Subject: check if 2 objects are in eachother
Posted by robbyke on Tue, 29 May 2012 13:02:58 GMT
View Forum Message <> Reply to Message

is it possible to check if an object will get stuck if you move it?

my usage is in a gate i move down

i use a zone to test if the harv is in it but when the harv isnt driving straight trough the gate and leave the zone the gate will just go down and stuck the harv sometimes (because of the size of the harv)

also is it possible to test if people die in a zone?

Subject: Re: check if 2 objects are in eachother
Posted by Whitedragon on Fri, 08 Jun 2012 09:12:53 GMT
View Forum Message <> Reply to Message

Yes, you can check for collisions like this:

```
bool Check_Collisions(PhysicalGameObj *obj,const Vector3 &Position) {
 if (!obj) {
  return false;
 }
 MoveablePhysClass *Phys = obj->Peek_Physical_Object()->As_MoveablePhysClass();
 if (!Phys || (!Phys->As_RigidBodyClass() && !Phys->As_Phys3Class())) {
  return false;
 }
 Matrix3D Transform = Phys->Get_Transform();
 Transform.Set_Translation(Position);
 return Phys->Can_Teleport(Transform);
}
```

This will work for characters and moveable vehicles. Won't work on static objects, turrets, etc.

Subject: Re: check if 2 objects are in eachother
Posted by halo2pac on Wed, 13 Jun 2012 04:03:41 GMT
View Forum Message <> Reply to Message

Will that check to see if an object is hitting a wall? or trying to go through the ground?

Subject: Re: check if 2 objects are in eachother
Posted by danpaul88 on Wed, 13 Jun 2012 04:12:24 GMT
View Forum Message <> Reply to Message

Yes, it checks for all potential physical collisions.

Subject: Re: check if 2 objects are in eachother
Posted by Jerad2142 on Mon, 18 Jun 2012 15:39:44 GMT
View Forum Message <> Reply to Message

halo2pac wrote on Tue, 12 June 2012 22:03Will that check to see if an object is hitting a wall? or trying to go through the ground?

The world box actually has to have a collision mesh that crosses though it in order for it to flag true. So saying this is a collision check is misleading, as it won't flag true if two vehicles run into each other, you'd actually have to create or set the position of one inside the other.