POWER OF AR AND VR

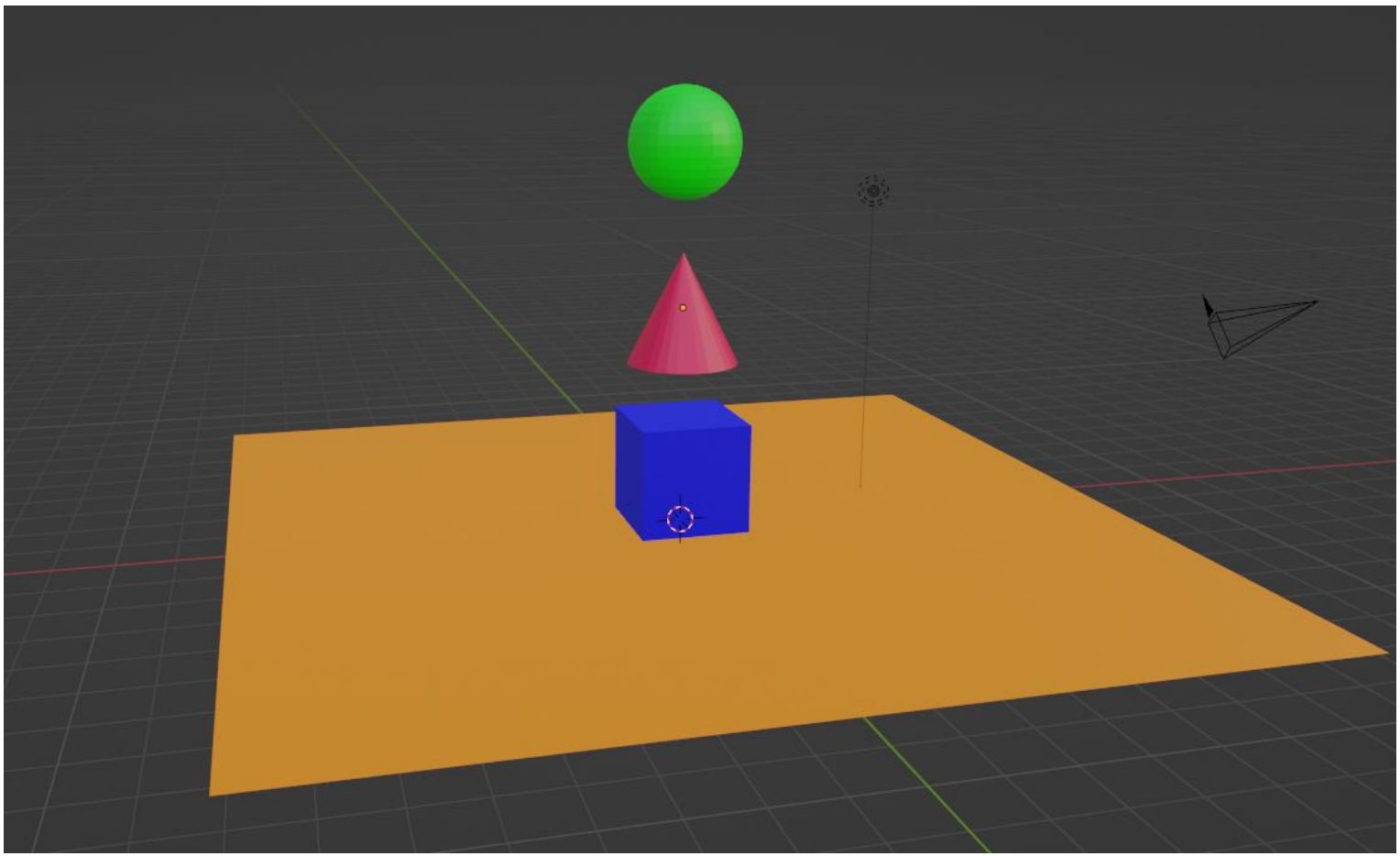
UPBGE

Collision

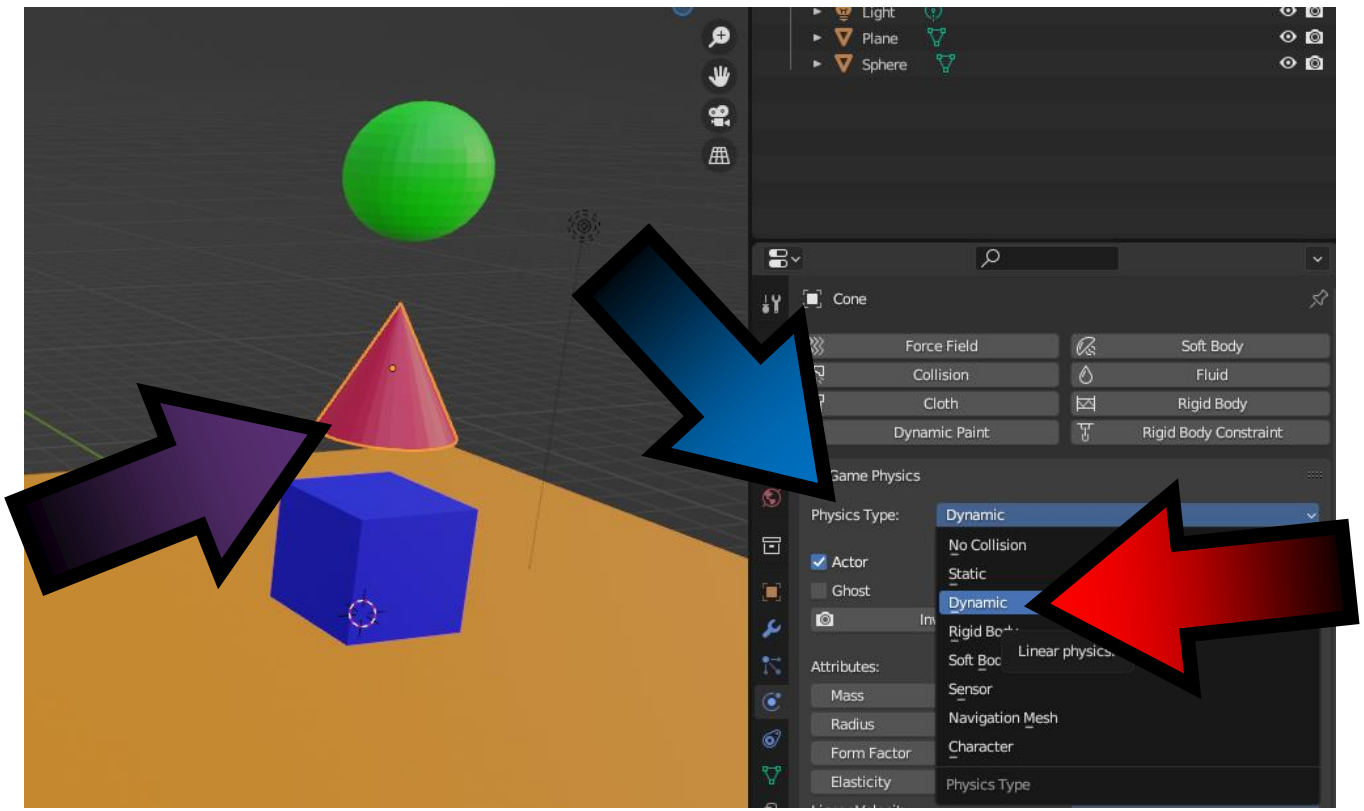
Co-funded by
the European Union

JACEK KAWAŁEK

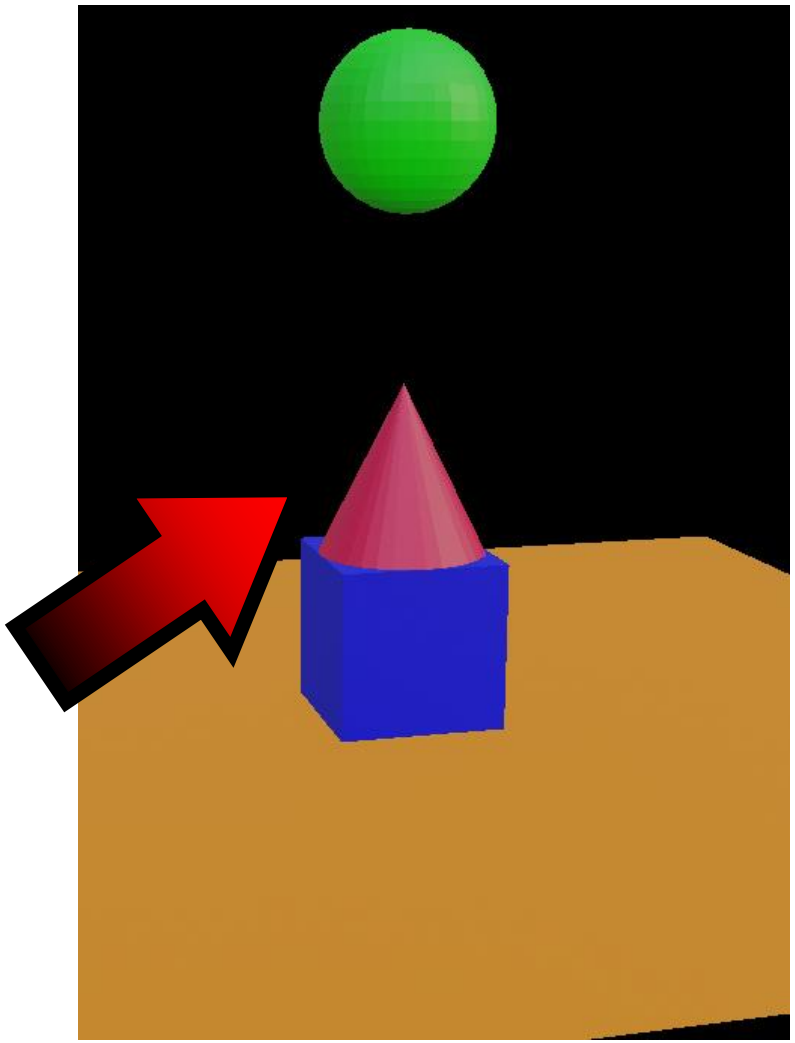
CREATE FILE



MARK THE CONE

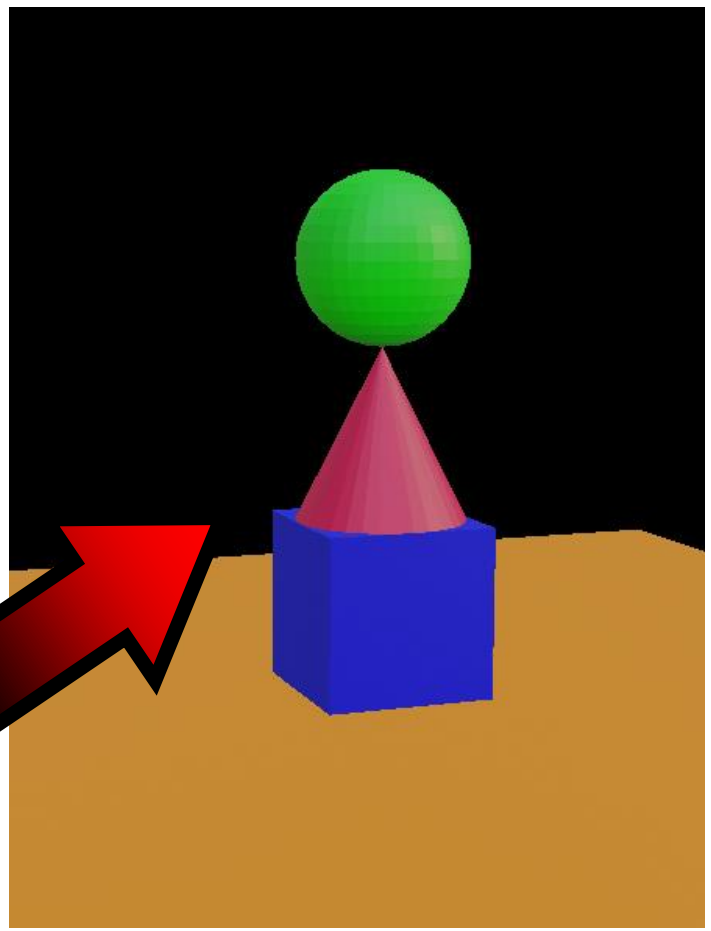


FOR PHYSICS TYPE SELECT DYNAMIC



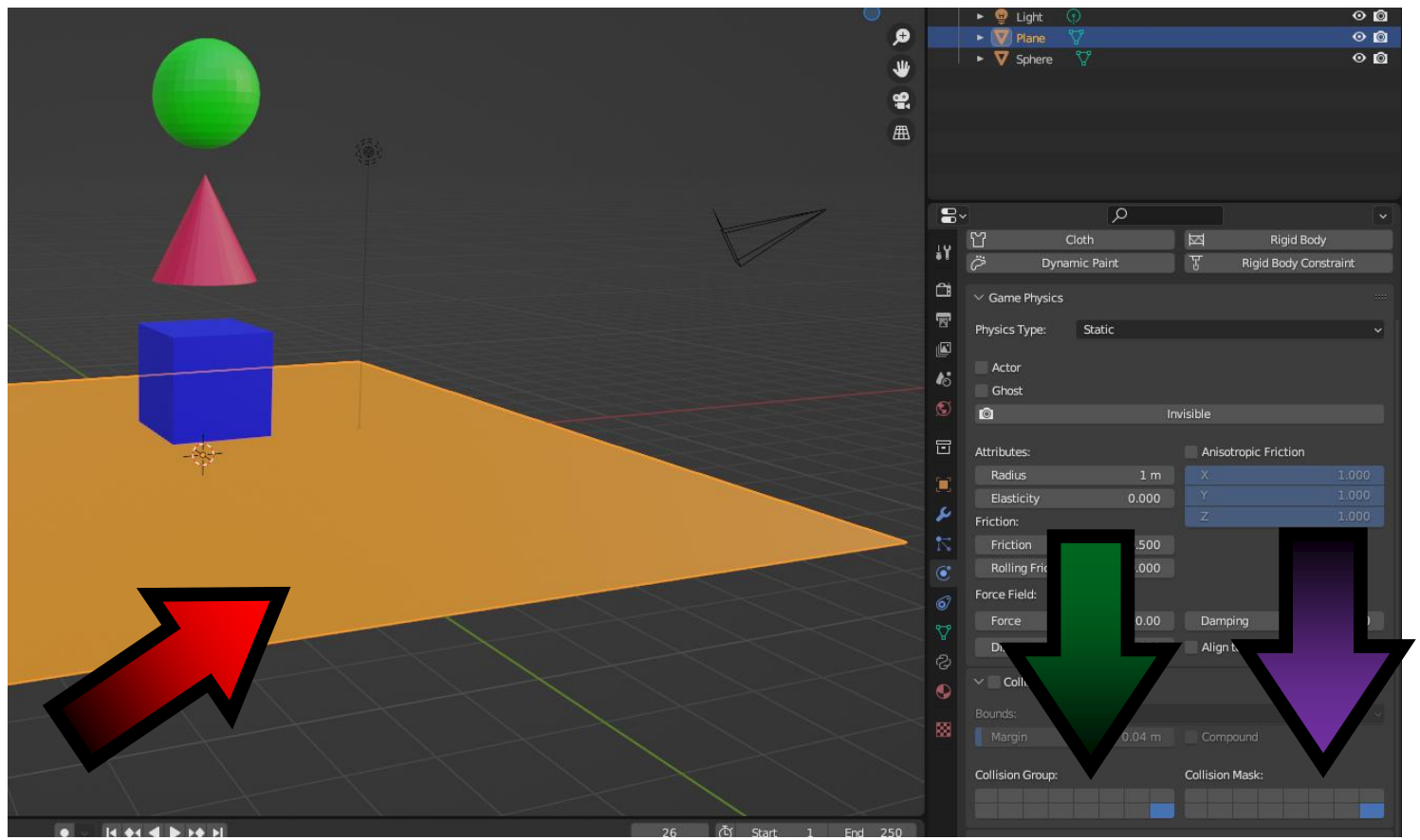
PRESS
P KEY
