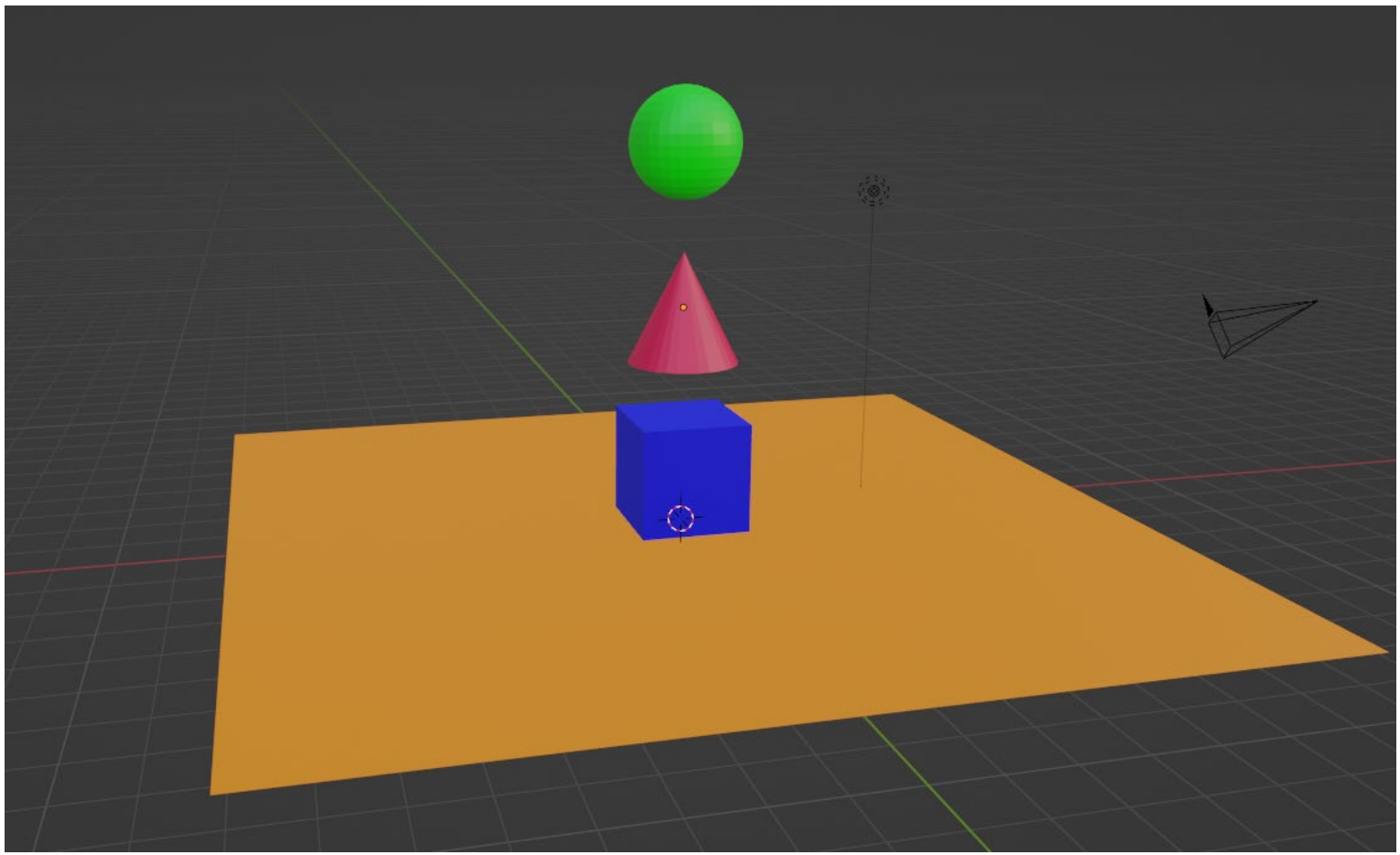
POWER OF AR AND VR

UPBGE

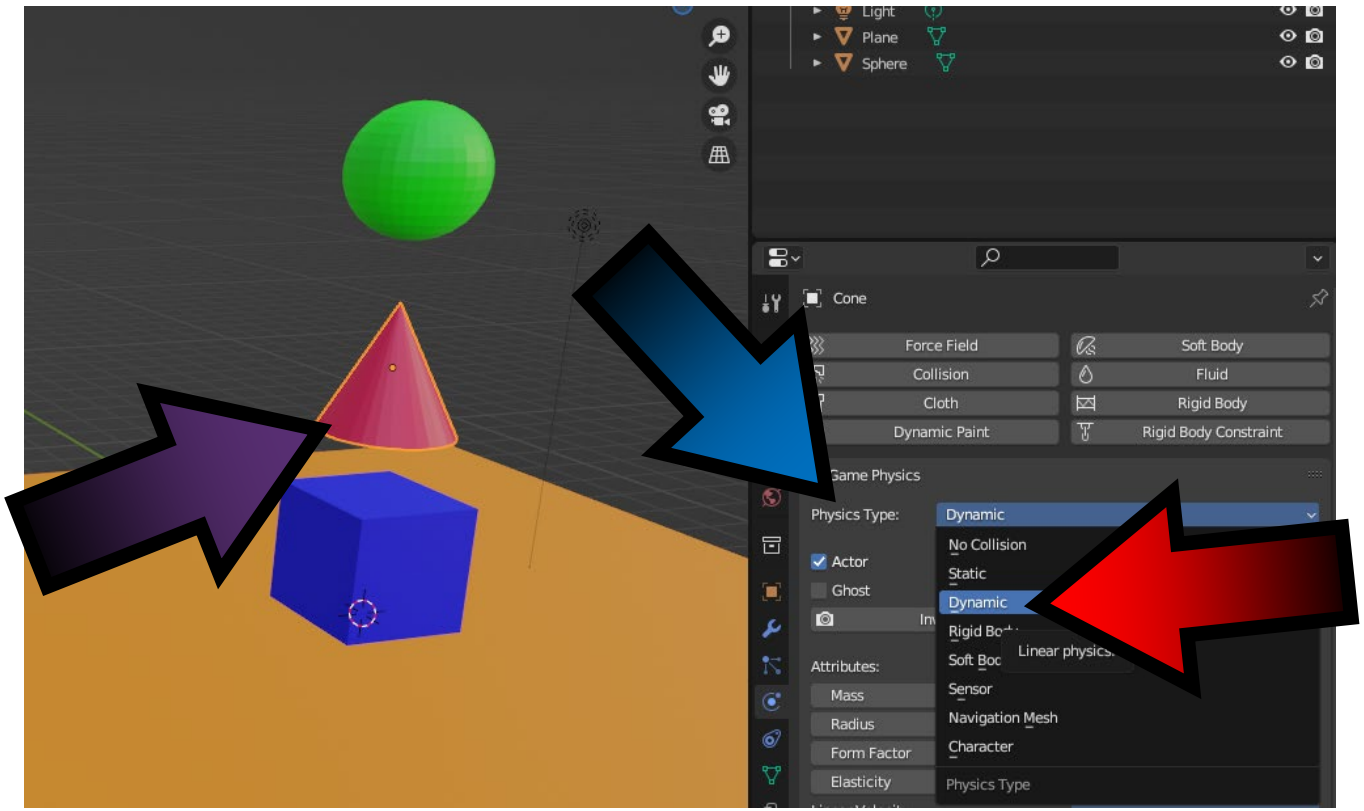
Kolizje

Co-funded by
the European Union

