Subject: Tiberian Technologies Special Collisions
Posted by Generalcamo on Fri, 15 Jun 2012 22:23:17 GMT
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Alright, I want to make a map with invisible barriers. These barriers should stop vehicles and infantry, but not VTOLS, from passing through. How do I make these?

Subject: Re: Tiberian Technologies Special Collisions
Posted by Mauler on Sun, 17 Jun 2012 16:39:17 GMT
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Well the TT collision tool have nothing to do with this..

The collison settings are only available in four settings, such as Physical (Player), Vehicle, Projectile and Camera... if you block vehicles it will also include blocking VTOL vehicles

So to make these barriers simply create a plane,box and set the collisions in the W3D Tools section and then check off the "Hide" box in the same section

Subject: Re: Tiberian Technologies Special Collisions
Posted by Generalcamo on Sun, 17 Jun 2012 17:11:15 GMT
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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.

It might be better if this was moved to the TT forums. Could a moderator do that?

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 10:11I 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 647 times

Collision matrix (green cell = collision enabled):

	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	X			X			X		X				X		X			X	X	X	X	
Uncollideable																						
Terrain Only													X	X								
Bullet	X				X	X	X	X	X			X	X	X				X	X	X	X	
Terrain And Bullet				X									X									
Bullet Only				X																		
Soldier	X			X			X		X		X	X	X		X			X	X	X	X	
Soldier Ghost				X							X	X		X								
C4	X			X			X		X			X						X	X	X	X	
Underground										X			X									
Soldier Only							X	X														
Soldier Bullet				X			X	X														
Terrain	X		X	X	X		X	X	X	X								X	X	X	X	
Water Surface			X	X														X	X	X		
Water Edge Block	X						X	X										X				
Water Edge Allow																						
Beach Edge																			X			
Naval Unit	X			X			X		X				X	X	X	X	X	X	X		X	
Beaching Unit	X			X			X		X				X	X		X	X	X	X	X	X	
Hover Unit	X			X			X						X	X				X	X	X	X	
Amphibious Unit	X			X			X		X				X					X	X	X		X
Amphibious Unit Floor																					X	

Well, I don't see "Air Units" but I could use this to make something close to that. I could set my air units to be "C4" and my boundaries to be "Water Edge Block" to get the results I want. Thanks for that saberhawk. You are really helpful.

Subject: Re: Tiberian Technologies Special Collisions
Posted by saberhawk on Mon, 18 Jun 2012 02:08:09 GMT
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Generalcamo wrote on Sun, 17 June 2012 18:45Well, I don't see "Air Units" but I could use this to make something close to that. I could set my air units to be "C4" and my boundaries to be "Water Edge Block" to get the results I want.

Of course, the names are only really there because it's much easier to refer to something as "Water Edge Block" instead of "Collision Group 17".

Generalcamo wrote on Sun, 17 June 2012 18:45Thanks for that saberhawk. You are really helpful.

No problem, this stuff needed better documentation anyways

Subject: Re: Tiberian Technologies Special Collisions
Posted by Generalcamo on Mon, 18 Jun 2012 02:31:33 GMT
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I created some basic documentation at the wiki HERE. You are welcome to improve it, because my knowledge is mediocre at best.