POWER OF AR AND VR

UPBGE

Logic Bricks Editor

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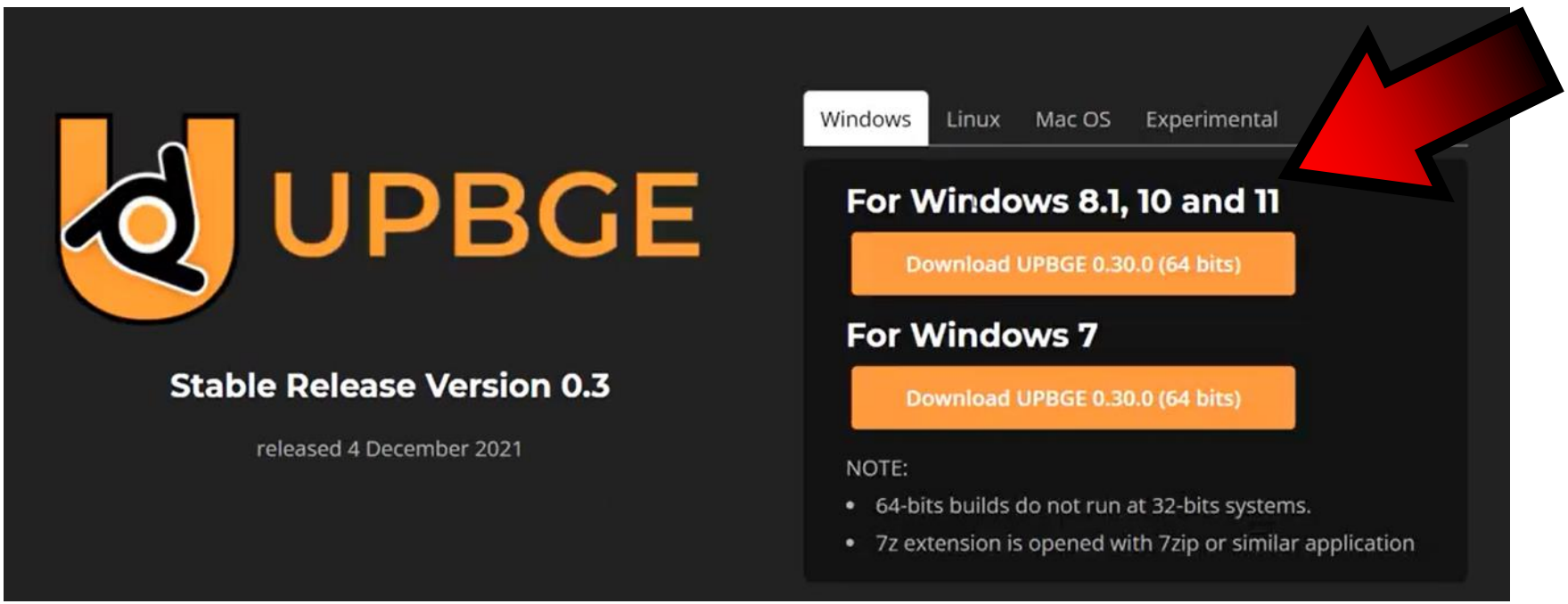
JACEK KAWAŁEK