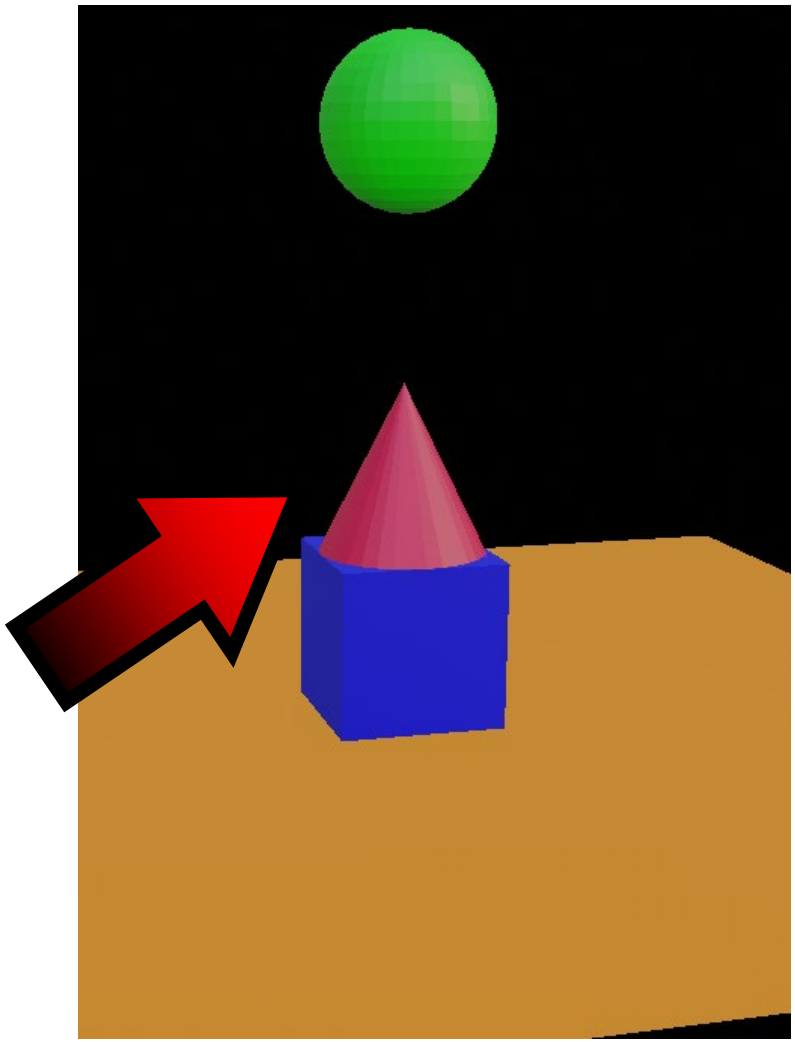
STWÓRZ PLIK



ZAZNACZ STOŻEK



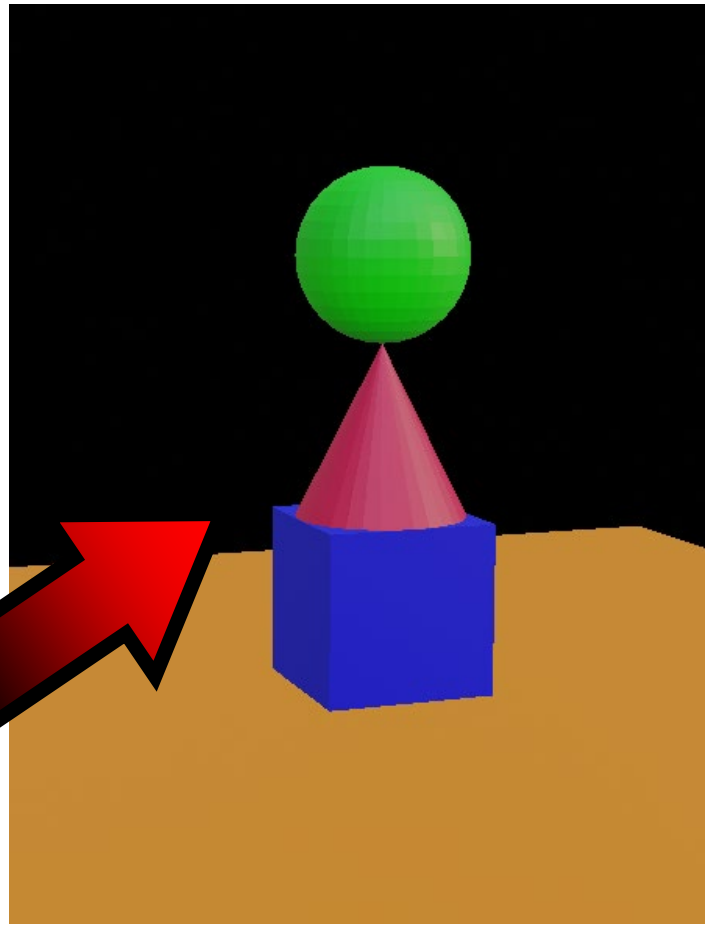
DLA PHYSICS TYPE ZAZNACZ DYNAMIC