CONE FALLS
DOWN

SELECT
DYNAMIC
FOR
SPHERE AND CUBE



PRESS
P KEY
ALL BLOCKS FALL DOWN

SELECT PLANE
SET COLLISION GROUP
AND COLLISION MASK AS IN THE DRAWING



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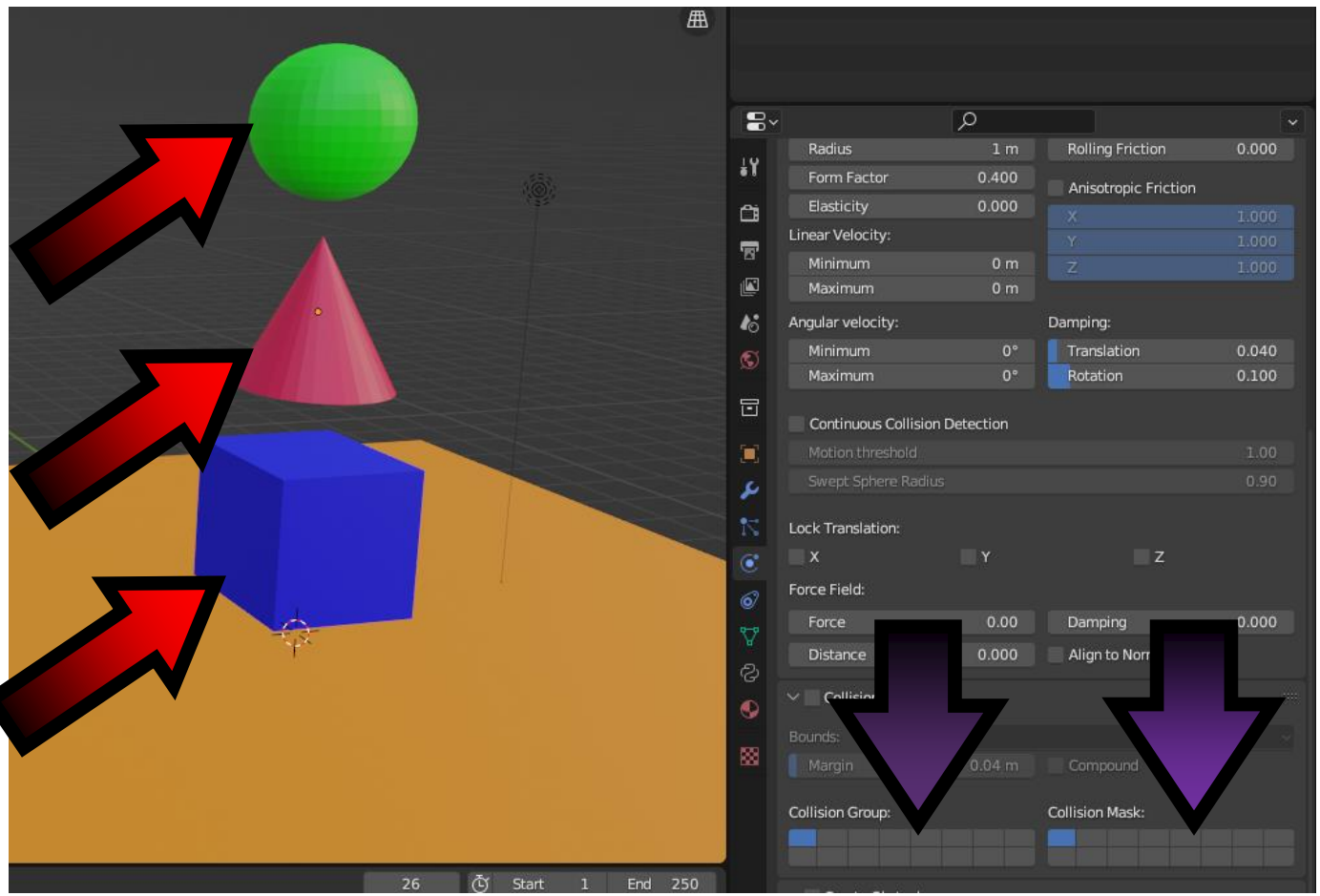
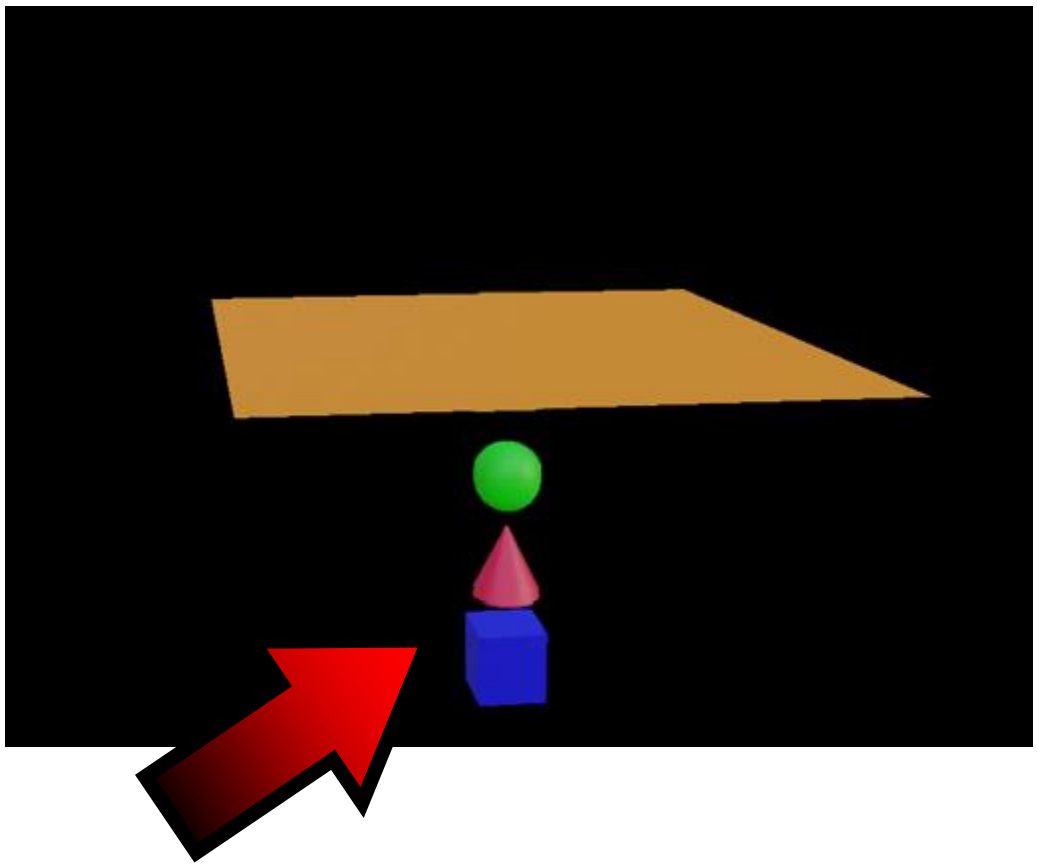
FOR THREE MODELS SET COLLISION GROUP AND COLLISION MASKAS IN THE DRAWING