I WILL PRESENT ONE OF THE WAYS OF CREATING SCENES USING

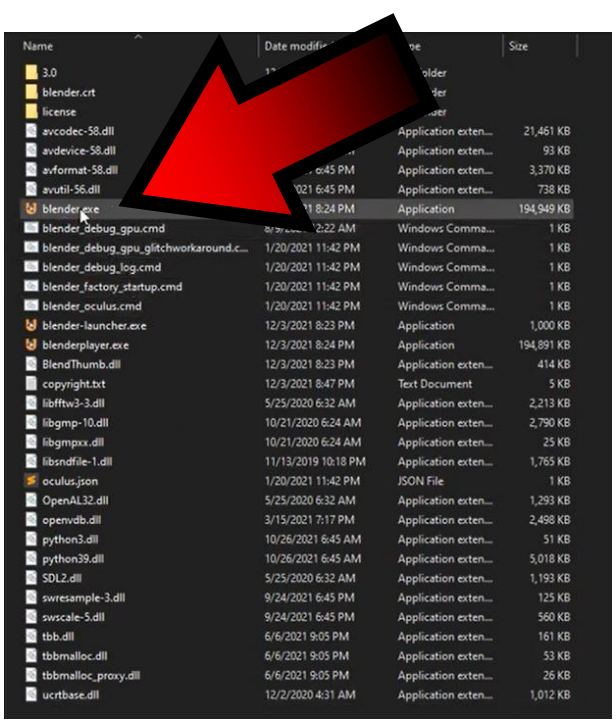
UPBGE

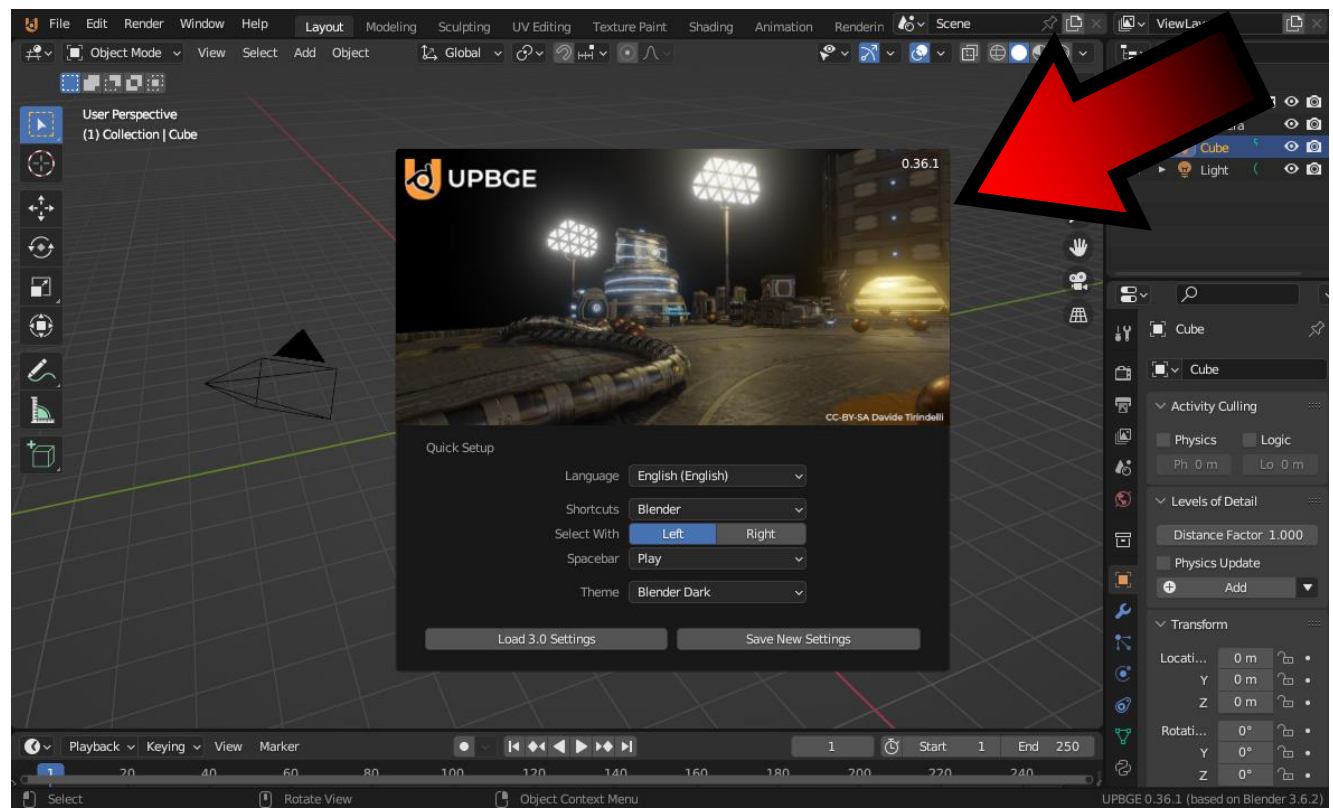
GO TO THE WEBSITE

DOWNLOAD THE APPROPRIATE VERSION OF THE PROGRAM

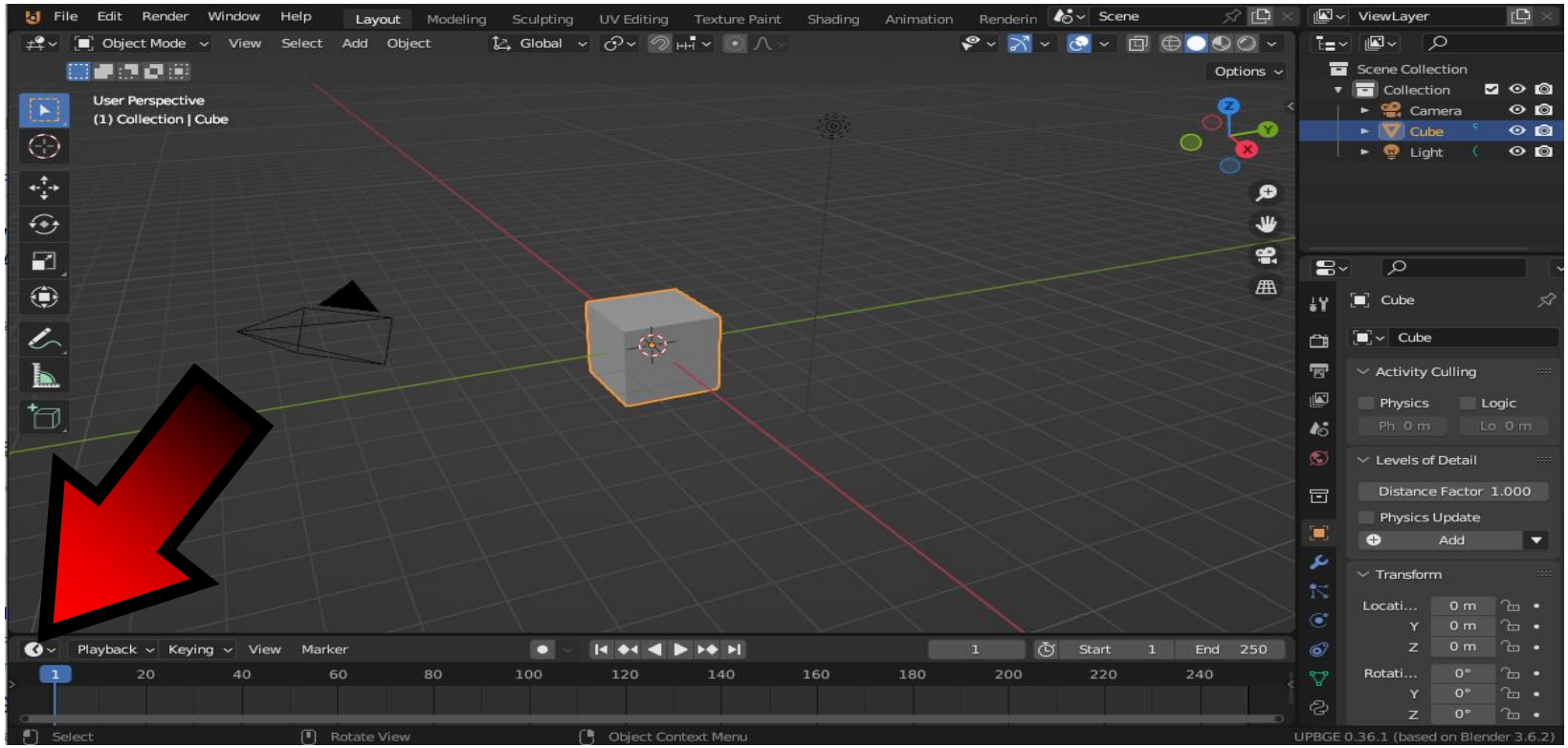


UPBGE NO NEED TO INSTALL

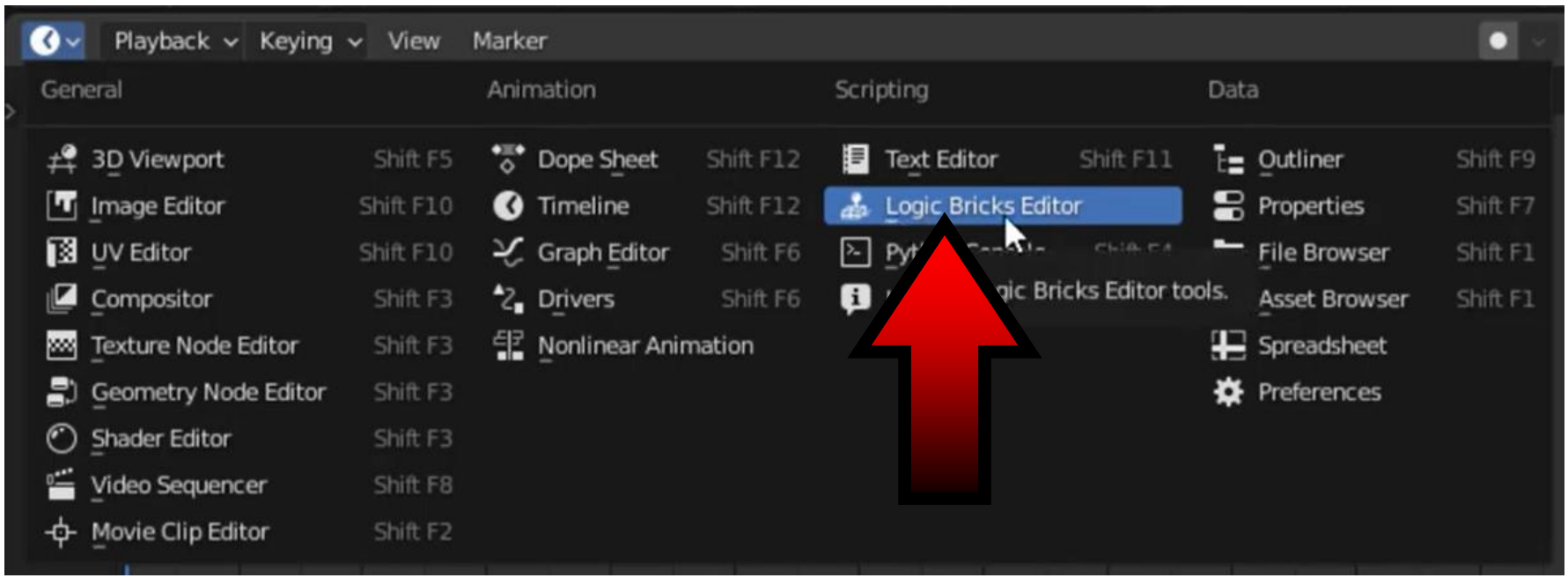




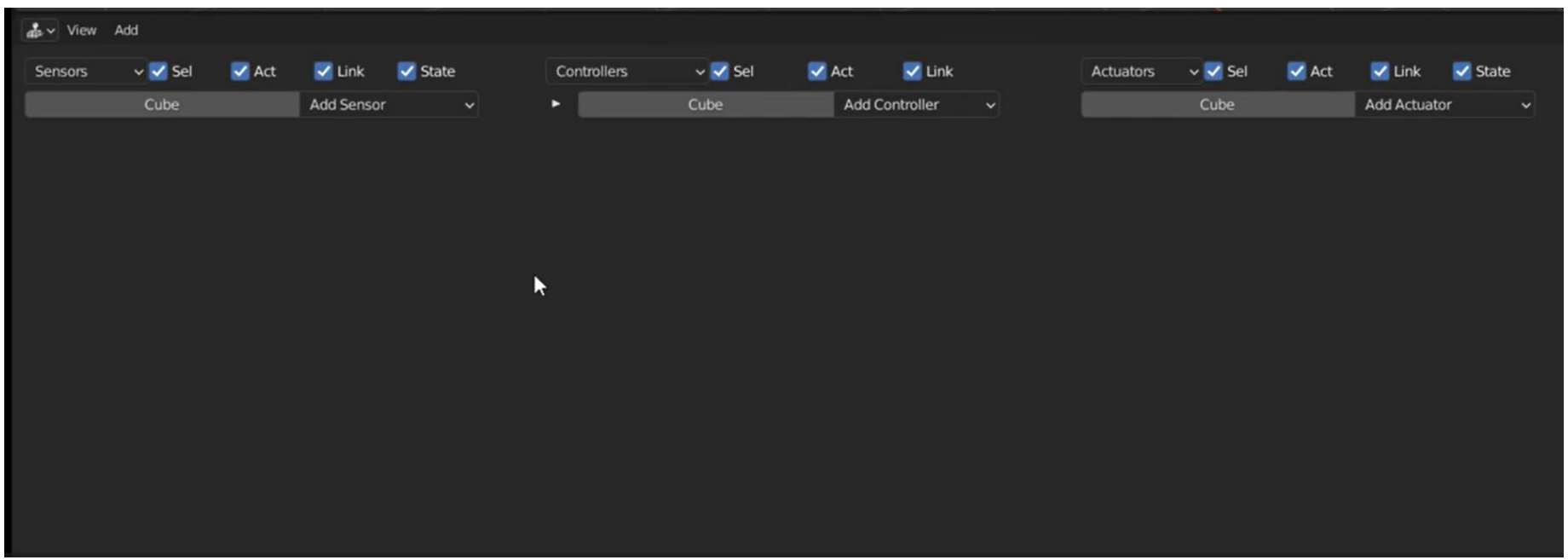
CLICK ON THE ICON IN THE BOTTOM LEFT CORNER



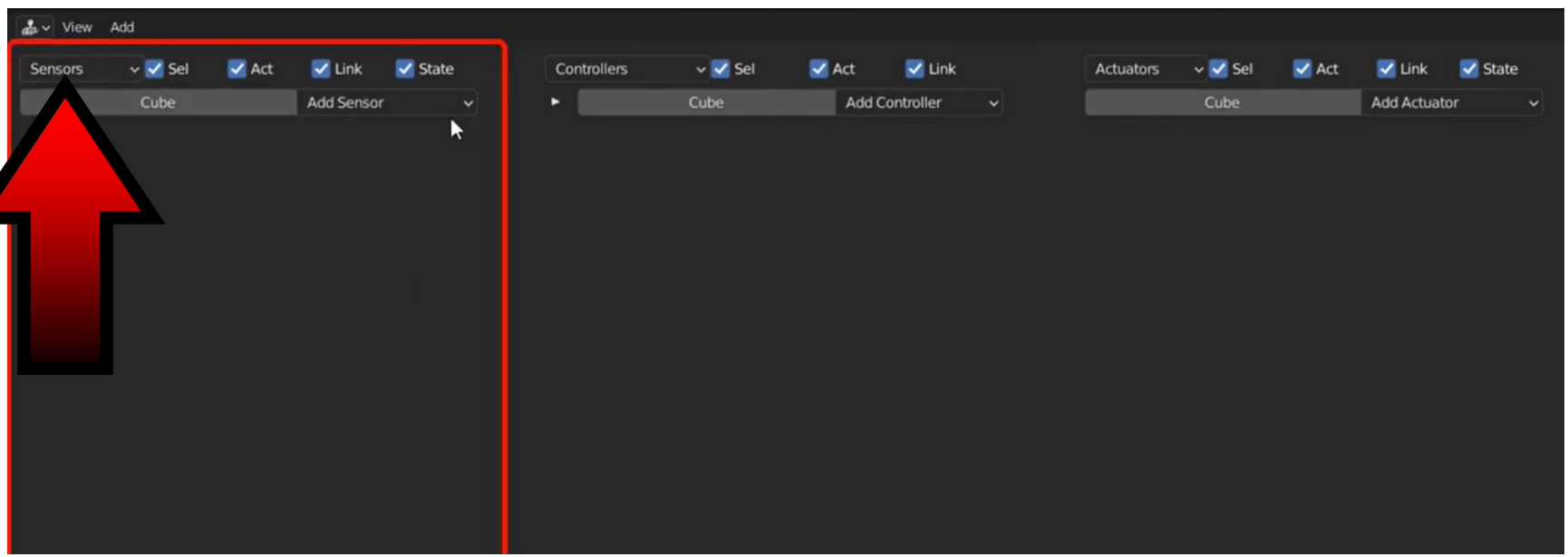
SELECT
LOGIC BRICKS EDITOR



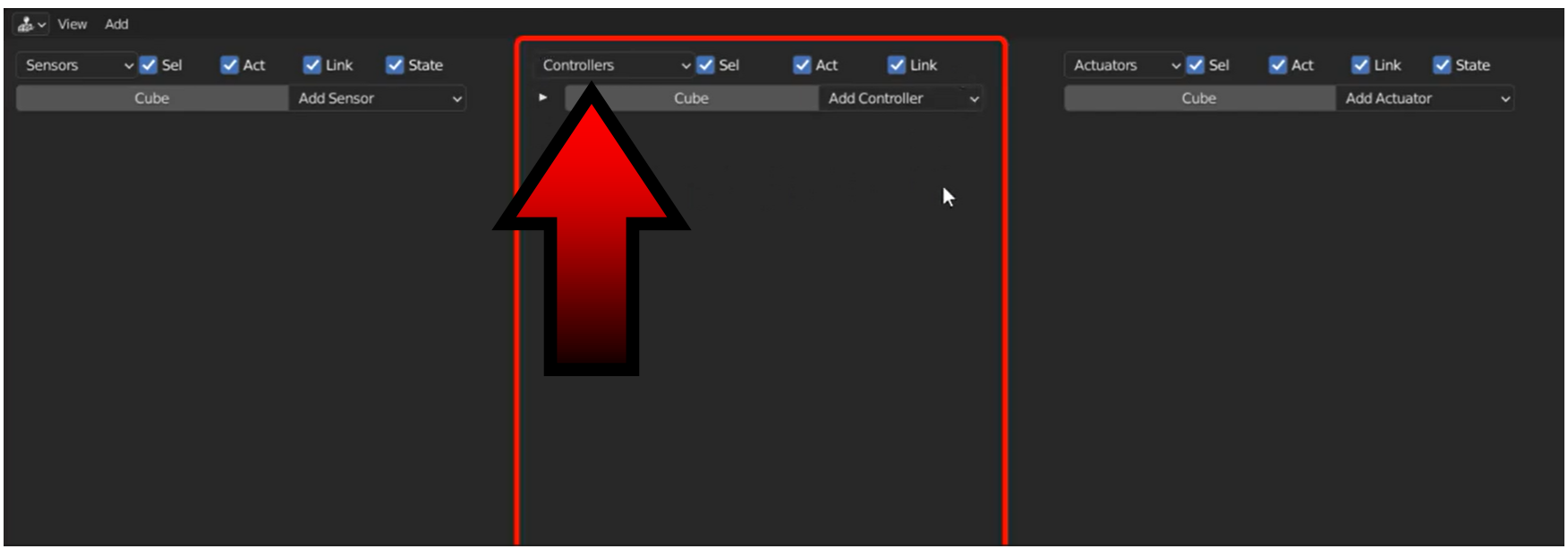
