**Irrlicht Engine**

Official forum of the Irrlicht Engine

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[**Automatic multiple Collision**](http://irrlicht.sourceforge.net/forum/viewtopic.php?p=232969#p232943)

by **[kaliber](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=16868)** » Sun Sep 19, 2010 10:37 pm

hi   
in the collision example, the camera not collide with the faeries and ninja.   
i want to make the camera collide with multiple object. 

[**kaliber**](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=16868)

Posts: 79

Joined: Sat Jan 17, 2009 12:51 pm

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by [**RuggJack93**](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=19955) » Mon Sep 20, 2010 2:18 pm

You can create a triangle selctor for each node, create the collision response animators and add all of them to the camera (remember to drop the selectors and the animators when you don't need them anymore).   
  
example:

**CODE:**[**SELECT ALL**](http://irrlicht.sourceforge.net/forum/viewtopic.php?p=232969)

scene::IAnimatedMesh\* mesh1 = smgr->getMesh("yourmeshpath");  
  
   scene::ISceneNode\* node1 = smgr->addOctreeSceneNode(mesh1->getMesh(0));  
  
scene::ITriangleSelector\* sel1 = smgr->createOctreeTriangleSelector(mesh1->getMesh(0),node1);  
   node->setTriangleSelector(sel1);  
   scene::ISceneNodeAnimator\* anim1 = smgr->createCollisionResponseAnimator(sel1,cam, core::vector3df(30,50,30),core::vector3df(0,-9.81,0), core::vector3df(0,30,0));  
   sel1->drop();  
   cam->addAnimator(anim1);  
   anim1->drop();  
  
scene::IAnimatedMesh\* mesh2 = smgr->getMesh("yourmeshpath");  
  
   scene::ISceneNode\* node2 = smgr->addOctreeSceneNode(mesh1->getMesh(0));  
  
scene::ITriangleSelector\* sel2 = smgr->createOctreeTriangleSelector(mesh2->getMesh(0),node2);  
   node->setTriangleSelector(sel2);  
   scene::ISceneNodeAnimator\* anim2 = smgr->createCollisionResponseAnimator(sel2,cam, core::vector3df(30,50,30),core::vector3df(0,-9.81,0), core::vector3df(0,30,0));  
   sel2->drop();  
   cam->addAnimator(anim2);  
   anim2->drop();  
  
//and so on ...

or you could use the meta triangle selector for all your nodes ( as I've done in my project or explained in tut 15 LoadIrrFile):

**CODE:**[**SELECT ALL**](http://irrlicht.sourceforge.net/forum/viewtopic.php?p=232969)

scene::IMetaTriangleSelector\* worldSel = smgr->createMetaTriangleSelector();  
  
   scene::ITriangleSelector\* sel1 = smgr->createTriangleSelectorFromBoundingBox(pad1);  
   worldSel->addTriangleSelector(sel1);  
   sel1->drop();  
   scene::ITriangleSelector\* sel2 = smgr->createTriangleSelectorFromBoundingBox(pad2);  
   worldSel->addTriangleSelector(sel2);  
   sel2->drop();  
   scene::ITriangleSelector\* sel3 = smgr->createTriangleSelectorFromBoundingBox(pad3);  
   worldSel->addTriangleSelector(sel3);  
   sel3->drop();  
   scene::ITriangleSelector\* sel4 = smgr->createTriangleSelectorFromBoundingBox(pad4);  
   worldSel->addTriangleSelector(sel4);  
   sel4->drop();  
   scene::ITriangleSelector\* sel5 = smgr->createTriangleSelectorFromBoundingBox(pad5);  
   worldSel->addTriangleSelector(sel5);  
   sel5->drop();  
   scene::ITriangleSelector\* sel6 = smgr->createTriangleSelectorFromBoundingBox(pad6);  
   worldSel->addTriangleSelector(sel6);  
   sel6->drop();  
     
   scene::ISceneNodeAnimator\* collision = smgr->createCollisionResponseAnimator(worldSel, sphere, core::vector3df(6,6,6), core::vector3df(0,0,0));  
     
   sphere->addAnimator(collision);  
   collision->drop();

[**RuggJack93**](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=19955)

Posts: 39

Joined: Mon Sep 06, 2010 5:09 pm

Location: Italy

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by **[kaliber](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=16868)** » Tue Sep 21, 2010 12:19 am

thanks   
great help

[**kaliber**](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=16868)

Posts: 79

Joined: Sat Jan 17, 2009 12:51 pm

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[**Thanks for the example.**](http://irrlicht.sourceforge.net/forum/viewtopic.php?p=232969#p241396)

by **[jorgerosa](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=19617)** » Wed Jan 12, 2011 6:11 pm

Thanks **RuggJack93** for the example. Helped me a lot, too.

*(Sorry my english)*   
**PORTFOLIO:** <http://sites.google.com/site/jorgerosaportfolio>   
**IMP - Irrlicht Media Player:** [http://irrlicht.sourceforge.net/phpBB2/ ... hp?t=39695](http://irrlicht.sourceforge.net/phpBB2/viewtopic.php?t=39695)

[**jorgerosa**](http://irrlicht.sourceforge.net/forum/memberlist.php?mode=viewprofile&u=19617)

Posts: 64

Joined: Wed Jun 30, 2010 8:44 am

Location: Portugal

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