

## Collision Flags (QSF)

Die folgenden Kategorien werden definiert:

Type	Collision Mask	Collision Mask Value	Collision Filter Group	Collision Filter Group Value
player units	DEFAULT   KINEMATIC   CHARACTER	37	KINEMATIC   SENSOR	20
civil units	DEFAULT   KINEMATIC	5	KINEMATIC   SENSOR   FIRE   TOXIC	1556
temporary static obstacle	DEFAULT   KINEMATIC	5	KINEMATIC   SENSOR	20
completely static obstacle	DEFAULT   STATIC	3	VORONOI   PROJECTILE	6144
AI Proximity Proxy	SENSOR	16	KINEMATIC   FIRE   TOXIC	1540
Voronoi Tester	VORONOI	2048	<varies>	<varies>
Shallow water plane	SHALLOWWATER	64	VORONOI   PROJECTILE	6144
Medium water plane	MEDIUMWATER	192	VORONOI   PROJECTILE	6144
Deep water plane	DEEPWATER	448	VORONOI   PROJECTILE	6144
Projectiles	KINEMATIC   PROJECTILE	4100	STATIC   KINEMATIC   SHALLOWWATER	70
Burning Fire	FIRE	512	SENSOR   KINEMATIC	20
Toxic cloud	TOXIC	1024	SENSOR   KINEMATIC	20

Dies führt zu den folgenden Einstellungen für die erstellten KI-Karten:

Map	Avoided Types	Avoided Value	Required Types	Required Value
Land Map	STATIC   SHALLOWWATER	66		0
Medium Water Map	STATIC	2	MEDIUMWATER	192
Deep Water Map	STATIC	2	DEEPWATER	448
Diver Map	STATIC	2		0
Helicopter Map	STATIC	2		0