RAY CAST VERSUS MESHES

1 Ray Cast versus Mesh and Object Types

Answers:

1. Which of these cases will result in a ray cast collision?
   - 0 - StaticShape using the egg.dts model. ==> NO HIT
   - 1 - StaticShape using the eggCol.dts model. ==> HIT
   - 2 - StaticShape using the eggLOS.dts model. ==> HIT
   - 3 - AIPlayer using the blueguy.dts model. ==> HIT
   - 4 - Item using the egg.dts model. ==> NO HIT
   - 5 - Item using the eggCol.dts model. ==> HIT
   - 6 - Item using the eggLOS.dts model. ==> HIT

2. Please provide reasons for each of your answers above.
   - 0 - This model has neither an LOS nor a collision mesh, so the ray has nothing to hit.
   - 1 - This model has a custom collision mesh and ray casts hit custom collision meshes.
   - 2 - This model has an LOS mesh and ray casts hit LOS meshes.
   - 3 - AIPlayer (and Player) objects automatically generates a collision mesh and ray casts hit automatically generated collision meshes.
   - 4 - This model has neither an LOS nor a collision mesh, so the ray has nothing to hit. Although this object is collidable by other objects for the purpose of Item interaction, this does not apply to rays.
   - 5 - Same as #1.
   - 6 - Same as #2.