**Name:** selection

**Usage:** Use on Shape types (sphere, box) in any unit entity that should be selectable. The game will use all boxes/spheres marked ‘selection’ to do hit tests with the cursor when attempting to determine whether the user has selected or hovered over an object.

**Name:** buildSite

**Usage:** Use on Shape types (sphere, box) in any build site entity. The game will use all boxes/spheres marked ‘buildSite’ to do hit tests with the cursor when attempting to determine placeable locations for turrets. Use the size of the shape to determine the snappable region – turrets will always be snapped to the center of the shape.

**Note**: Must be used in conjunction with the proper buildSite script.

**Name:** useCamNear, useCamFar

**Usage:** Use on an attachment point in unit entity sigml to specify the position and orientation for the use camera. In some units the user may adjust the camera between these points.

**Name:** weapon

**Usage:** Use on an attachment point in turret entity sigml to specify the position and orientation for the muzzle exit of a weapon barrel. For bombs, this may be the initial transform for the bomb.

Weapon entities should be nested in a sigml so that they can be reused and named uniquely when multiple exist in one file. For example, a helicopter may include a gun sigml containing a “weapon” entity. The gun sigml may then be called “gun” and referenced when initializing the weapon. In another unit, the same gun sigml may be named “sec\_gun”.

**Vehicles:**

**Note:** The origin of a vehicle sigml is the both the center of mass and center of rotation.

**Name:** vehicleShape

**Usage:** Defines the collision boundary and inertia shape of the vehicle. IT should be a relatively close fit in the XZ axes though the y axis may be tweaked for handling.

**Wheels:** Named entities, placed where the wheel should be. The entity will then rotate with the wheel simulation.

LFW – Left Front

LRW – Left Rear

RFW – Right Front

RRW – Right Rear