UPBGE Kolizje



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STWÓRZ PLIK













DLA PHYSICS TYPE ZAZNACZ DYNAMIC









NACIŚNIJ KLAWISZ P STOŻEK POLECI W DÓŁ

ZAZNACZ DYNAMIC DLA SPHERE I CUBE









NACISNIJ KLAWISZ P

WSZYSTKIE MODELE POLECĄ W DÓŁ





ZAZNACZ PLANE USTAW COLLISION GROUP I COLLISION MASK JAK NA RYSUNKU







UPBGE



DLA TRZECH MODELI USTAW COLLISION GROUP COLLISION MASK **JAK NA** RYSUNKU









NACIŚNIJ KALWISZ P

WSZYSTKIE MODELE PRZELECĄ PRZEZ PRZEZ





ZAZNACZ CONE **USTAW** COLLISION GROUP Form Factor 0.400 Anisotropic Friction Elasticity Linear Velocity Maximum 16 Angular velocity **COLLISION** Damping: Minimum Maximum Rotation MASK Continuous Collision Detection **TAK SAMO** Lock Translation: **JAK DLA** Force Field: PLANE Alian to N Distance Collision Collision Mask: Collision Group:







NACIŚNIJ Klawisz P

DWA MODELE POLECĄ W DÓŁ CONE ZATRZYMA SIĘ NA PLANE







CHANGE CUBE SETTINGS USTAW COLLISION GROUP I COLLISION MASKAS









UŻYJ KLAWISZA SHIFT ZMIEŃ USTAWIENIA DLA PLANE USTAW COLLISION GROUP I COLLISION MASKAS









ZASTOSUJ KLAWISZ SHIFT



ZMIEŃ USTAWIENIA PLANE

USTAW COLLISION GROUP I COLLISION MASK JAK NA RYSUNKU







PRZESUŃ TROCHĘ CUBE PO OSI X









W DÓŁ PRZELECIAŁA TYLKO SPHERE







ZMIEŃ USTAWIENIA PLANE

USTAW COLLISION GROUP I COLLISION MASK DODAJĄC SPHERE







NACIŚNIJ Klawisz p

PLANE ZATRZYMAŁ WSZYSTKIE BRYŁY







USTAW PARAMETRY JAK NA RYSUNKU DLA JEDNEJ Z TYCH DWÓCH BRYŁ

✓ Collision Bour	nds		.:
Bounds:	🗊 Box		
Margin	0.04 m	Compound	
Collision Group:		Collision Mask:	









PRZESUŃ TROCHĘ SPHERE PO OSI X









NACIŚNIJ KLAWISZ P

ZOBACZ JAK ZACHOWAJĄ SIĘ BRYŁY





WYBIERZ LOGIC BRICKS EDITOR

🚺 🗸 Playback 🗸 Keying	∽ View	Marker				• • •		1
General		Animation		Scripting		Data		
≠ 3D Viewport	Shift F5	•≣• Dope Sheet	Shift F12	Text Editor	Shift F11	E Outliner	Shift F9	
🔟 Image Editor	Shift F10	🔇 Timeline	Shift F12	🍰 Logic Bricks Ed	itor	吕 Properties	Shift F7	
🛐 UV Editor	Shift F10	🏒 Graph Editor	Shift F6	>_ P. +b Cl-	C	File Browser	Shift F1	
🖉 Compositor	Shift F3	⁴ 2∎ D <u>r</u> ivers	Shift F6	Logic Bricks E	ditor to	* Asset Browser	Shift F1	
🔤 Texture Node Editor	Shift F3	립콜 Nonlinear Anin	nation			readsheet		
🍋 Geometry Node Editor	Shift F3					x ₂rences		
Shader Editor	Shift F3							
ビ Video Sequencer	Shift F8							
-수- Movie Clip Editor	Shift F2							
		A						







