
Posted by [saberhawk](#) on Mon, 18 Jun 2012 01:17:43 GMT
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Generalcamo wrote on Sun, 17 June 2012 10:11 I 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.

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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 448 times

	Default	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
Default																						
Uncollideable																						
Terrain Only																						
Bullet																						
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