YOU WILL SEE A WINDOW LIKE THIS WIDTH TREE SECTIONS



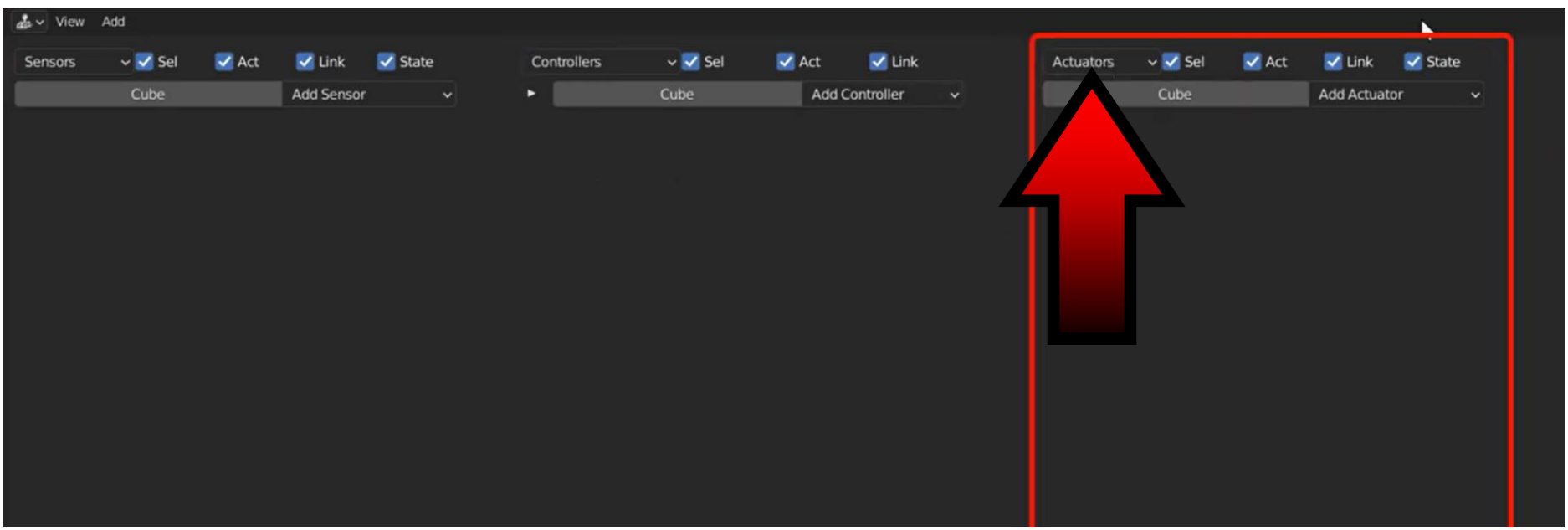
SENSORS


View
Add
Sensors
Sel
Act
Link
State
Cube
Add Sensor
Controllers
Sel
Act
Link
Cube
Add Controller
Actuators
Sel
Act
Link
State
Cube
Add Actuator

CONTROLLERS



ACTUATORS


View
Add
Sensors
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Cube
Add Sensor
Controllers
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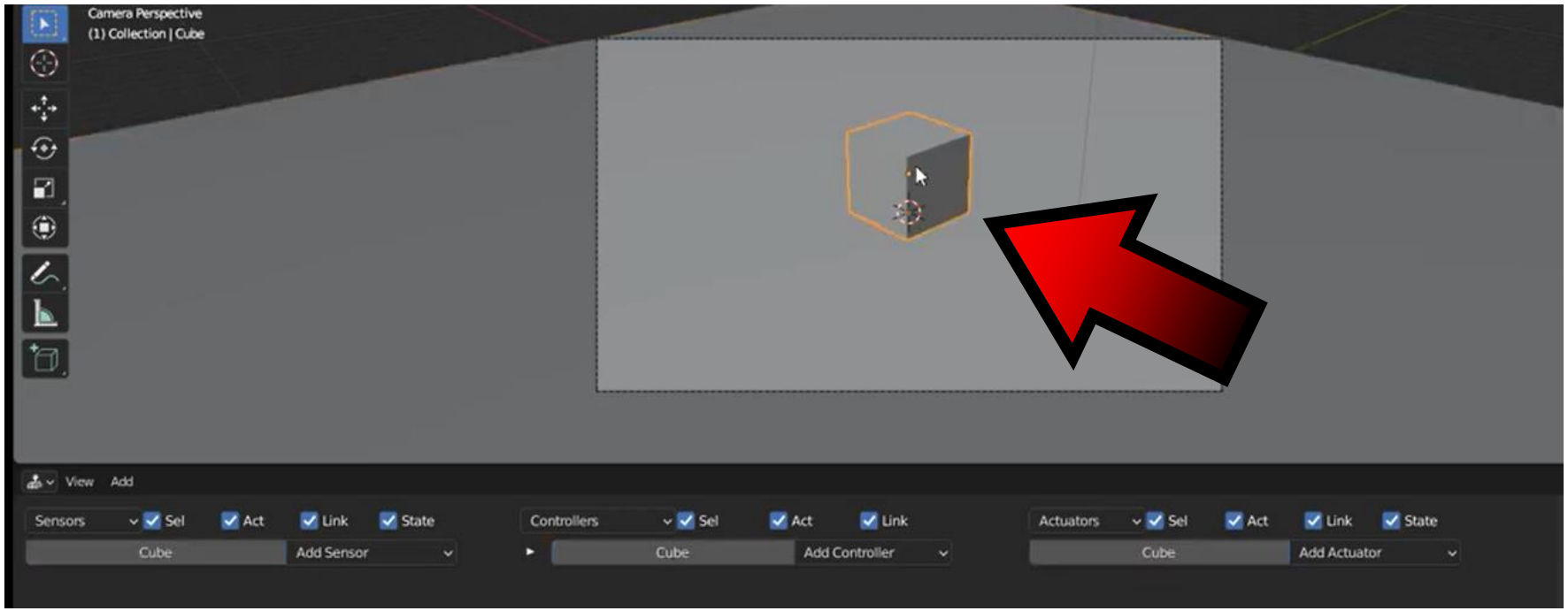
Cube
Add Actuator