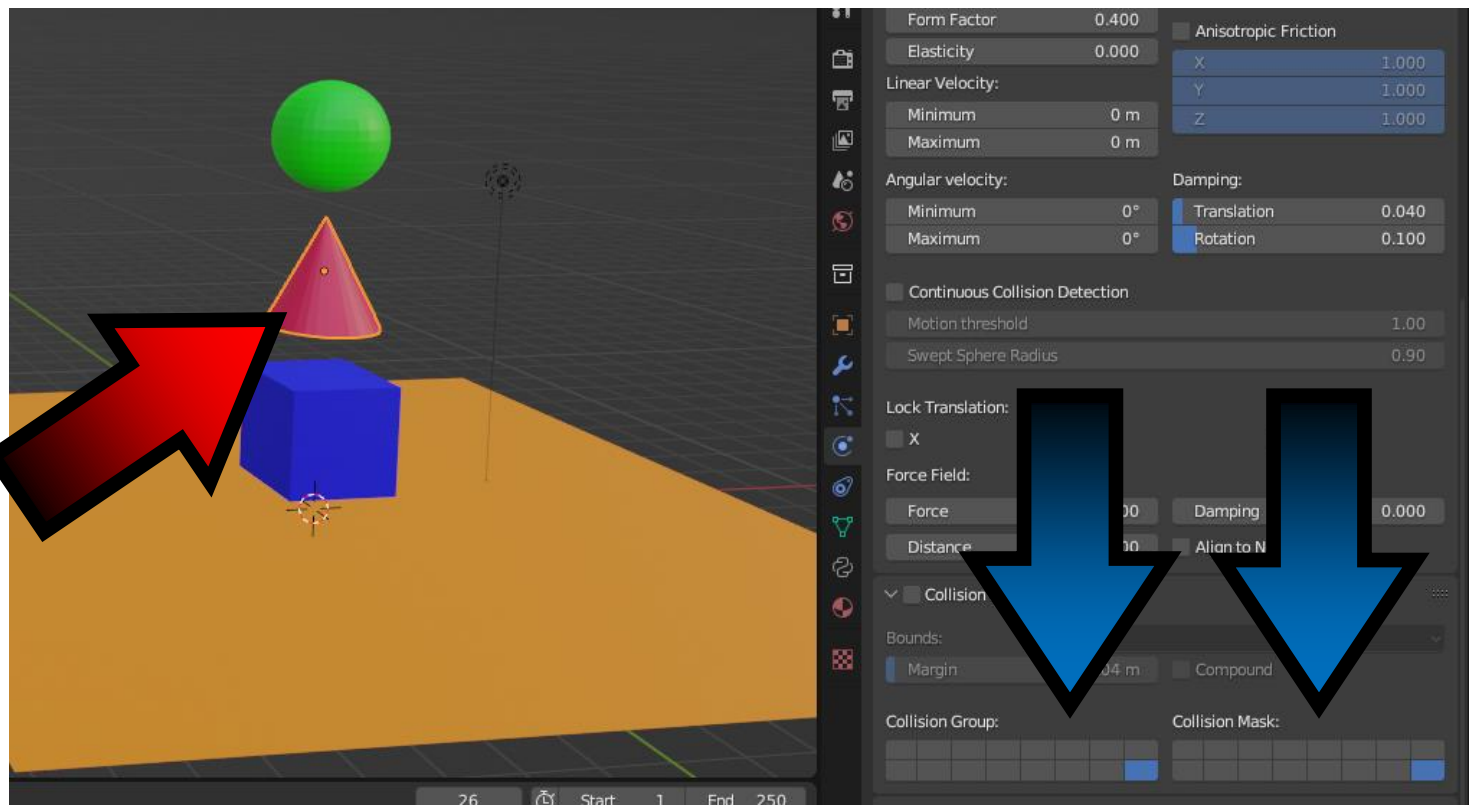




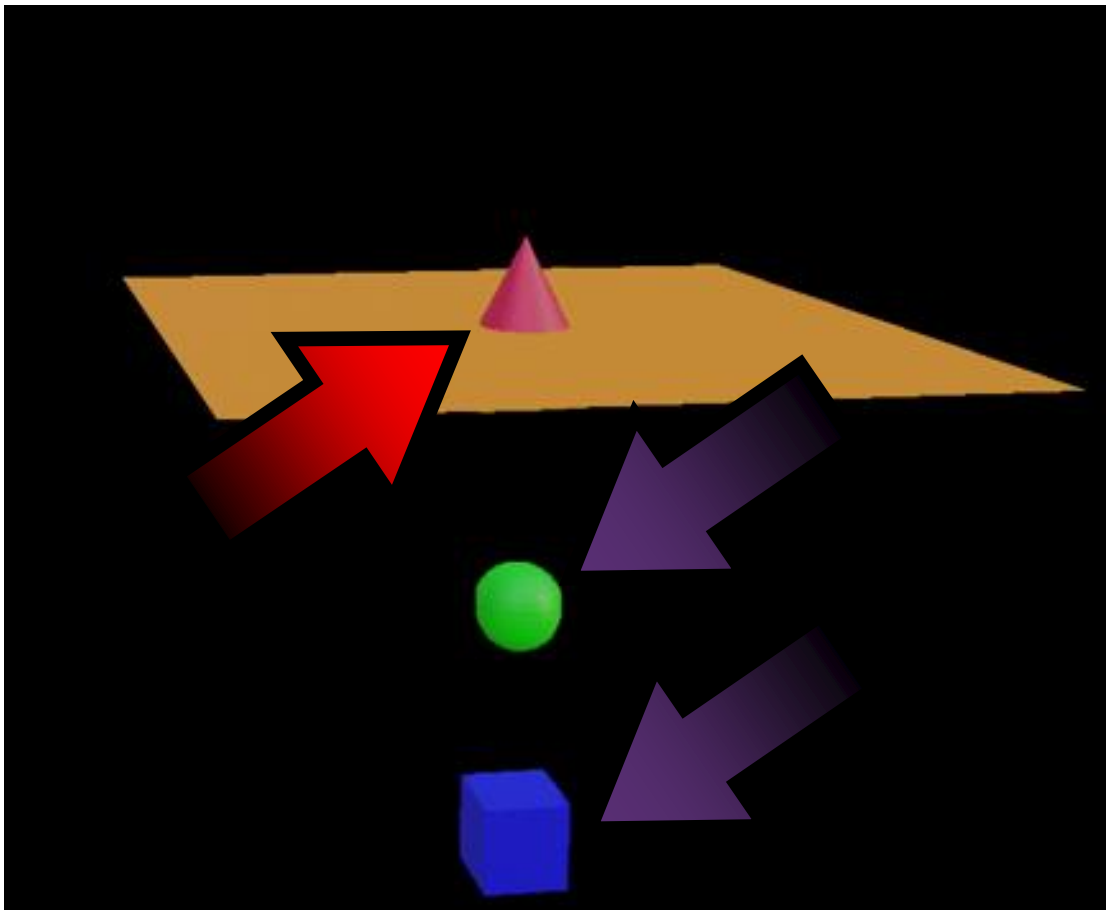
PRESS P KEY

ALL BLOCKS FLEW THROUGH THE PLANE

SELECT CONE



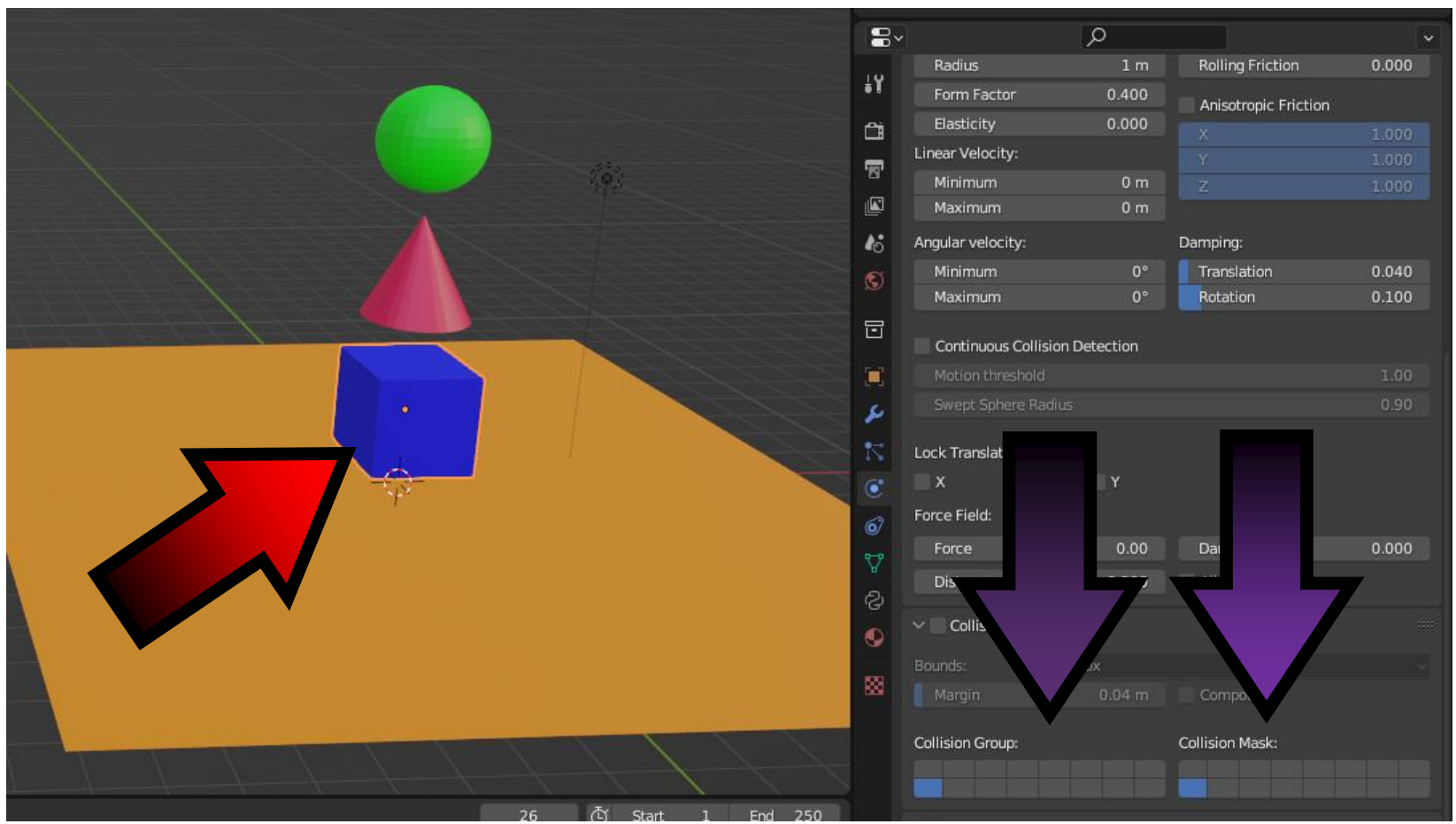
SET COLLISION GROUP AND COLLISION MASK SAME AS FOR PLANE



PRESS
THE
P KEY

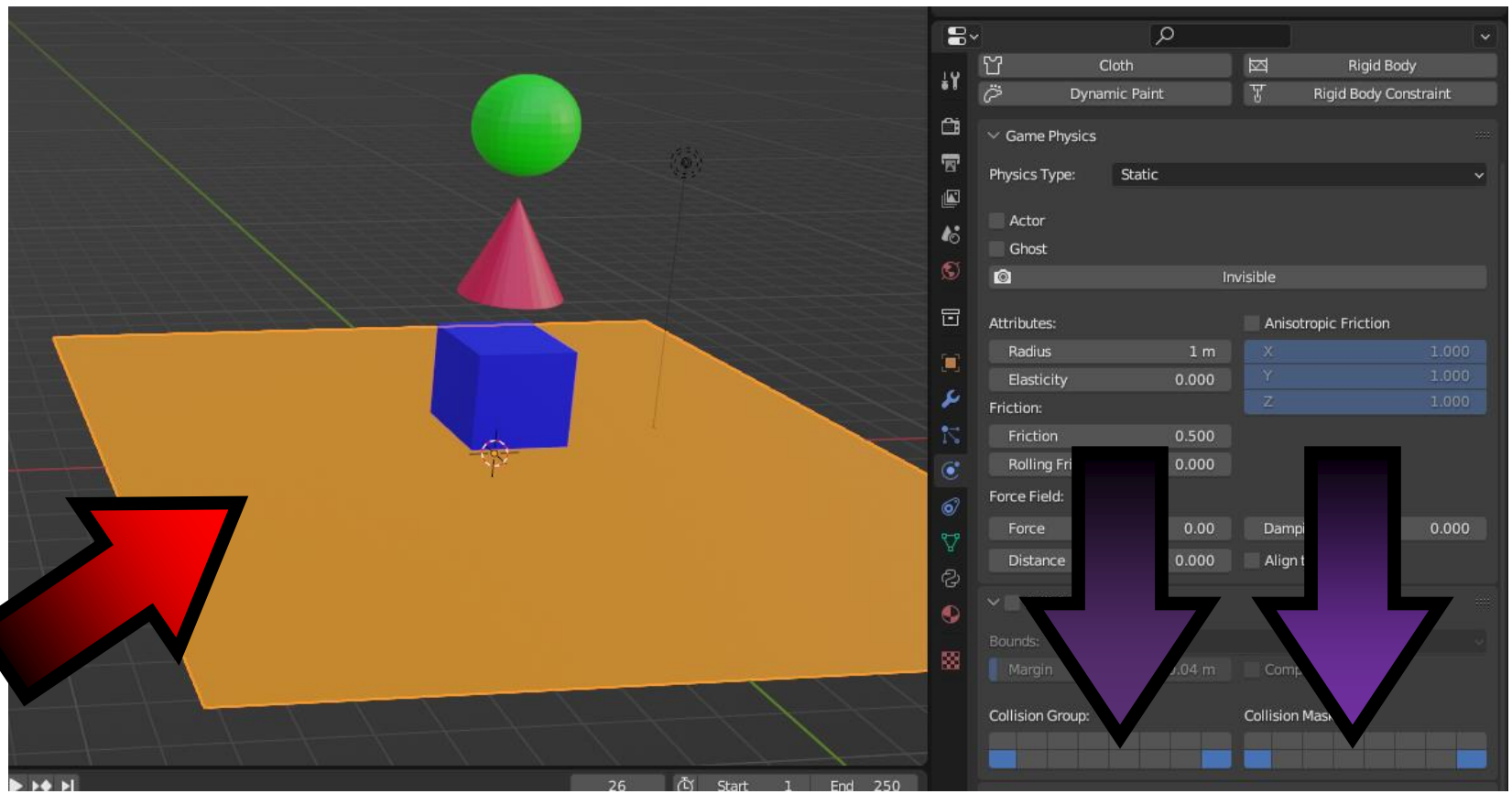
TWO MODELS
FLYDOWN
THE CONE
STOPPED ON
