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 323 times

```cpp
     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)
```