NACIŚNIJ
KLAWISZ P
STOŻEK POLECI
W DÓŁ

ZAZNACZ
DYNAMIC
DLA
SPHERE I CUBE

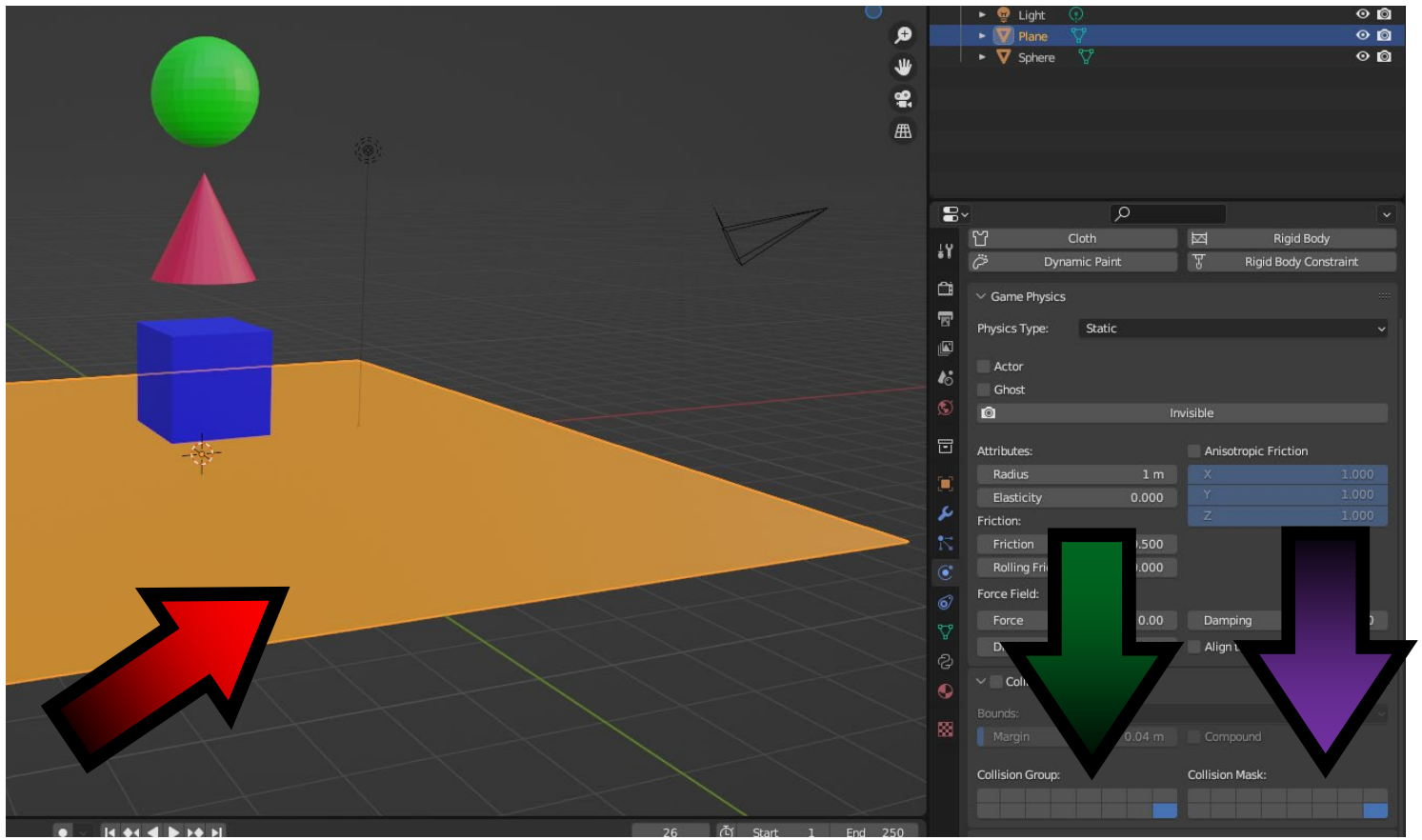