THE PLANE

CHANGE CUBE SETTINGS SET COLLISION GROUP AND COLLISION MASKAS SHOWN

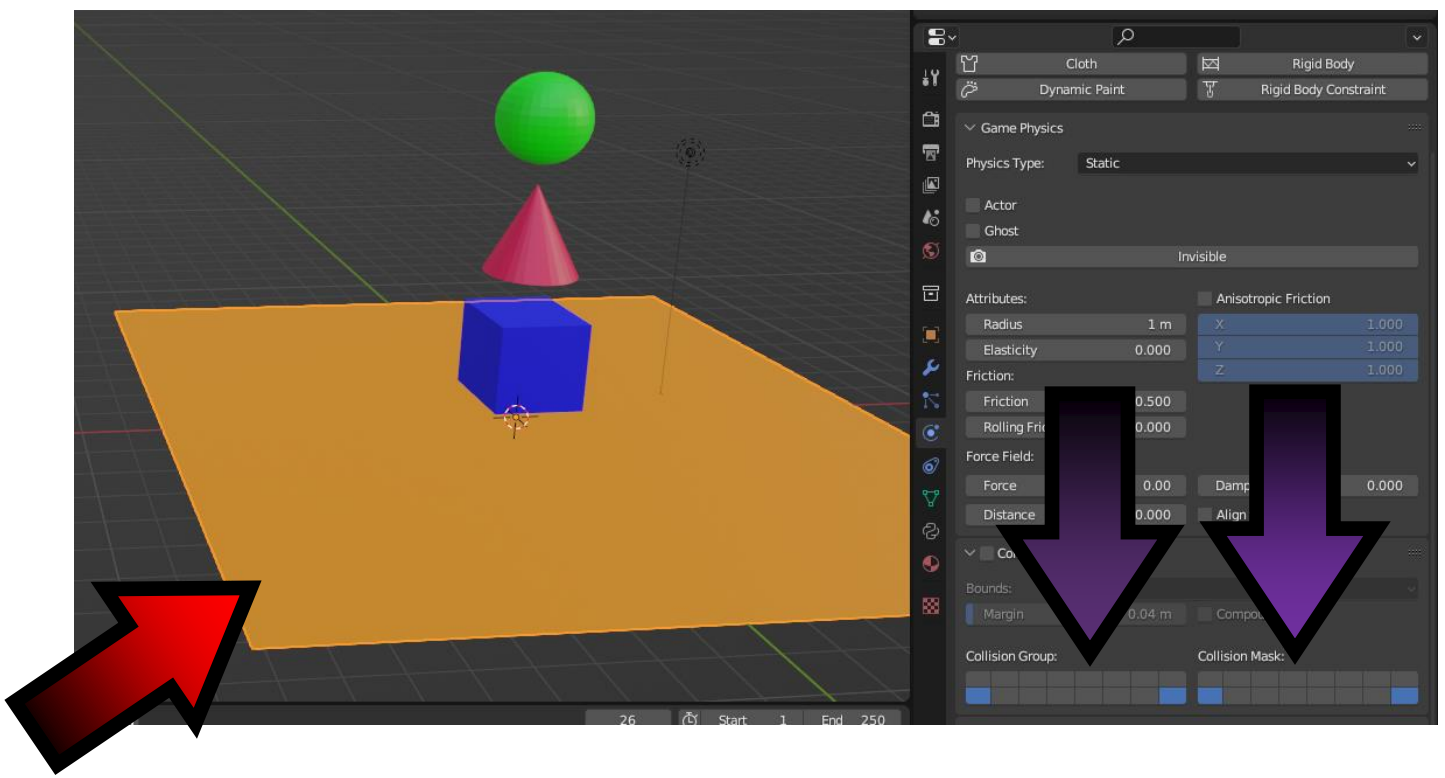


USE SHIFT KEY

CHANGE PLANE SETTINGS SET COLLISION GROUP AND COLLISION MASKAS

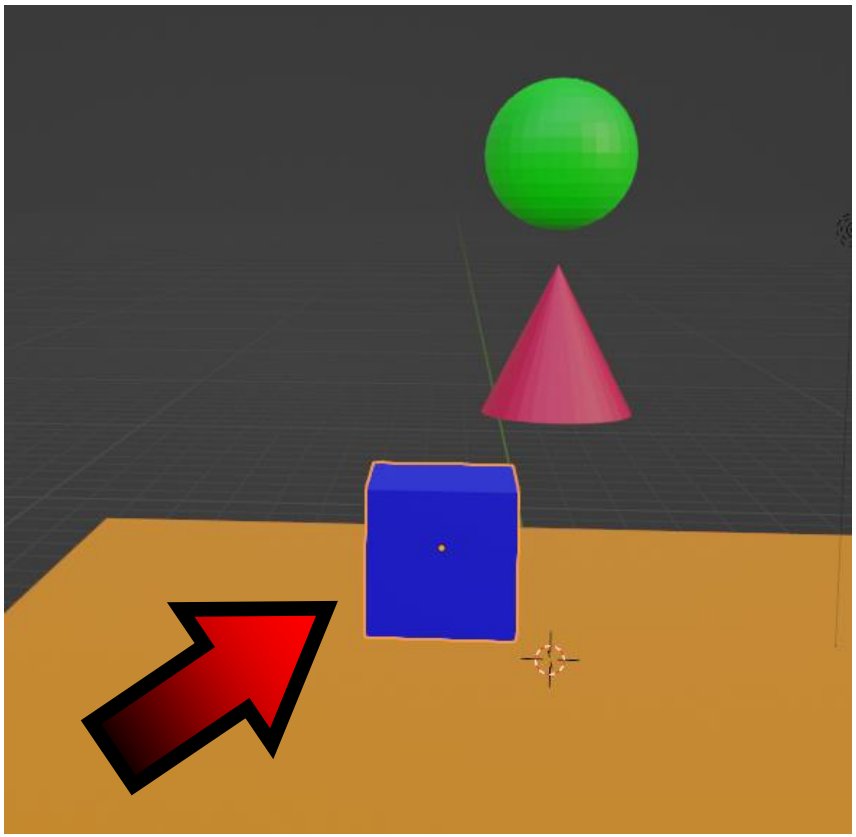


USE SHIFT KEY

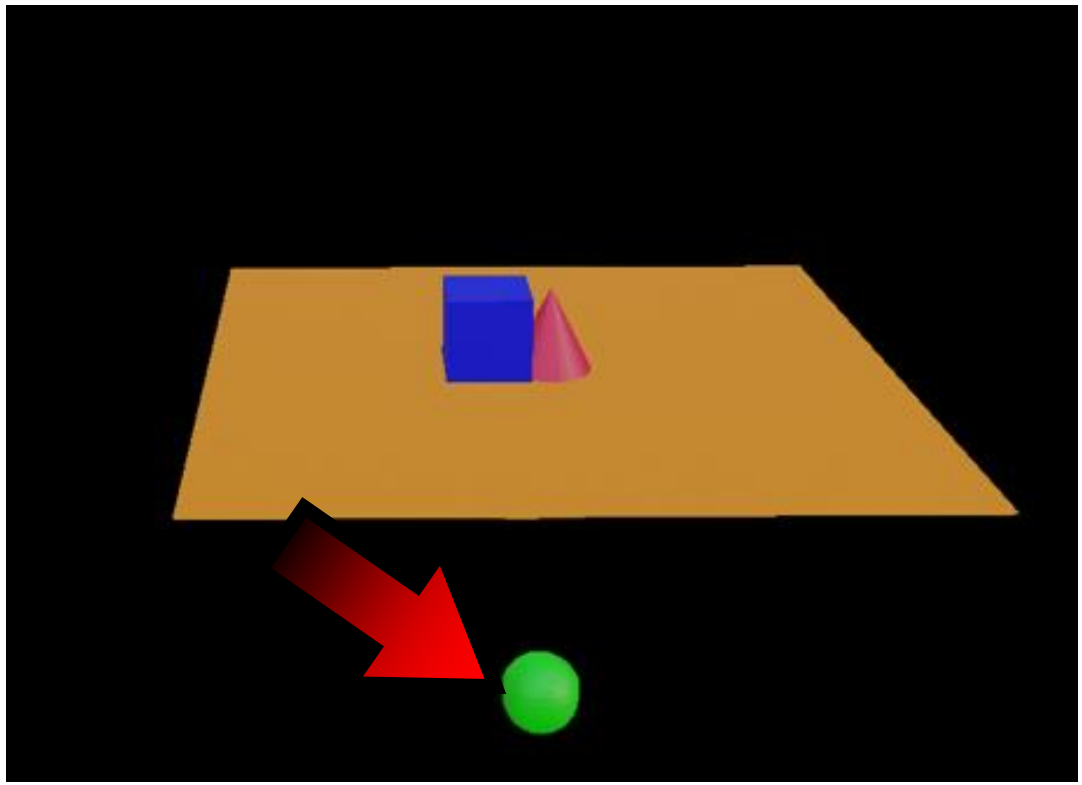


CHANGE PLANE SETTINGS

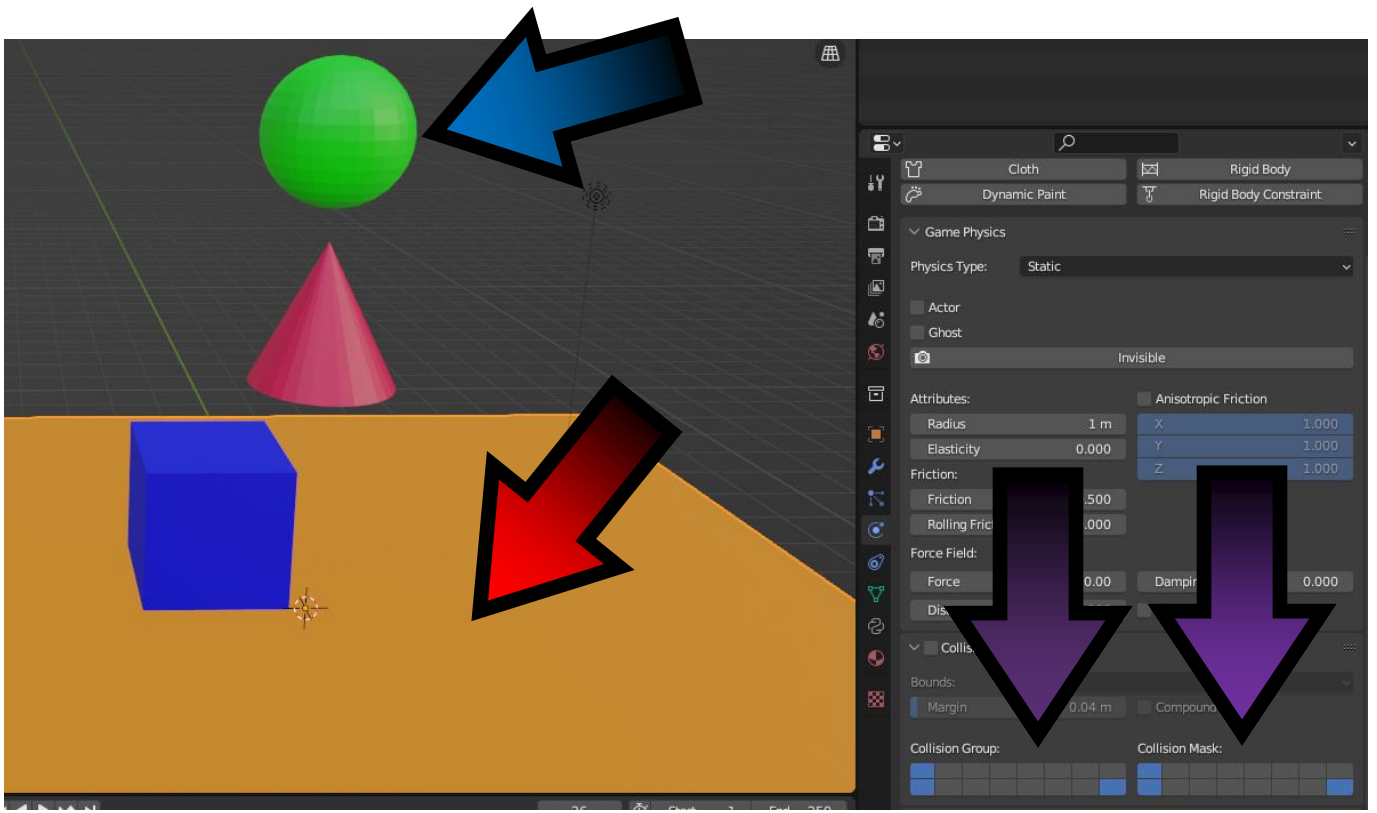