SELECT CUBE


Camera Perspective
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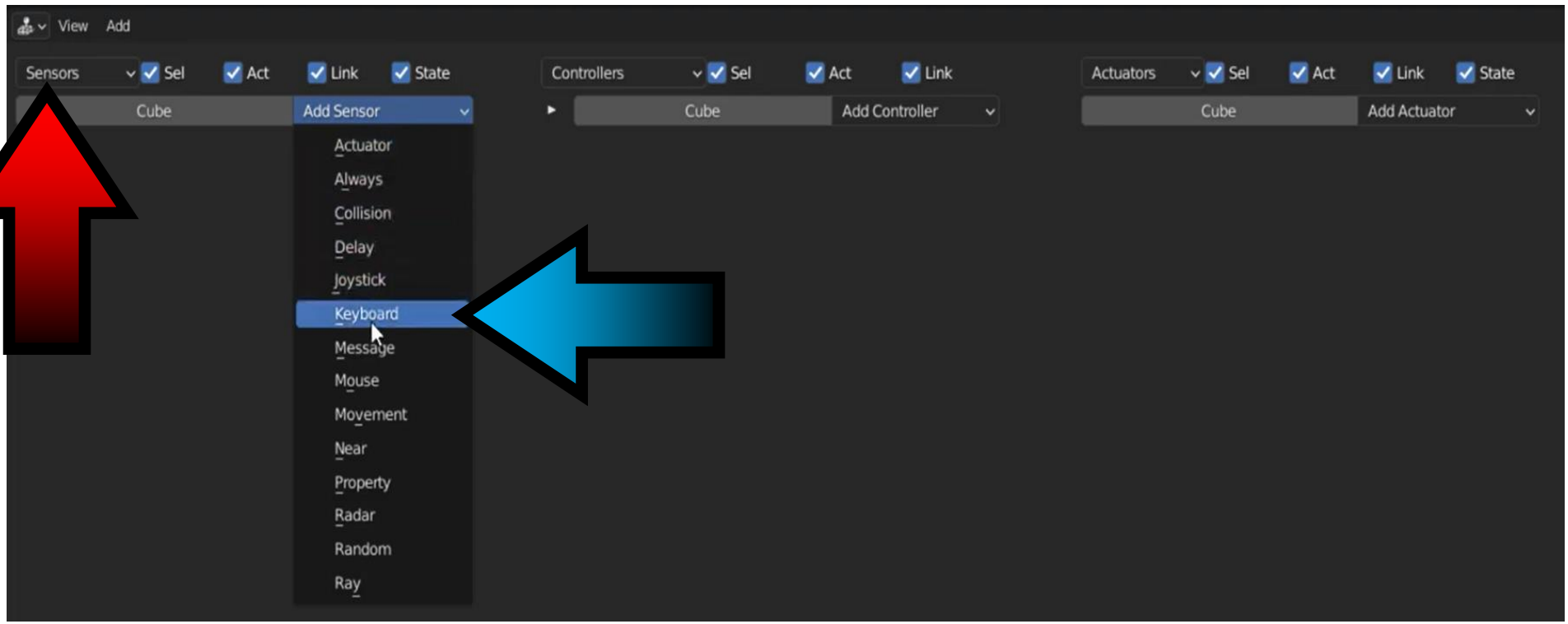
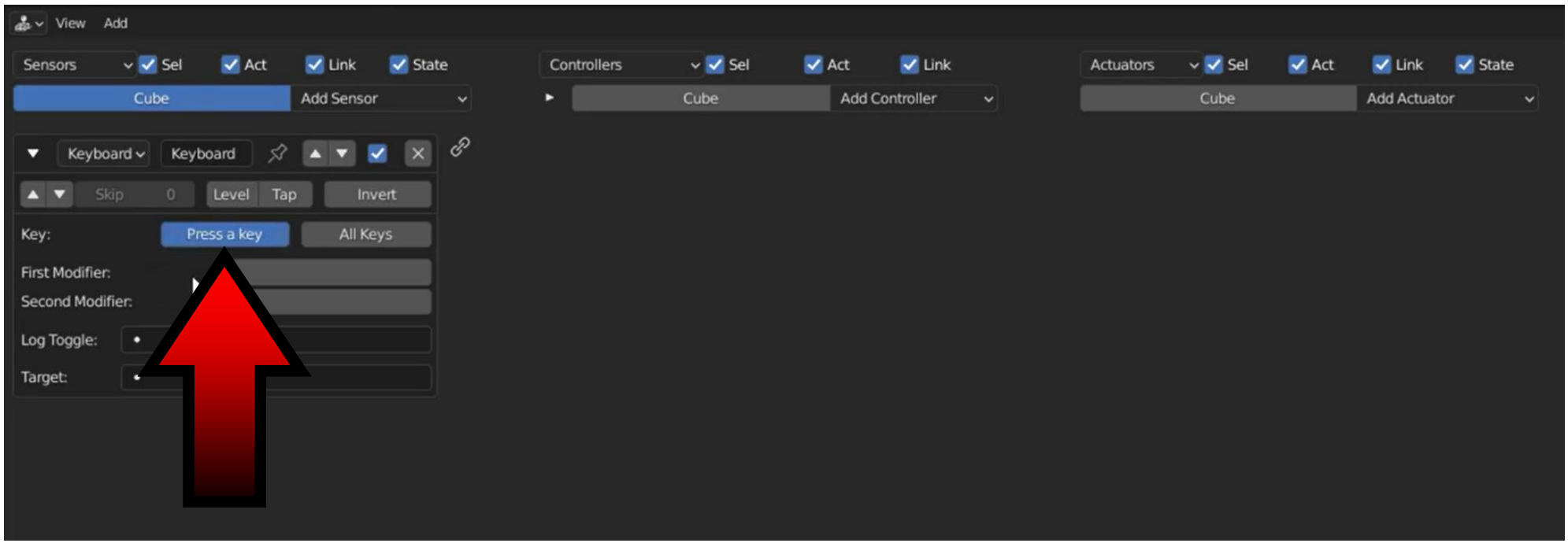
Cube
Add Actuator

