

# 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              |