SET COLLISION GROUP AND COLLISION MASKAS IN THE DRAWING



MOVE THE CUBE A LITTLE ON THE X AXIS

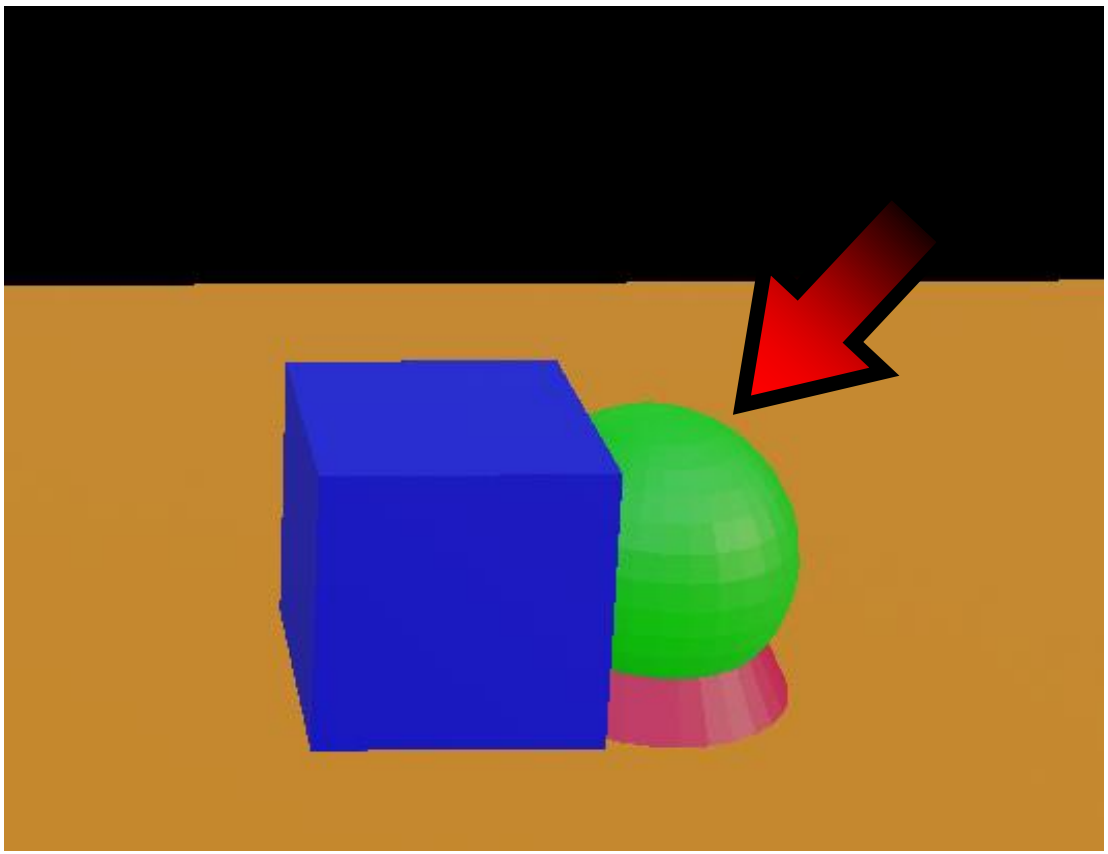


ONLY
SPHERE
FLEW
DOWN



CHANGE PLANE SETTINGS

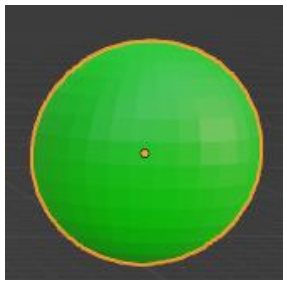
SET COLLISION GROUP AND COLLISION MASK ADDING SPHERE

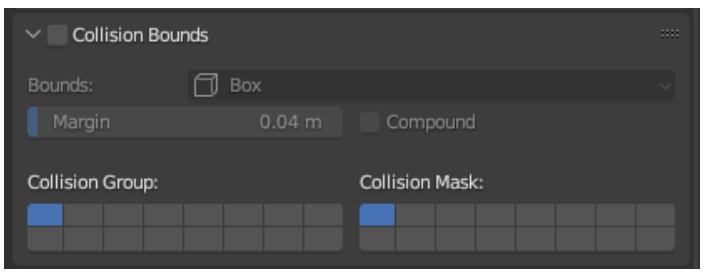