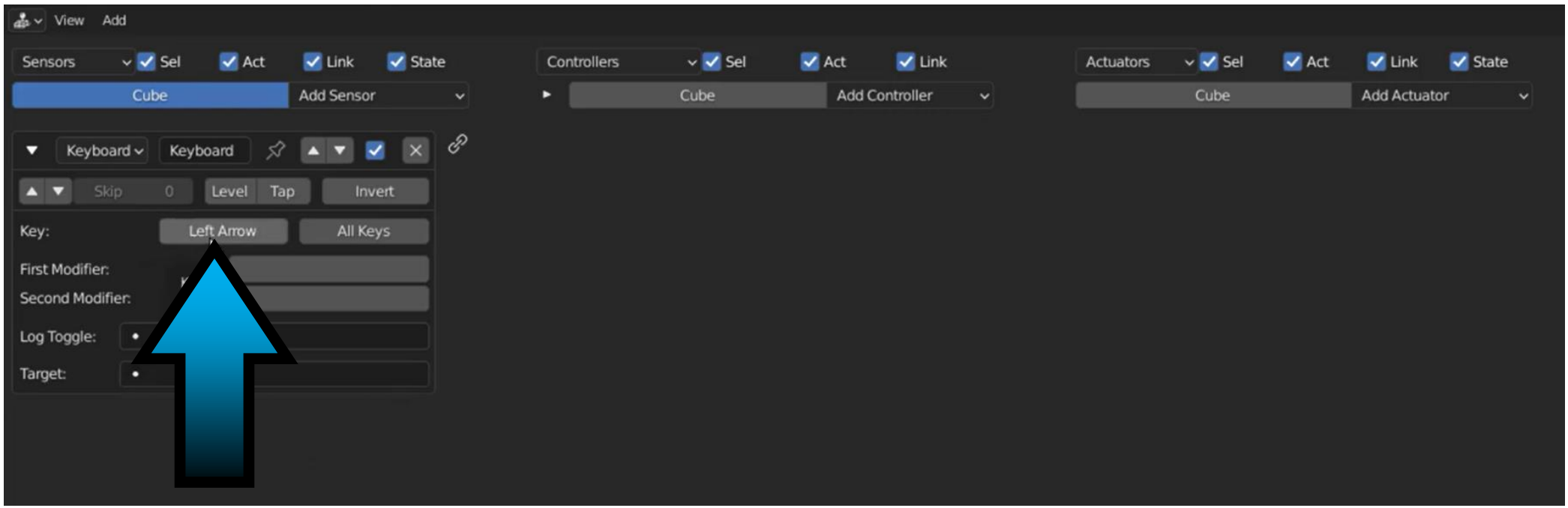
FOR SENSORS CHOOSE KEYBOARD



CLICK THE MOUSE IN PRESS A KEY



THEN PRESS THE LEFT ARROW ON THE KEYBOARD



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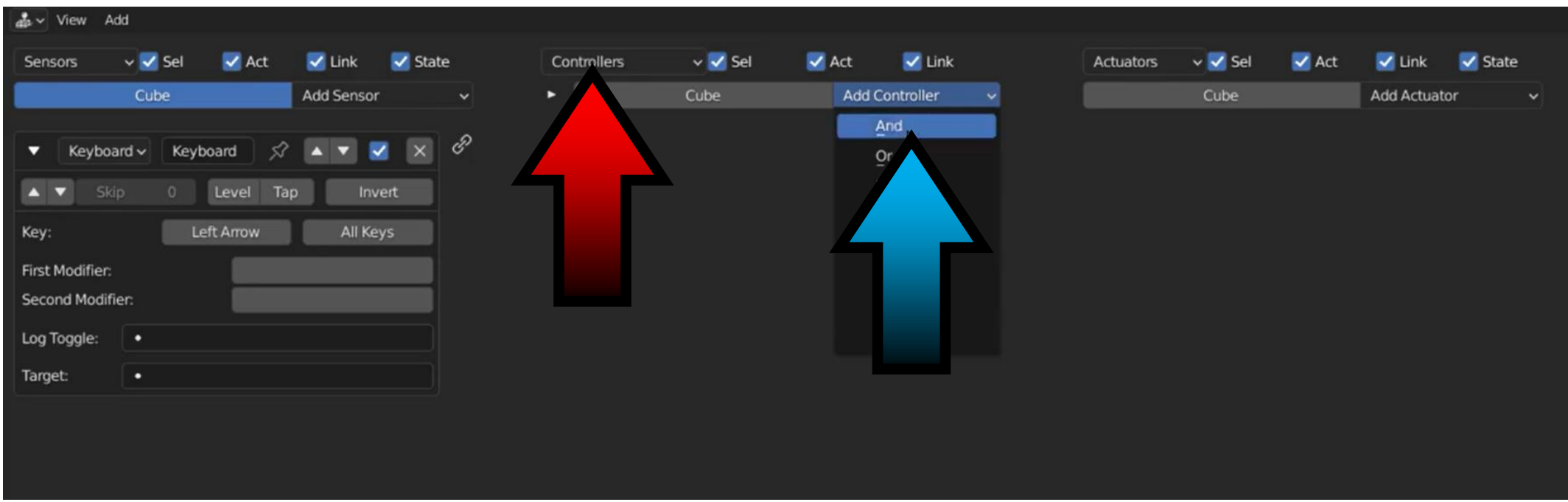
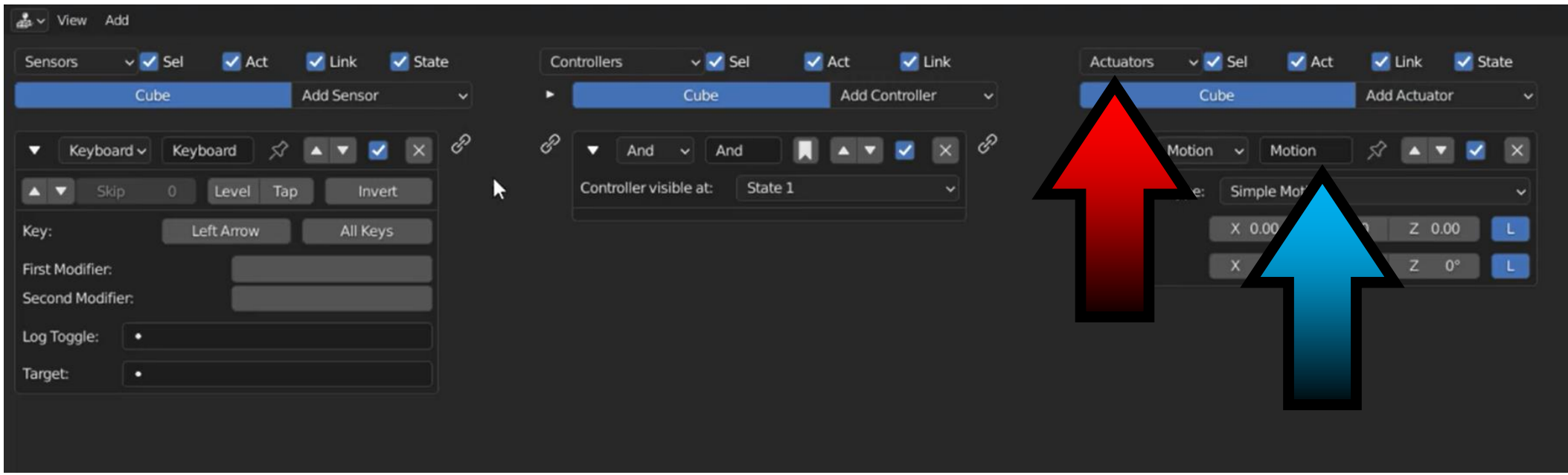
POWER OF AR AND VR