Co-funded by the European Union

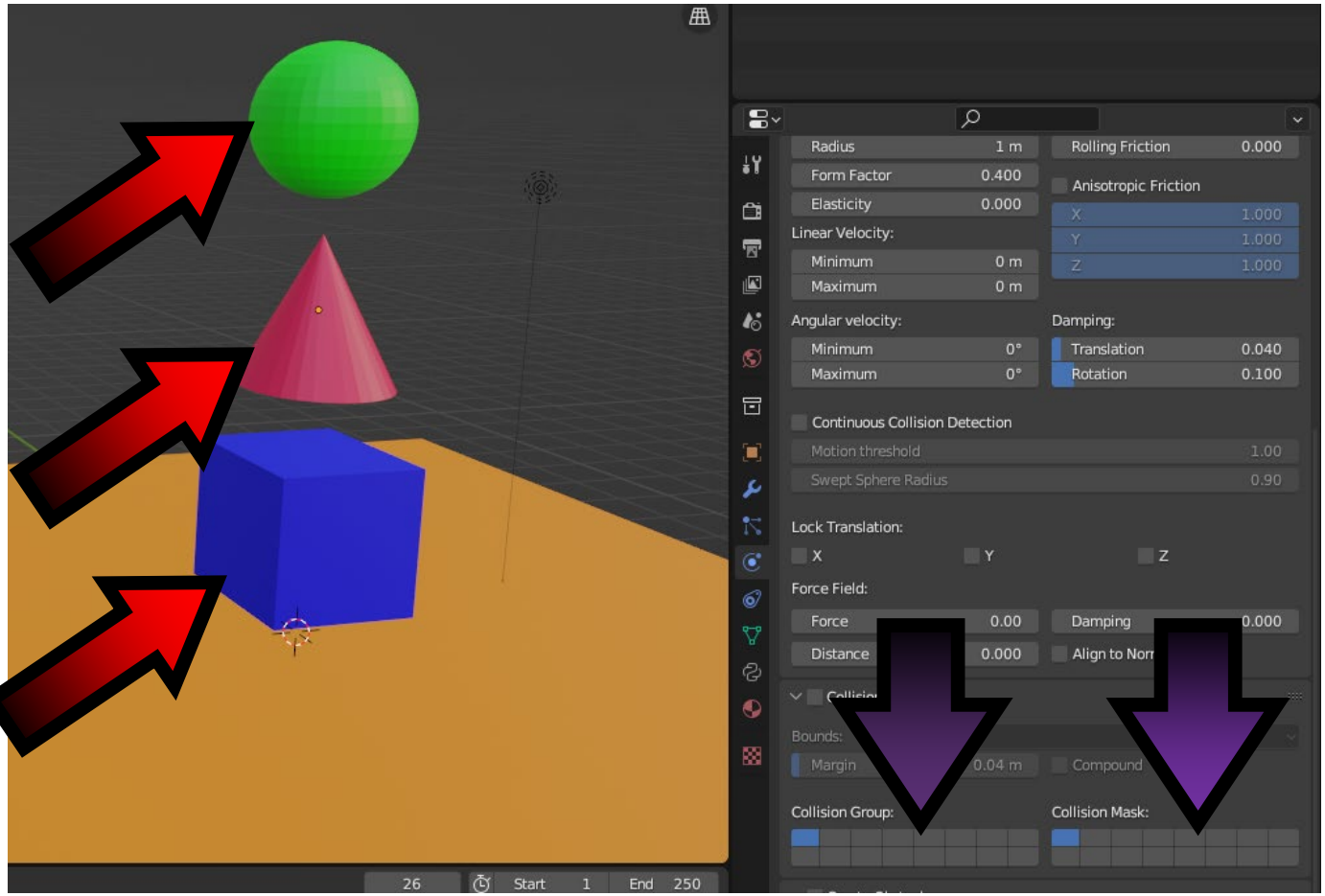


NACISNIJ KLAWISZ P

WSZYSTKIE MODELE POLECĄ W DÓŁ

ZAZNACZ PLANE
USTAW COLLISION GROUP