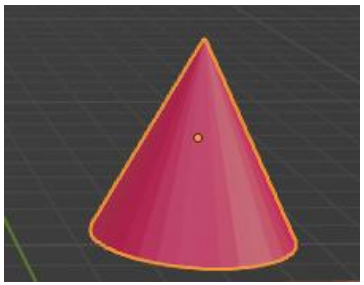
PRESS

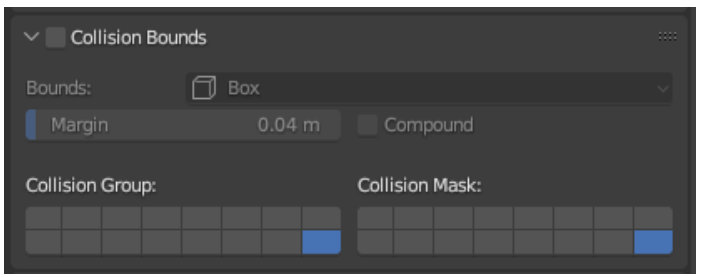
P KEY

PLANE STOPPED ALL THE BLOCKS

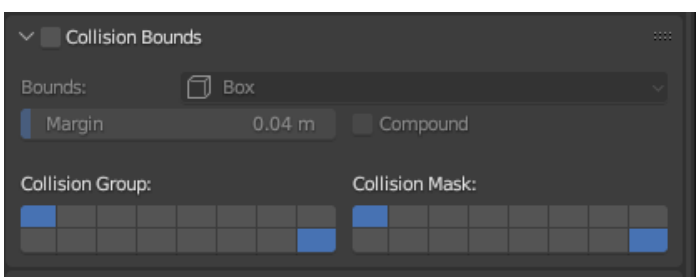


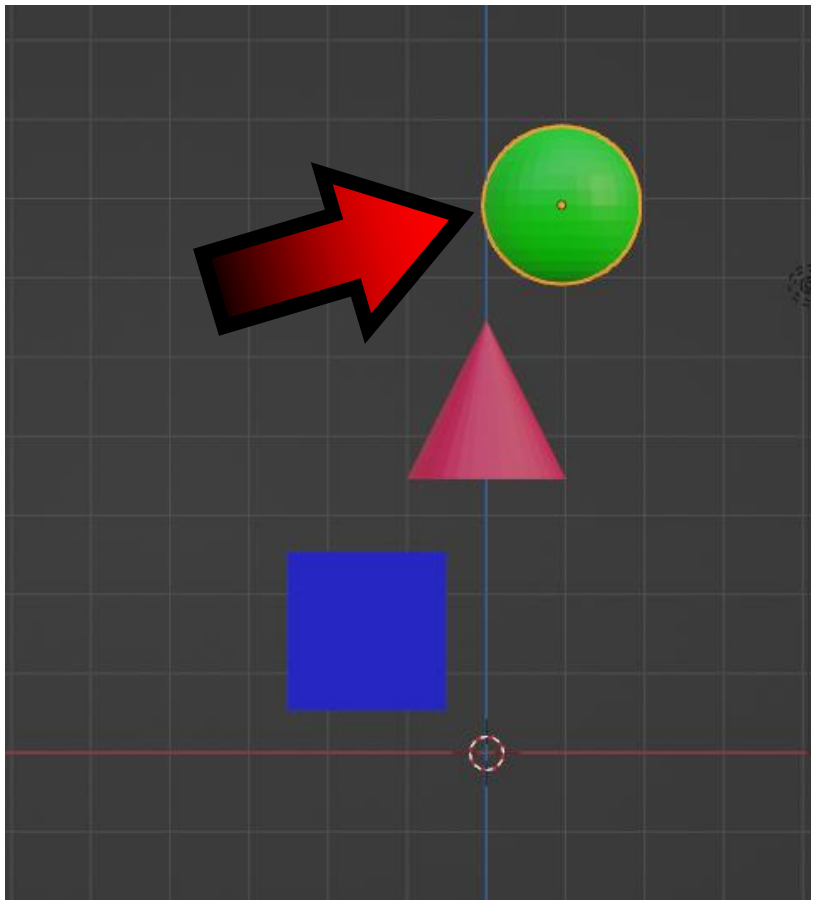




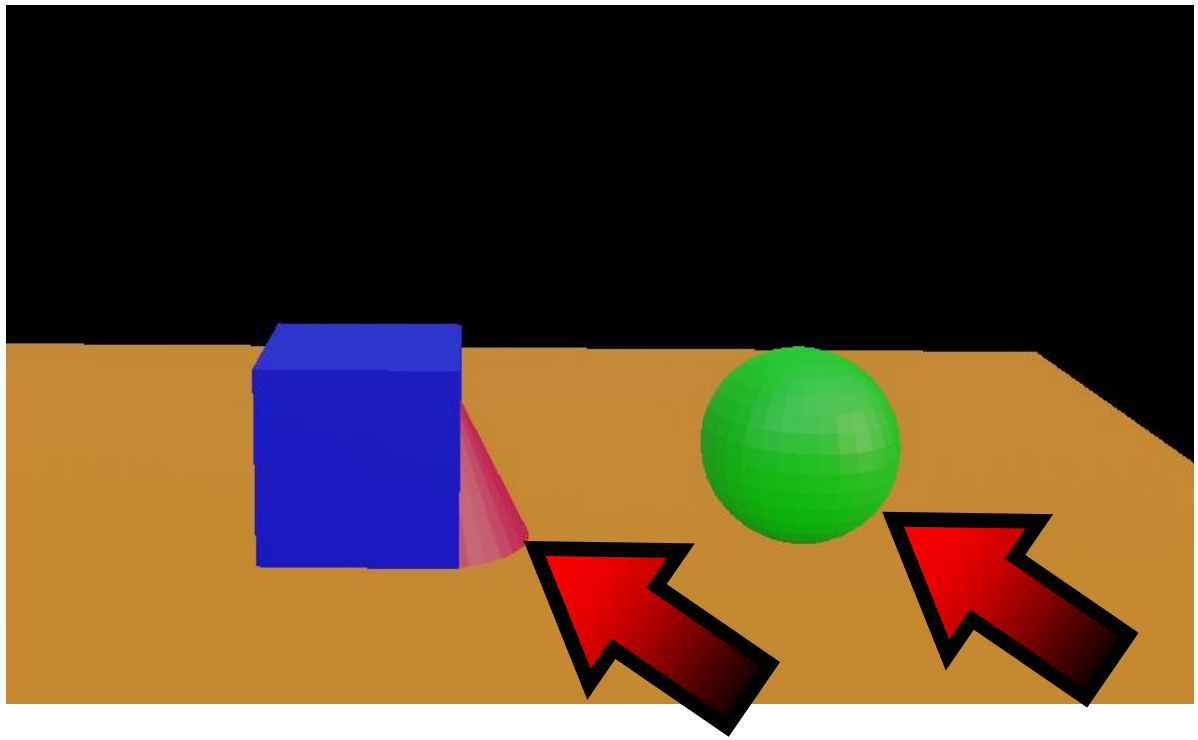


SET THE PARAMETERS AS IN THE DRAWING FOR ONE OF THESE TWO SOLID BODY





MOVE SPHERE A LITTLE ALONG X AXIS