FOR CONTROLLERS CHOOSE AND

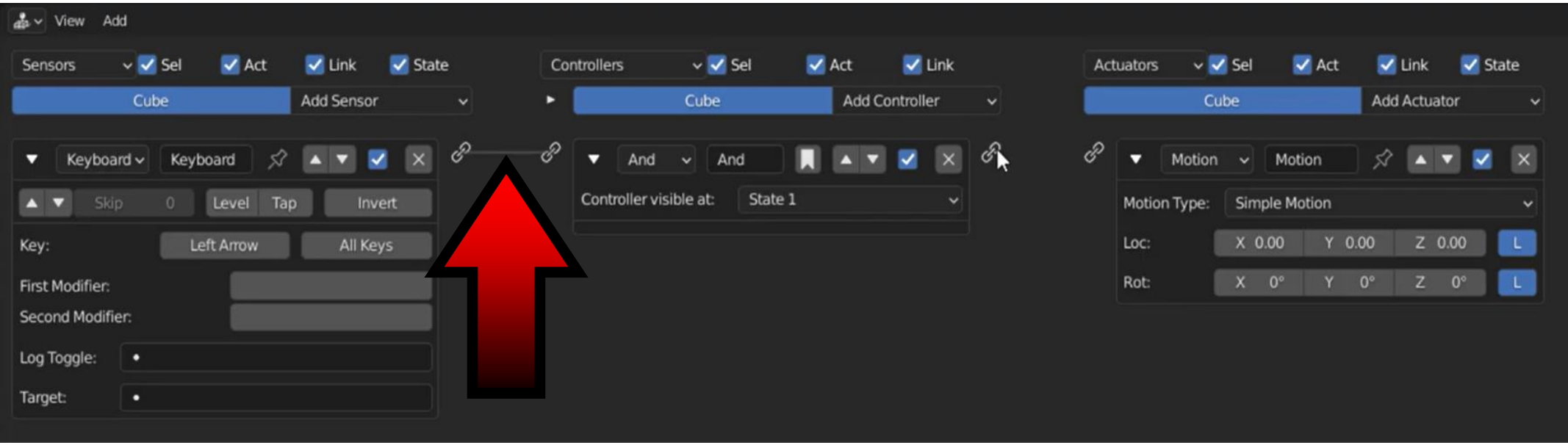


UPBGE

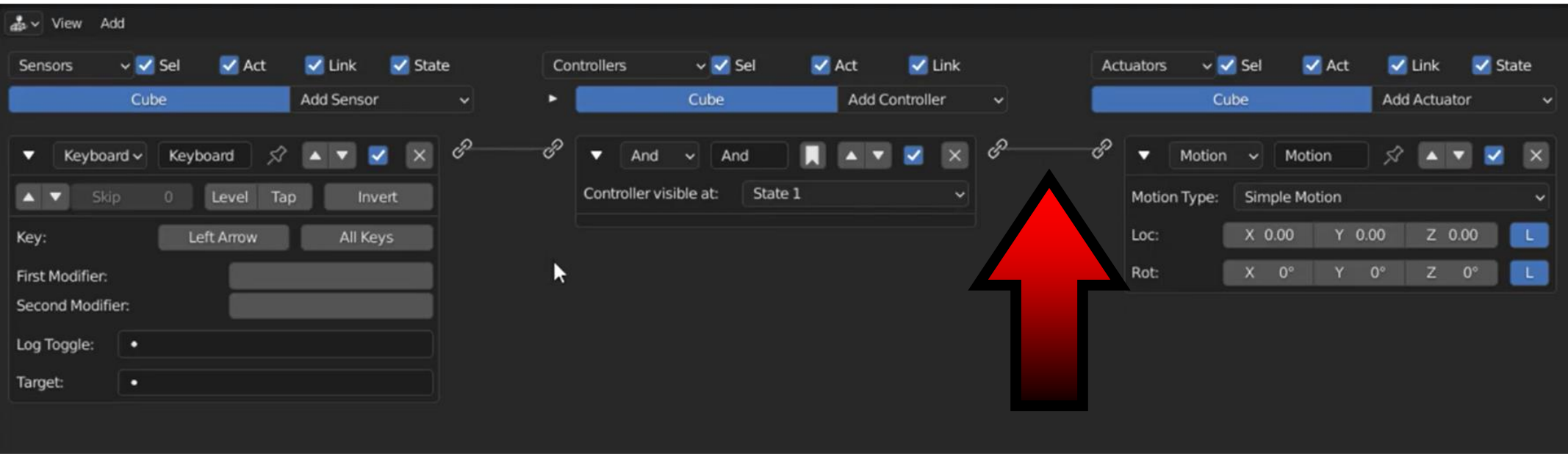
FOR ACTUATORS CHOOSE MOTION



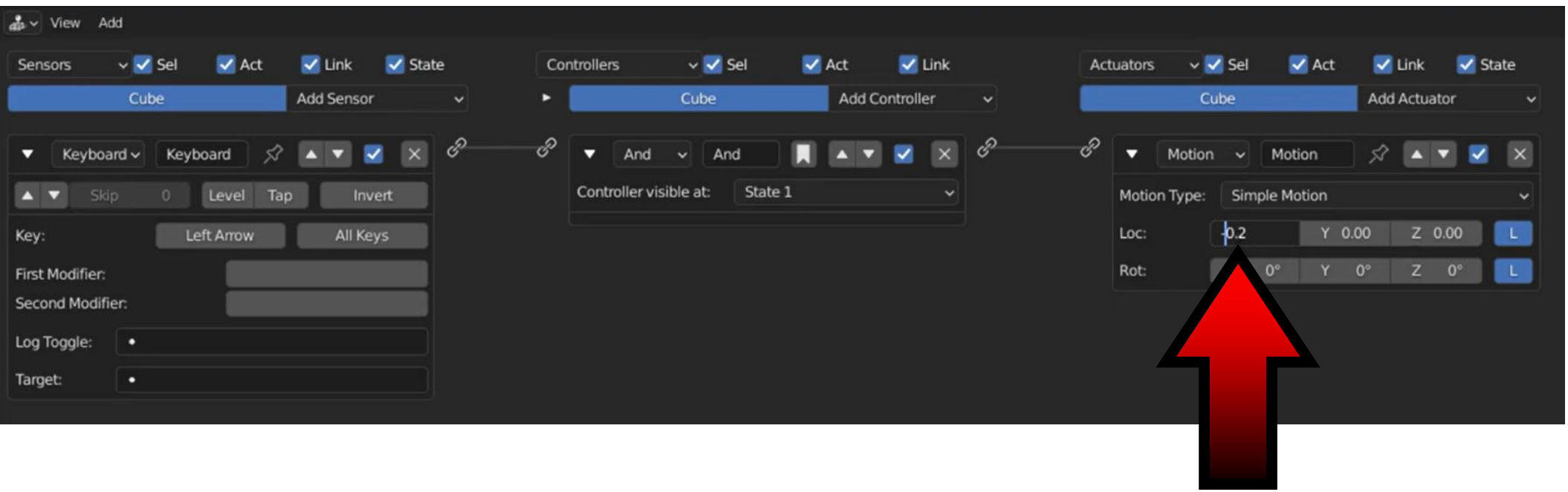
WE CONNECT SENSORS WIDTH CONTROLLERS



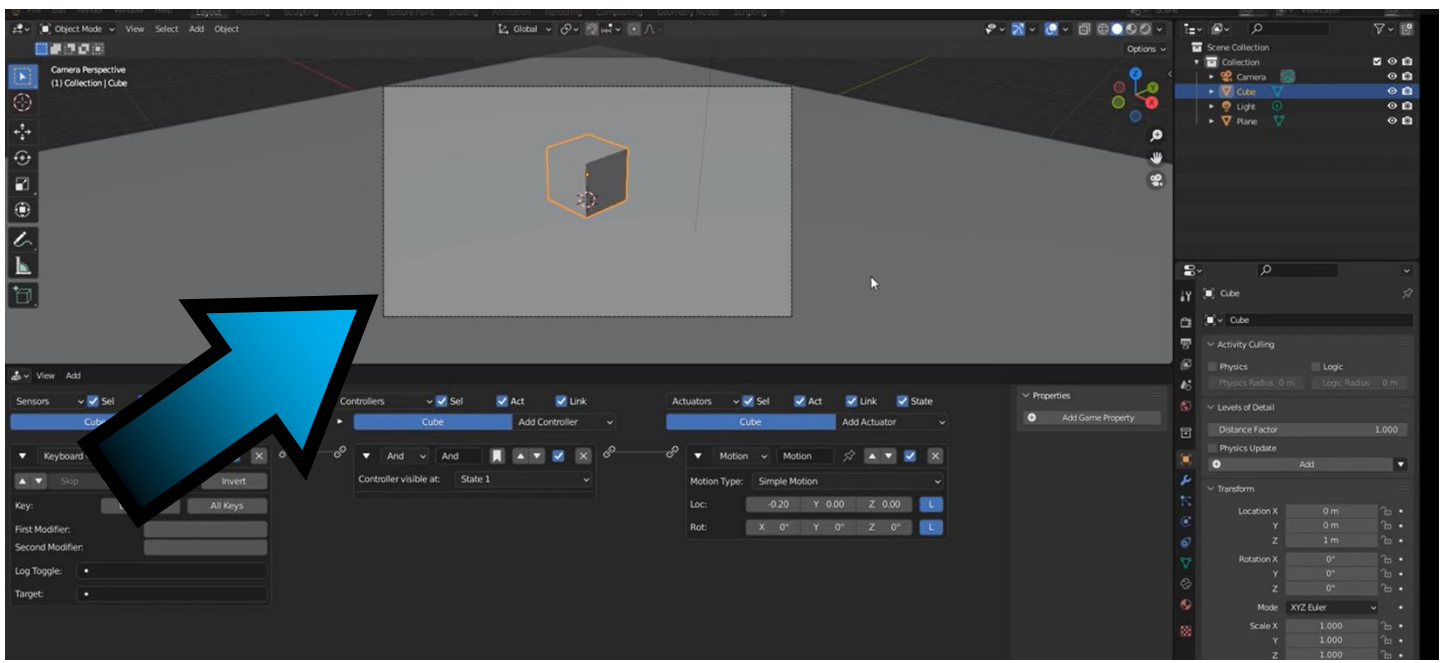
THEN CONTROLLERS WIDTH ACTUATORS



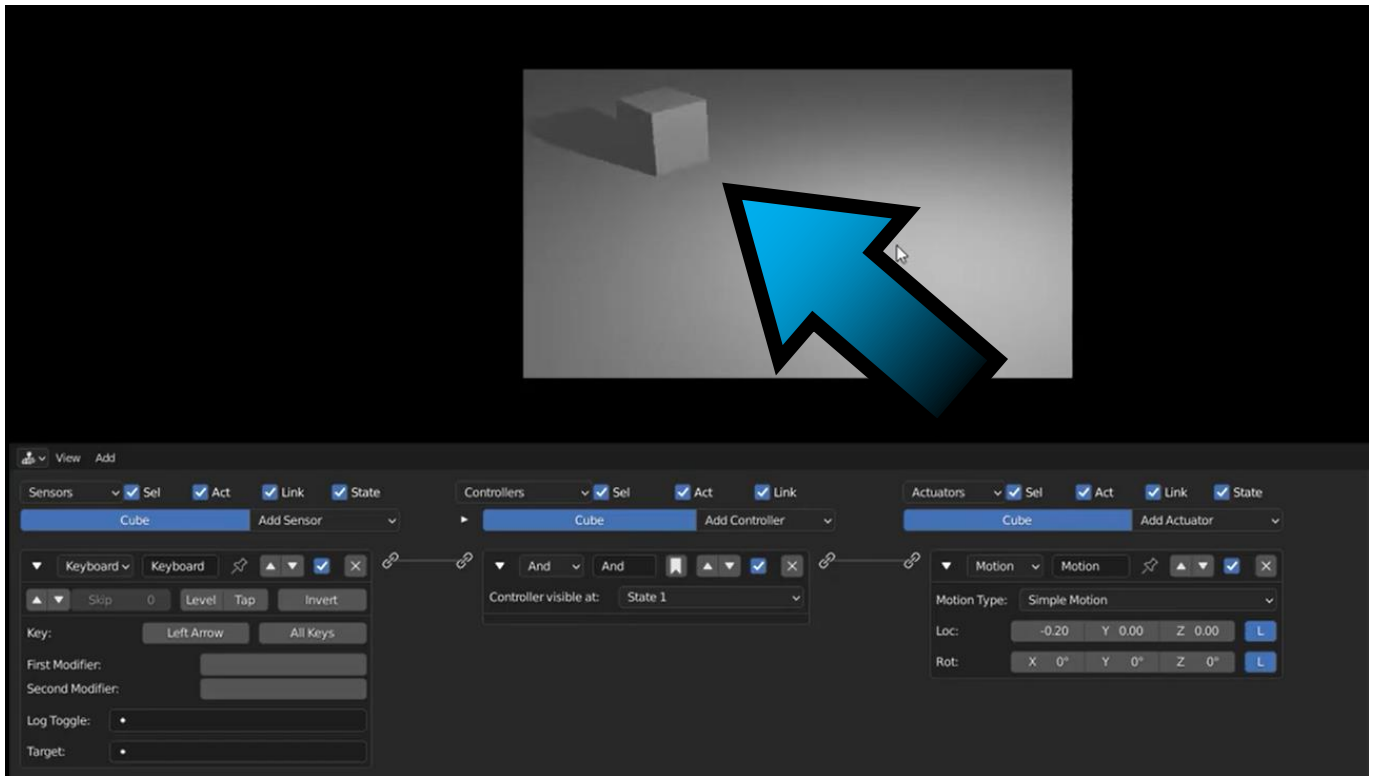
LET'S ENTER THE DISPLACEMENT ALONG THE X-AXIS -0,2