I COLLISION MASK JAK NA RYSUNKU





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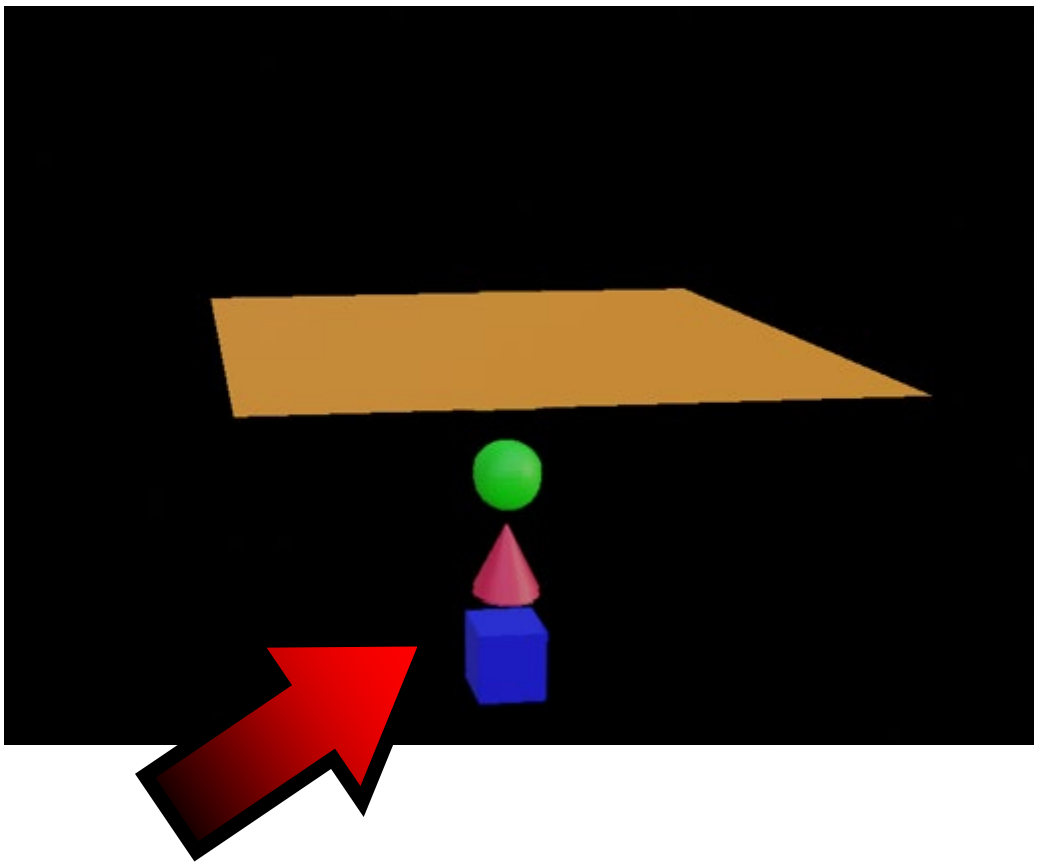