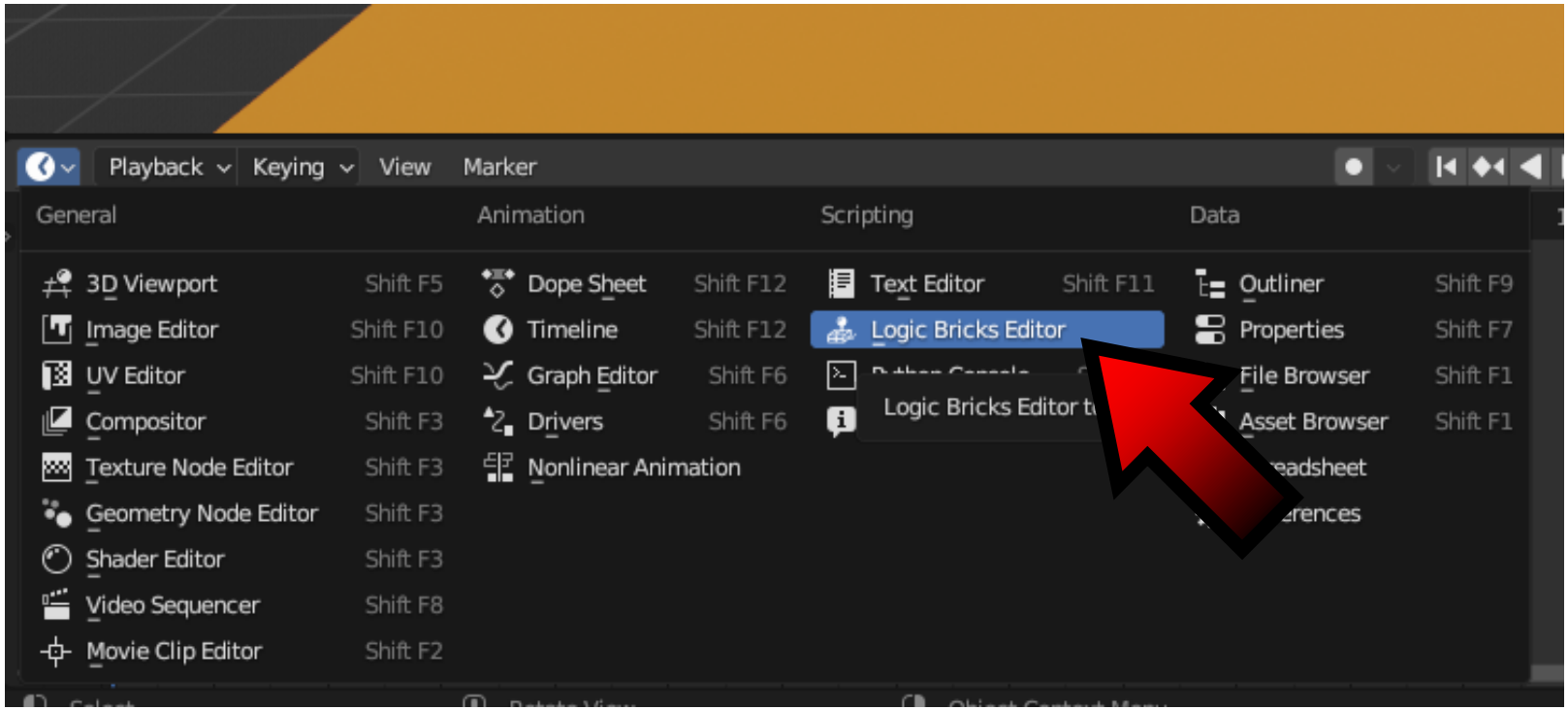


PRESS

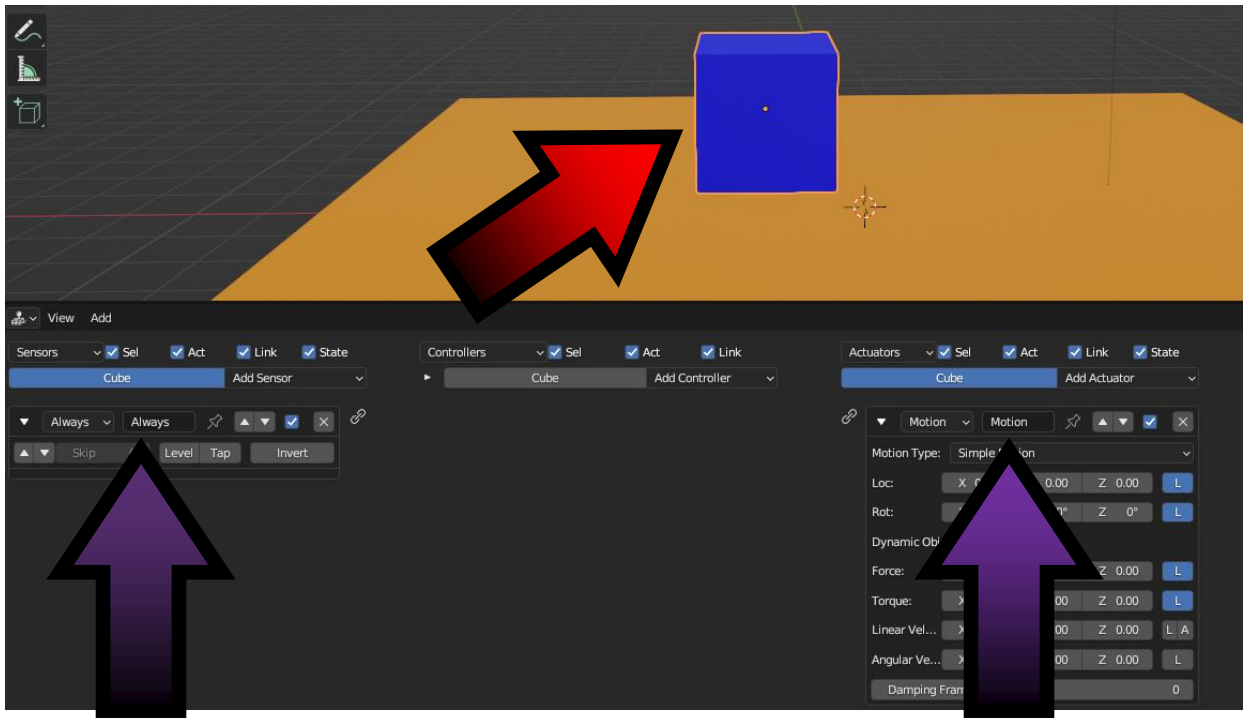
P KEY

SEE HOW THE SOLIDS BEHAVE

CHOOSE LOGIC BRICKS EDITOR



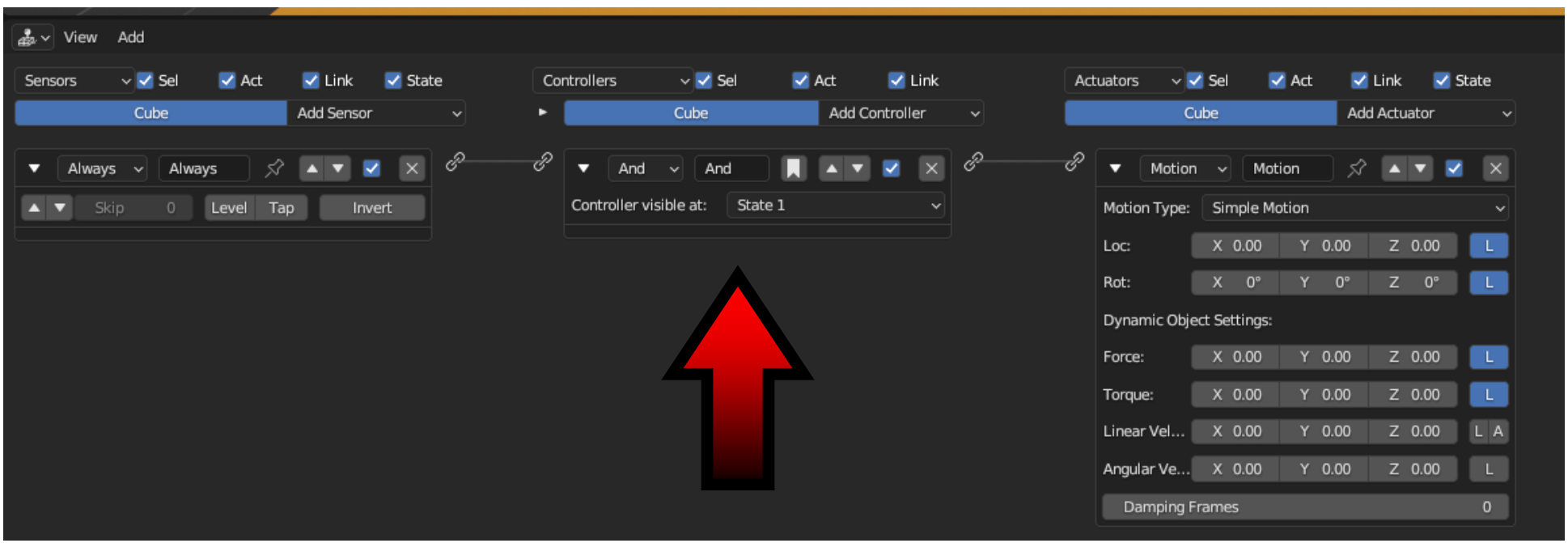
MARK CUBE

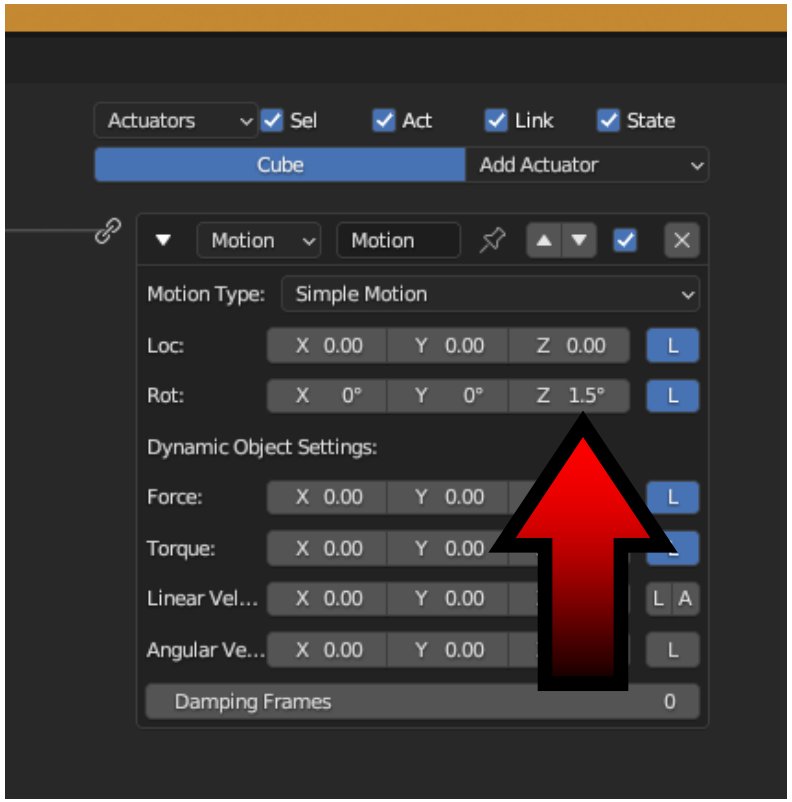


FOR SENSORS SET ALWAYS

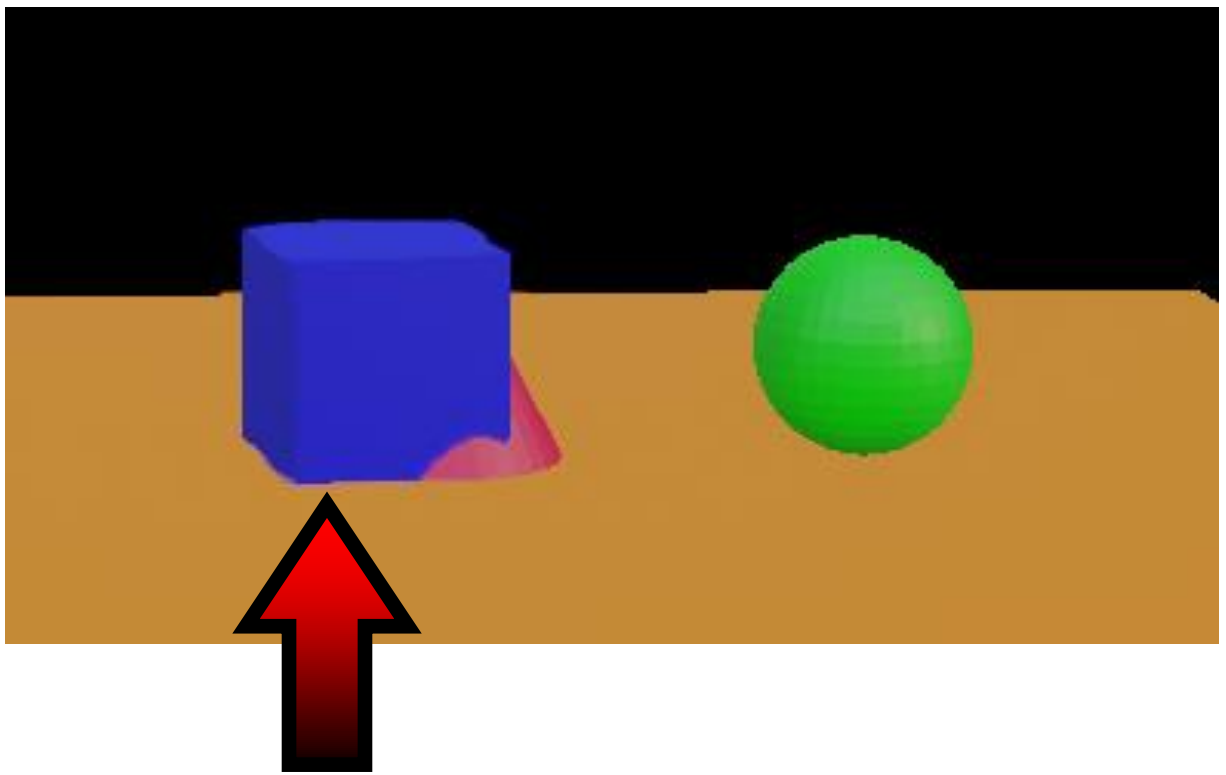
FOR ACTUATORS SET MOTION

