



Bullet Sensors

Sensors

Bullet doesn't feature sensors as Box2D did. So we have to find another way to deal with colliders that inform about a collision but they don't calculate a contact response.

We will use Bullet **flags**.

Sensors

```
void PhysBody3D::SetAsSensor(bool is_sensor)
{
    if(this->is_sensor != is_sensor)
    {
        this->is_sensor = is_sensor;
        if(is_sensor == true)
            body->setCollisionFlags(body->getCollisionFlags() | btCollisionObject::CF_NO_CONTACT_RESPONSE);
        else
            body->setCollisionFlags(body->getCollisionFlags() &~ btCollisionObject::CF_NO_CONTACT_RESPONSE);
    }
}
```


Sensors – Advanced topics

You can detect the moment when a collision is detected and when a collision finishes to call some functions at that moment.

Useful link:

<https://github.com/AndresTraks/BulletSharp/wiki/Collision-Callbacks-and-Triggers>

NEXT WEEK . . .

Time to
progress in
your game!