CLICK 0 (zero) FROM THE NUMERIC KEYBOARD TO GO TO THE CAMERA VIEW

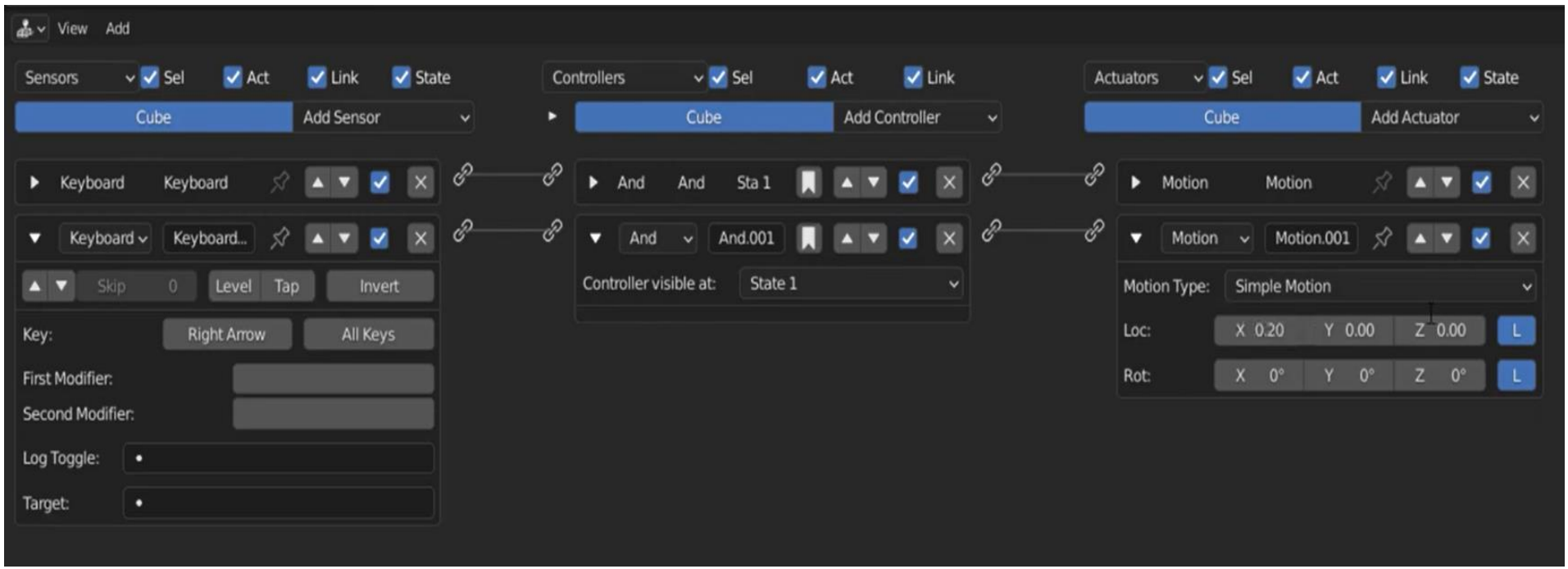


PRESS THE P KEY TO LAUCH THE GAME, AND THEN THE LEFT ARROW TO MOVE THE CUBE

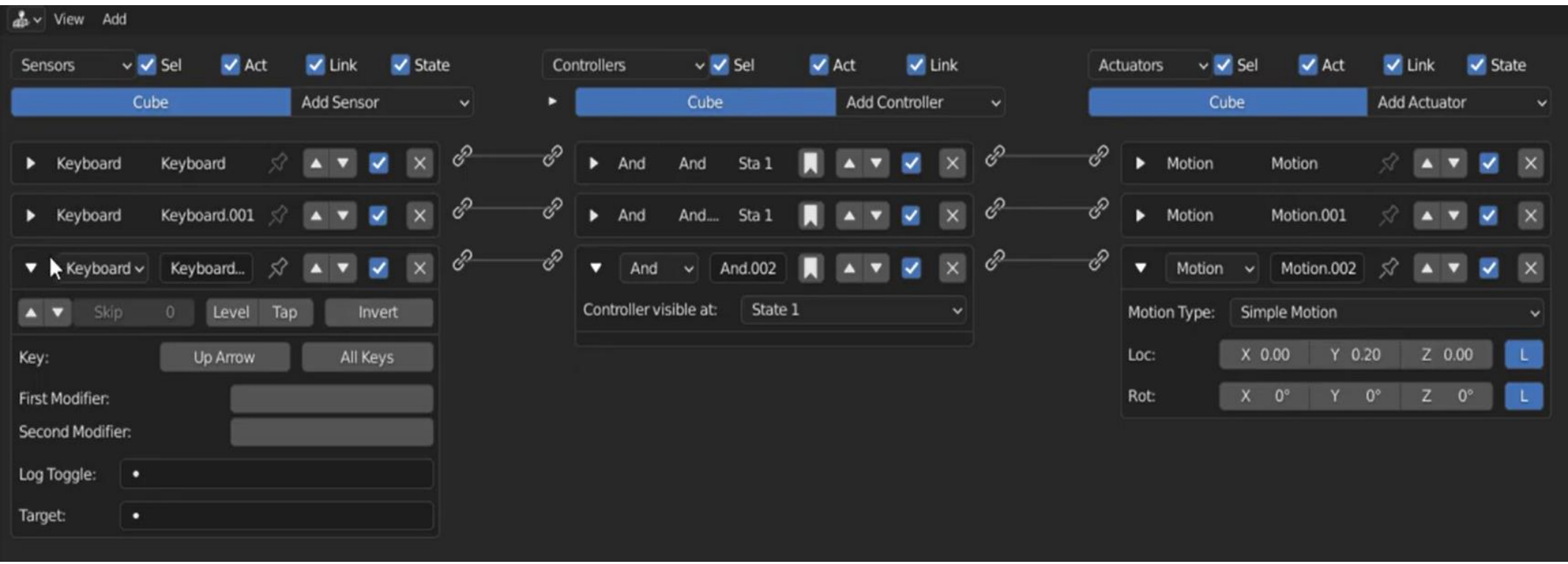


ACCORDING TO THE FOLLOWING FORMULA

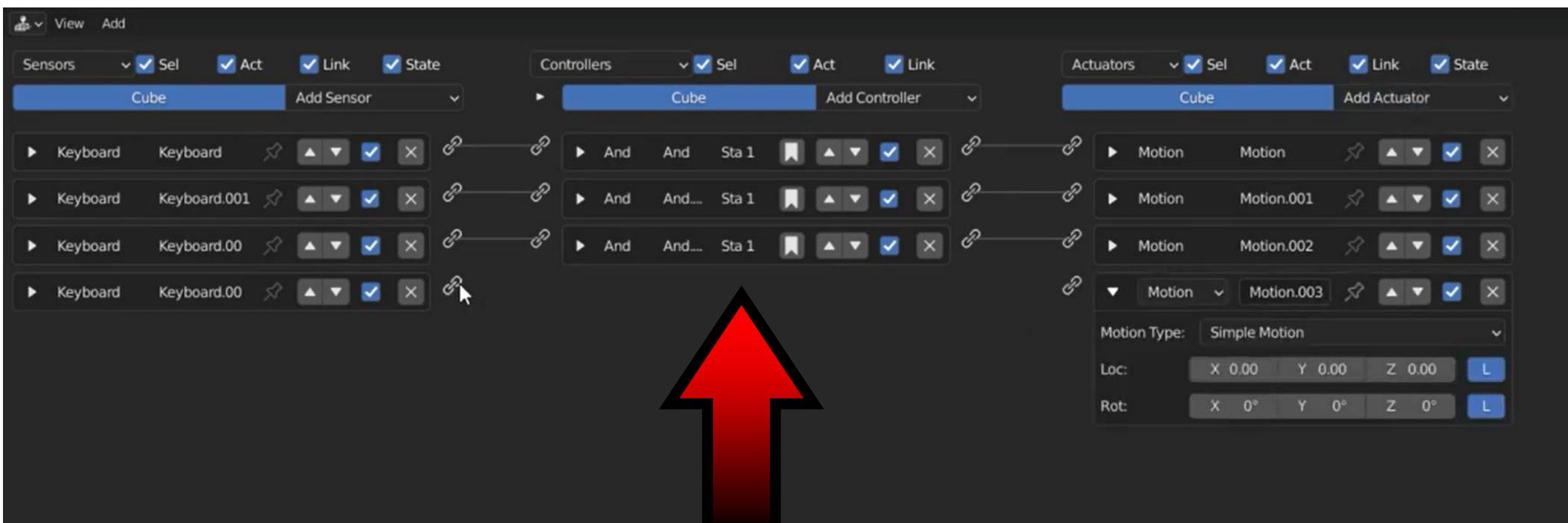
ADD MORE ITEMS FOR THE RIGHT ARROW



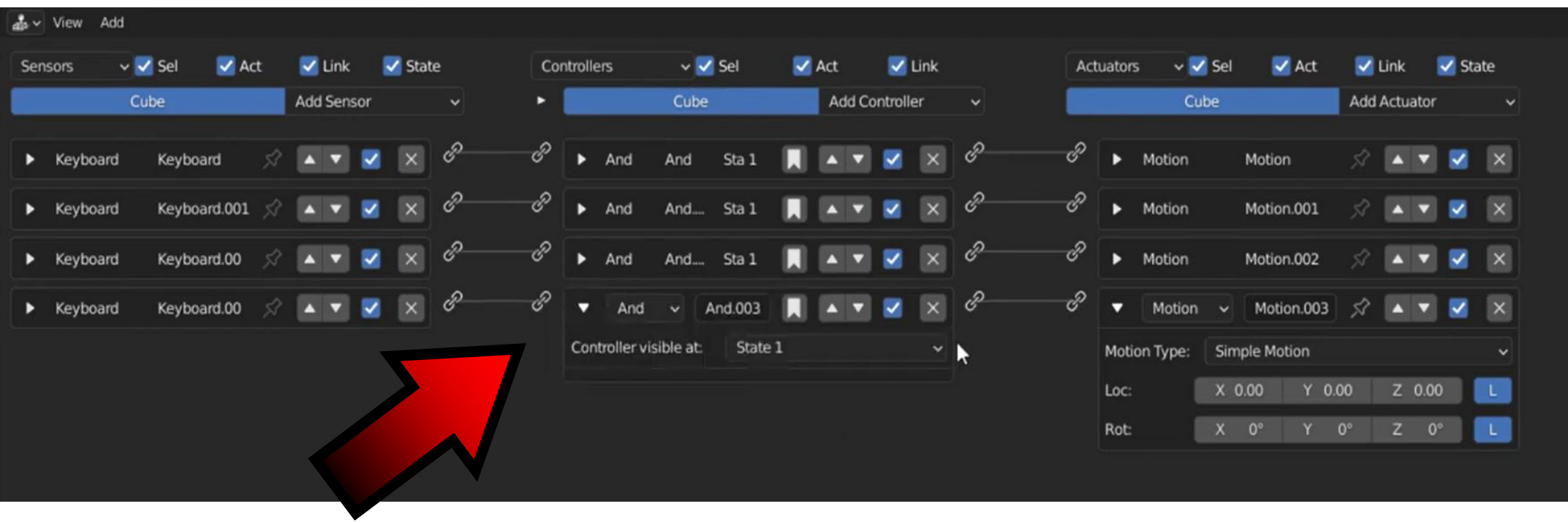
AND FOR UP ARROW



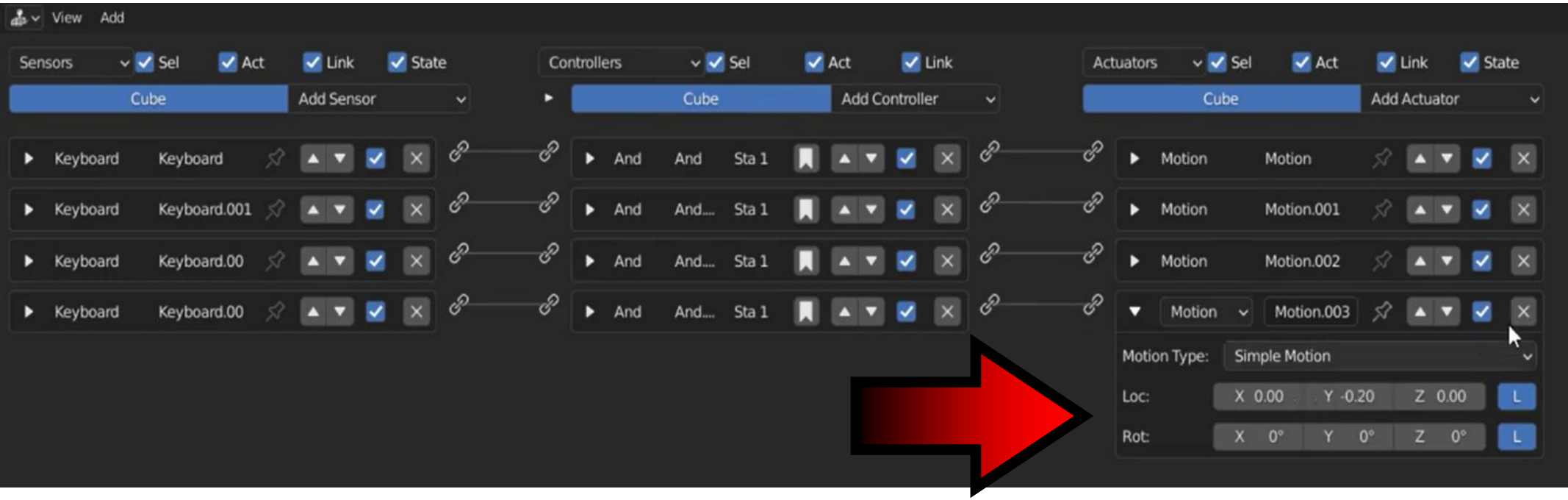