CONNECT THE ELEMENTS



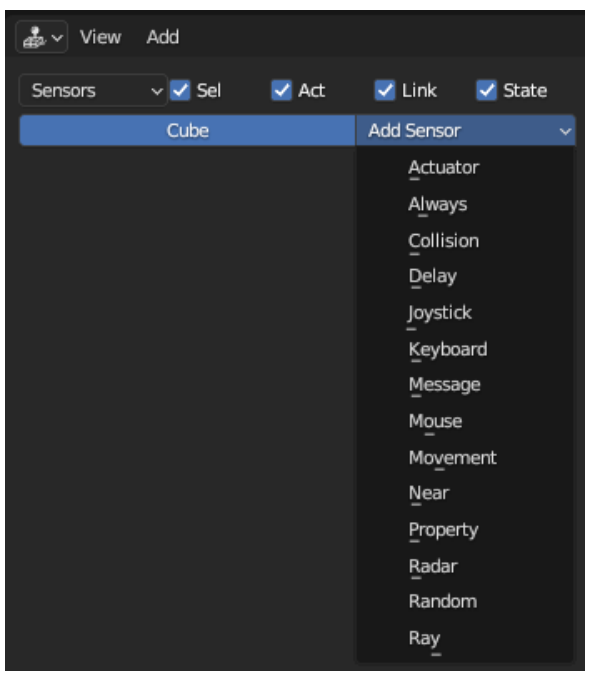


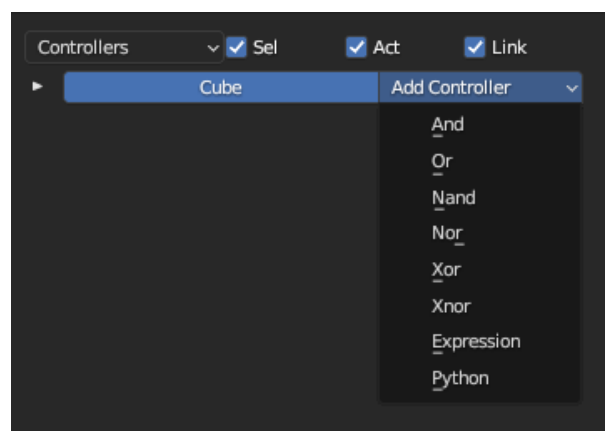
SET ROTATION AROUNDZ AXIS TO 1.5

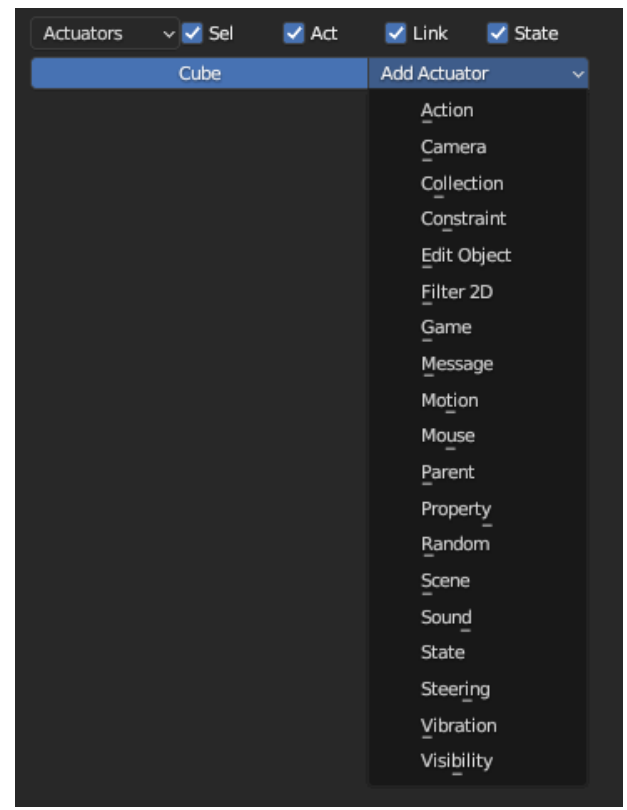


CUBE WILL ROTATE

YOU CAN EXPERIMENT WITH THE SETTINGS YOURSELF







THANK YOU FOR YOUR ATTENTION

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