

Physics layers and navigation regions

Physics layers

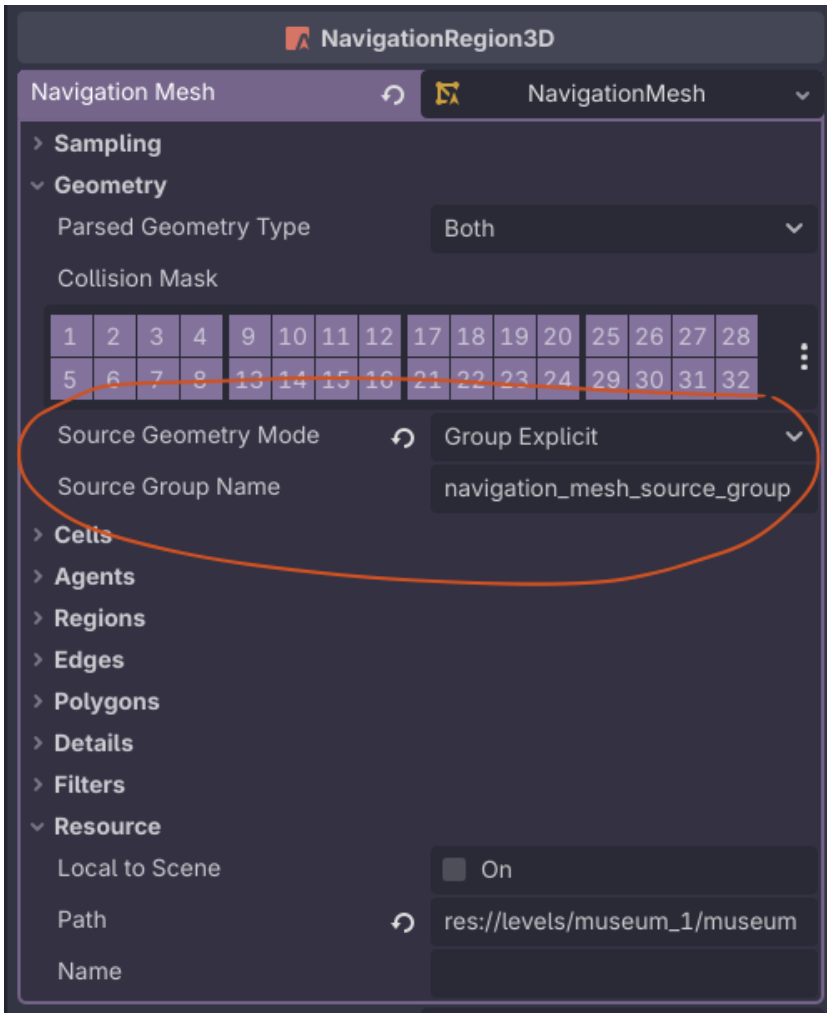
Current physics layers are:

1. **Environment:** Anything in the environment that the player should collide with and get stopped by
 1. The player and the over-the-shoulder camera will collide with these
2. **Player:** The player is on their own layer
3. **Walls:** Anything that the *overhead camera* should interact with
 1. In general, all **Walls** should *also* be in the **Environment** group
 2. Props that the player might hide behind (i.e. pillars) should be in **Environment** but *not Walls*
 1. This way, when the player has the overhead camera active and they move behind something, the camera doesn't "snap" in front of the object
4. **Pickups:** Things that the player can pick up
 1. The player has a shapecast on them that checks for this

Navigation regions

Meshes that should be part of the navigation mesh must be added to the `navigation_mesh_source_group` group. This is a *global* group that should

Navigation regions should be set to have their "Source Geometry Mode" set to "Group Explicit". This makes it so that only nodes in the `navigation_mesh_source_group` group get parsed as part of navigation mesh baking:



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