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Subject: Team Collision

Posted by [Gen\\_Blacky](#) on Mon, 17 Feb 2014 19:35:57 GMT

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Is there a way to make collision only affect a certain team? KILL, PUSH, STOP.  
The collision I'm trying to stop is a model from ammo of a gun.

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Subject: Re: Team Collision

Posted by [danpaul88](#) on Tue, 18 Feb 2014 09:43:35 GMT

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You mean like the ejected ammo cases? You should probably just export those without collision....  
there's no need for them to have it...

But, as for your question, I believe I recall someone (Saberhawk?) saying it was possible using  
the team visibility thing and making it such that you can only collide with things that are visible to  
you. Not 100% certain on that though, I haven't tried it.

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Subject: Re: Team Collision

Posted by [Gen\\_Blacky](#) on Tue, 18 Feb 2014 22:11:36 GMT

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This is what I'm referring to. StealthEye said changes to the engine would probably be needed.

Quote:StealthEye: I don't know what you want to to

genblacky: block collision of a model for a team

StealthEye: but why?

genblacky: so a gravity gun can only effect the enemy

StealthEye: lol

StealthEye: so you want PUSH for enemies, and no collisions for friendlies?

genblacky yea

StealthEye: no, I don't see how that would be done without several changes in the engine

genblacky: I didnt think it would be done easily, if I cant no big deal

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Subject: Re: Team Collision

Posted by [Jerad2142](#) on Mon, 24 Feb 2014 19:06:12 GMT

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Speaking of ejected castings having collision, I know if you made them have projectile collision  
back in 3.4.4 > and shot one while it was bouncing on the ground the game would crash, not sure  
if that ever got fixed.

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