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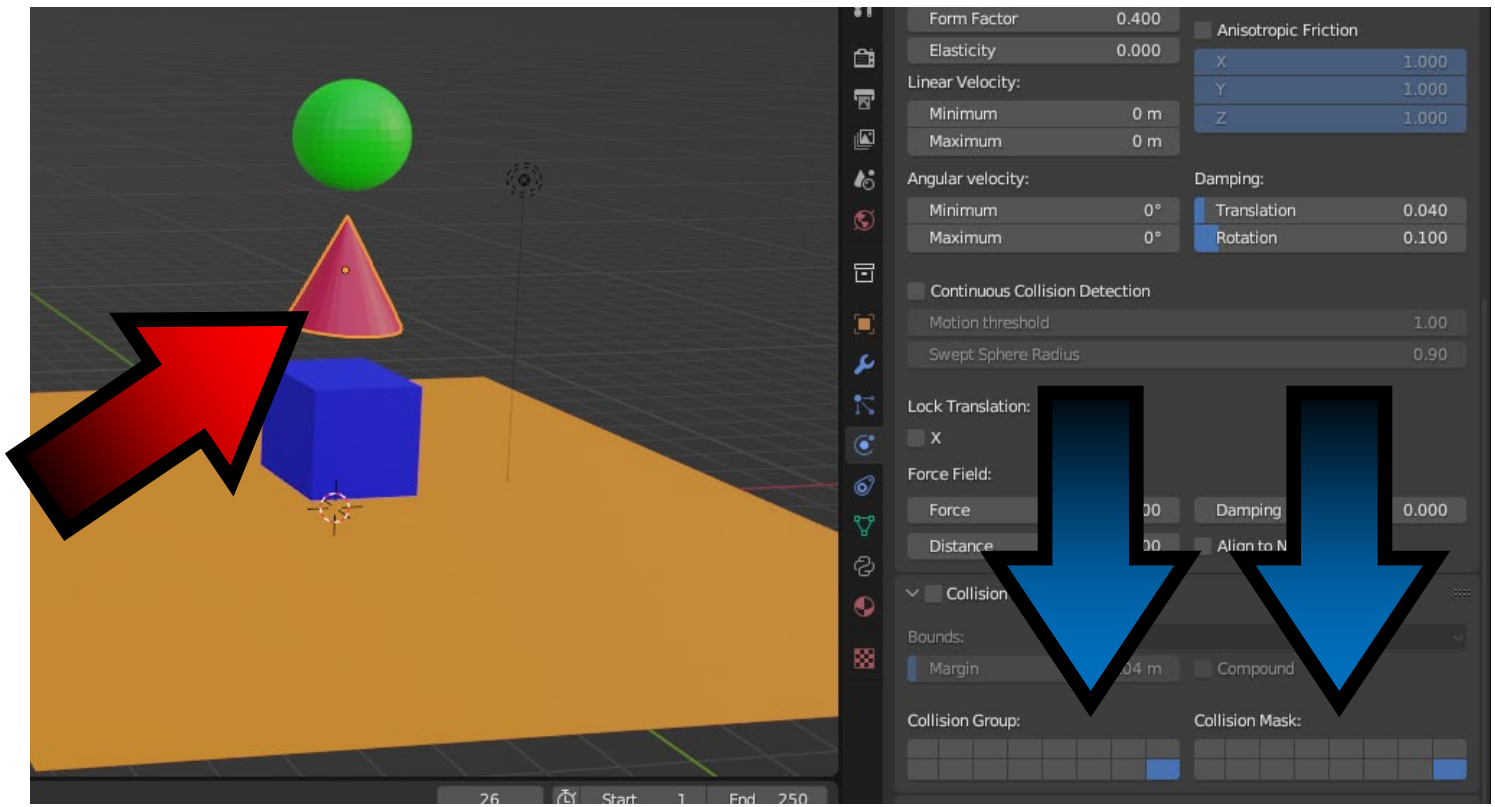
WSZYSTKIE MODELE PRZELECĄ PRZEZ PLANE

ZAZNACZ CONE



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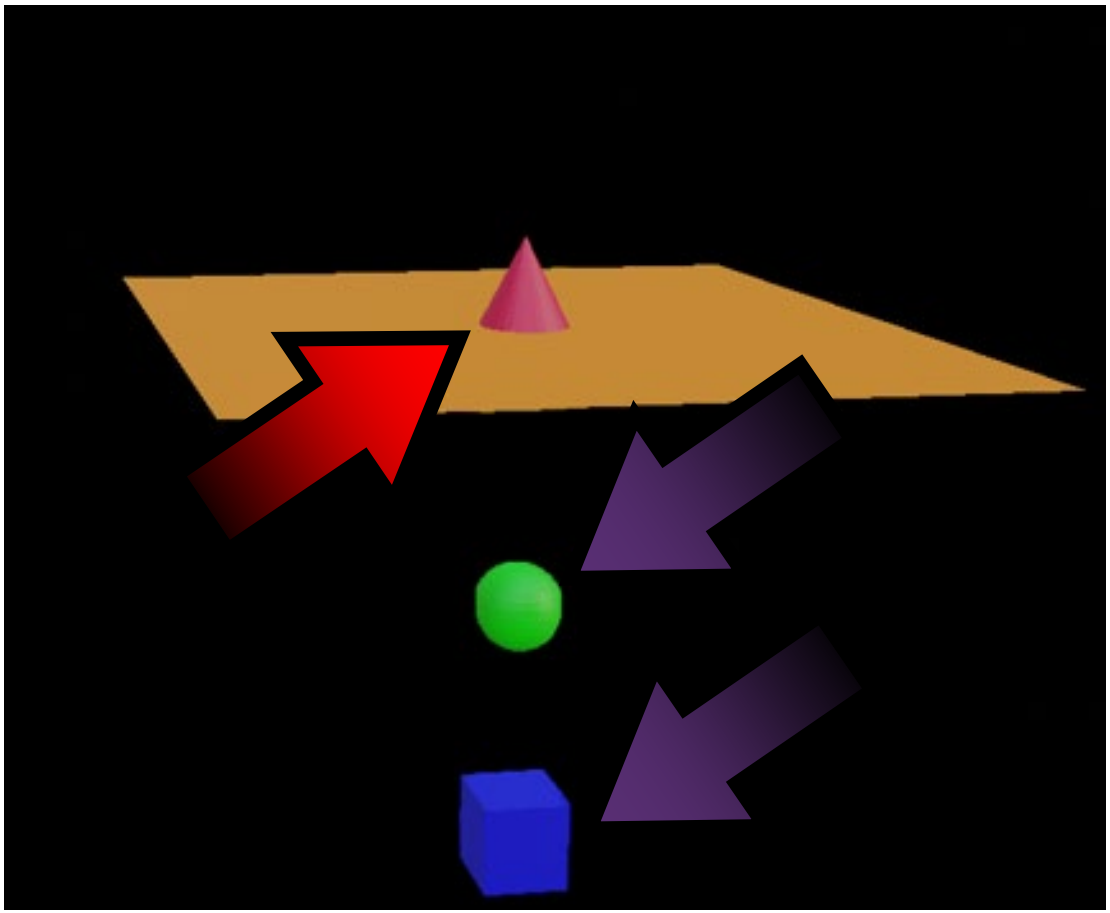