FOR THE DOWN ARROW,
DO NOT ADD CONTROLLERS



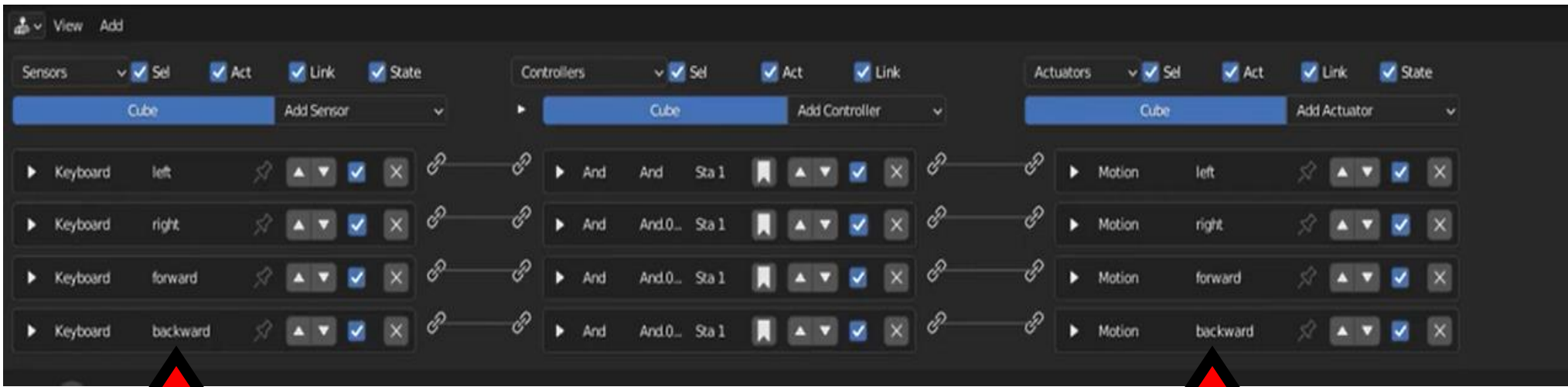
ONCE CONNECTED,
THE SYSTEM WILL ADD CONTROLLERS



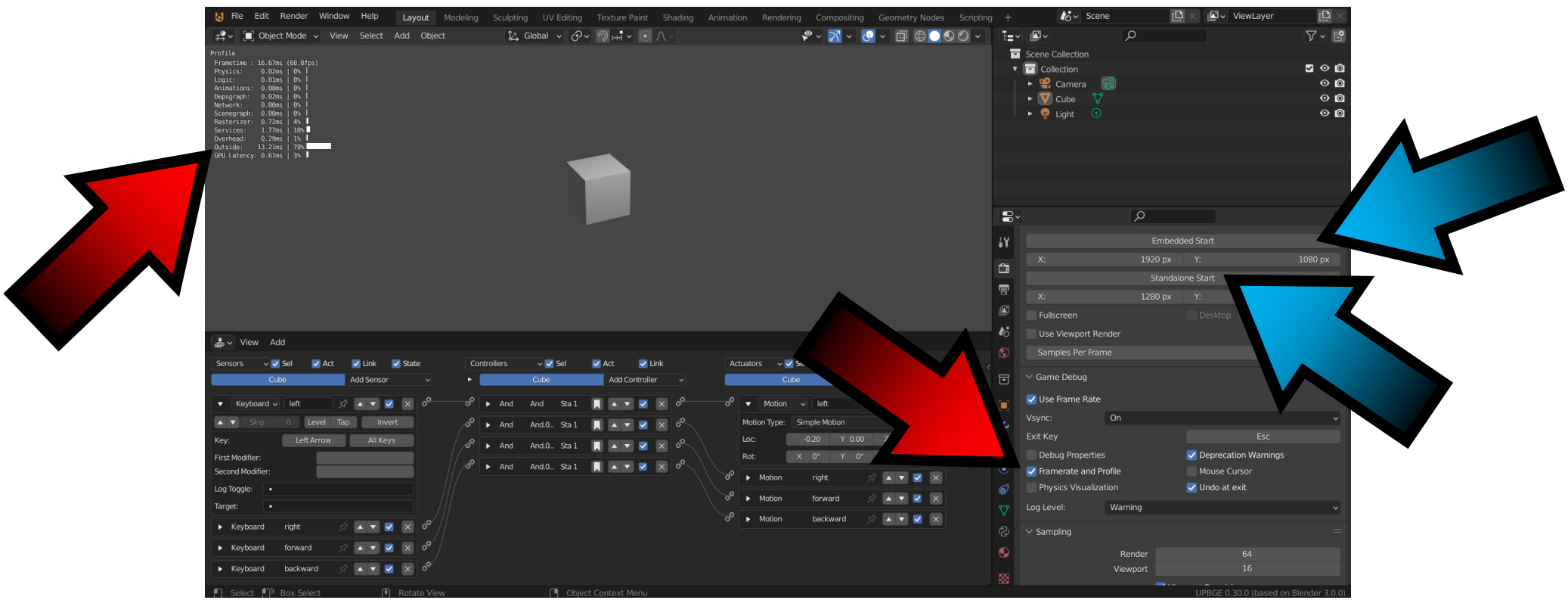
WE SET
THE SAME PARAMETERS EVERYWARE



FOR CLARITY,
WE ARE CHANGING THE NAMES



WE CAN TURN ON THE OPTION THAT WILL DISPLAY THE OPERATION OF THE SYSTEM



THANK YOU FOR YOUR ATTENTION

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