ZAZNACZ CUBE



DLA SENSORS USTAW ALWAYS

DLA ACTUATORS USTAW MOTION





POŁĄCZ ELEMENTY

🍰 🗸 View Add					
Sensors 🗸 🗹 Sel 🛛 🗹 Act	🛃 Link 🛛 🗹 State	Controllers 🗸 🗸 Sel	🗹 Act 🛛 🗹 Link	Actuators 🗸 🗹 Sel 🛛 🗹 Act	🗹 Link 🛛 🗹 State
Cube	Add Sensor 🗸	► Cube	Add Controller 🗸 🗸	Cube	Add Actuator 🗸 🗸
▼ Always ∨ Always 🖍	▲ ▼	P 🔻 And 🗸 And	.	🖉 🔻 Motion 🗸 Motion	x • • • ×
▲ ▼ Skip 0 Level Tap	o Invert	Controller visible at: State 1	~	Motion Type: Simple Motion	
				Loc: X 0.00 Y 0	.00 Z 0.00 L
				Rot: X 0° Y	0° Z 0° L
				Dynamic Object Settings:	
				Force: X 0.00 Y 0	.00 Z 0.00 🚺
				Torque: X 0.00 Y 0	.00 Z 0.00 L
				Linear Vel X 0.00 Y 0	.00 Z 0.00 L A
				Angular Ve X 0.00 Y 0	.00 Z 0.00 L
				Damping Frames	0





	Cub	e			Ad	d Actu	ator	
- Ma	otion	~	Mot	ion	<u>ج</u> ر		•	2
Motion Ty	/pe:	Sim	ple Mo	otion				
Loc:		х (0.00	Y	0.00	Z	0.00	
Rot:		х	0°	Y	0°	Z	1.5°	
Dynamic	Object	Set	tings:					
Force:		X (0.00	Y	0.00			L
Torque:		X (0.00	Y	0.00			
Linear Ve	I 📃	X (0.00	Y	0.00			L
Angular V	'e	х (0.00	Y	0.00			L

USTAW OBRÓT WOKÓŁ OSIZNA 1.5







CUBE BĘDZIE SIĘ OBRACAŁ







MOŻESZ SAMODZIELNIE POEKSPERYMENTOWAĆ Z USTAWIENIAMI

🍰 🗸 View	Add				
Sensors	v 🗹 Sel	🗹 Act	🛃 Link	🛃 State	
	Cube		Add Sensor		
	Cube		Actual Alway Collisi Delay Joystic Keybo Mouse Mouse Near Proper Radar Rando	tor s on ck mard age e ment ty	
			Ray		

Controllers	~ 🗹 Sel	V A	Act 🔽 Link	
•	Cube		Add Controller	
			And	
			Or	
			Nand	
			Nor	
			Xor	
			Xnor	
			Expression	
			Python	

CubeAdd ActuatorActionCameraCollectionConstraintEdit ObjectFilter 2DGameMessageMotionMouseParentPropertyRandomSceneSoundStateSteeringVibrationVisibility	Actuators	🗸 🗹 Sel	🗹 Act	🛃 Link	🛃 State
Action Camera Collection Constraint Edit Object Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility		Cube		Add Actuat	or ~
Camera Collection Constraint Edit Object Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Action	
Collection Constraint Edit Object Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Came	ra
Constraint Edit Object Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State State Steering Vibration Visibility				Collec	tion
Edit Object Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Constr	raint
Filter 2D Game Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Edit O	bject
Game Message Motion Mouse Parent Property Random Scene Sound State State Steering Vibration Visibility				<u>F</u> ilter:	2D
Message Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Game	
Motion Mouse Parent Property Random Scene Sound State Steering Vibration Visibility				Messa	ge
Mouse Parent Property Random Scene Sound State State Steering Vibration Visibility				Motion	ı
Parent Property Random Scene Sound State State Steering Vibration Visibility				Mouse	
Property Random Scene Sound State Steering Vibration Visibility				Parent	
Random Scene Sound State Steering Vibration Visibility				Proper	ty
Scene Sound State Steering Vibration Visibility				Rando	m
Soun <u>d</u> State Steer <u>i</u> ng Vibration Visi <u>b</u> ility				Scene	
State Steering Vibration Visibility				Sound	
Steering Vibration Visi <u>b</u> ility				State	
<u>V</u> ibration Visi <u>b</u> ility				Steeri	ng
Visibility				⊻ibrat	ion
				Visibil	ity

DZIĘKUJĘ ZA UWAGĘ



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