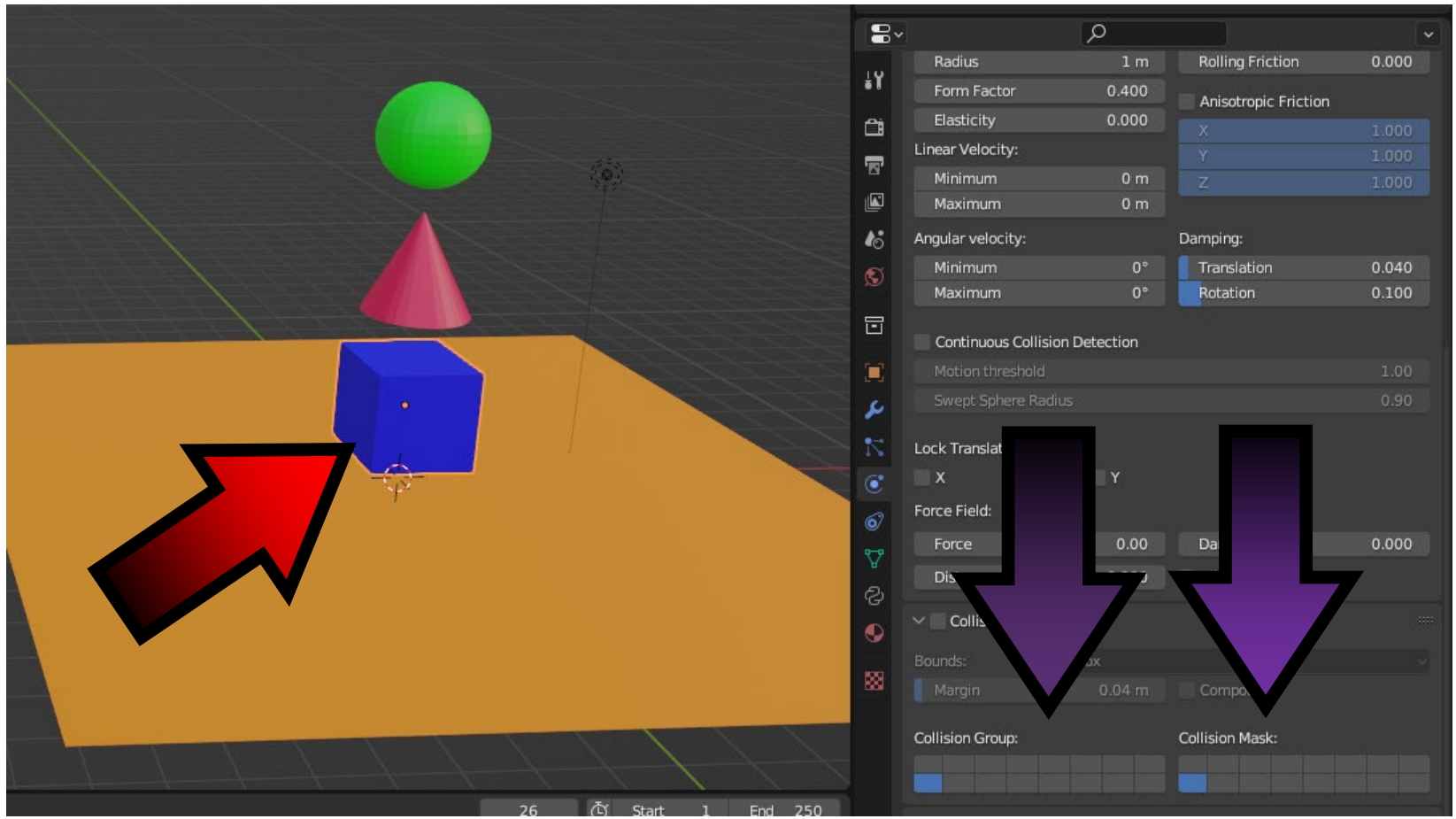
NACIŚNIJ KLAWISZ

P

DWA MODELE POLECĄ W DÓŁ

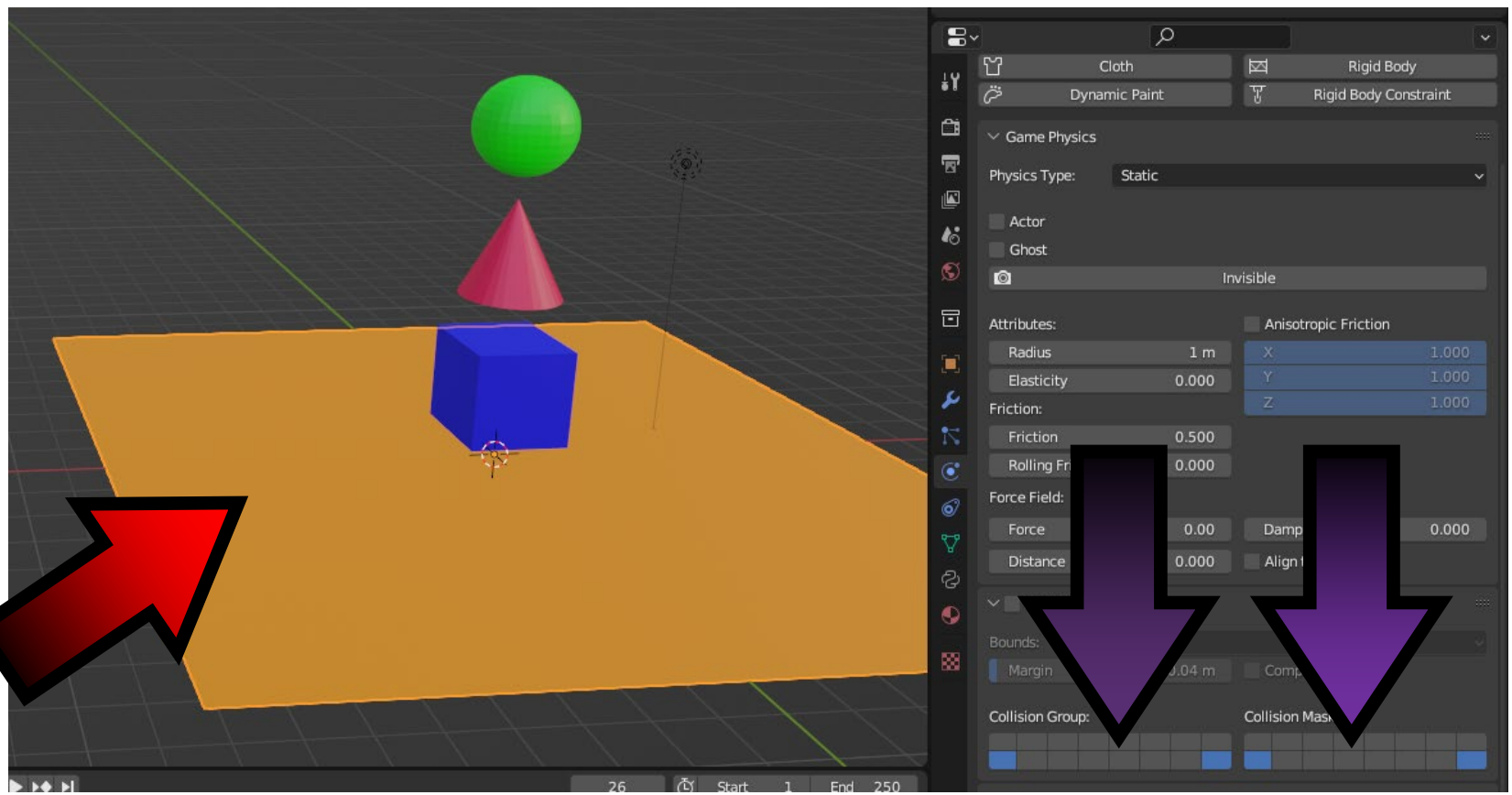
CONE ZATRZYMA SIĘ NA PLANE

CHANGE CUBE SETTINGS USTAW COLLISION GROUP I COLLISION MASKAS



UŻYJ KLAWISZA SHIFT

ZMIEŃ USTAWIENIA DLA PLANE USTAW COLLISION GROUP I COLLISION MASKAS



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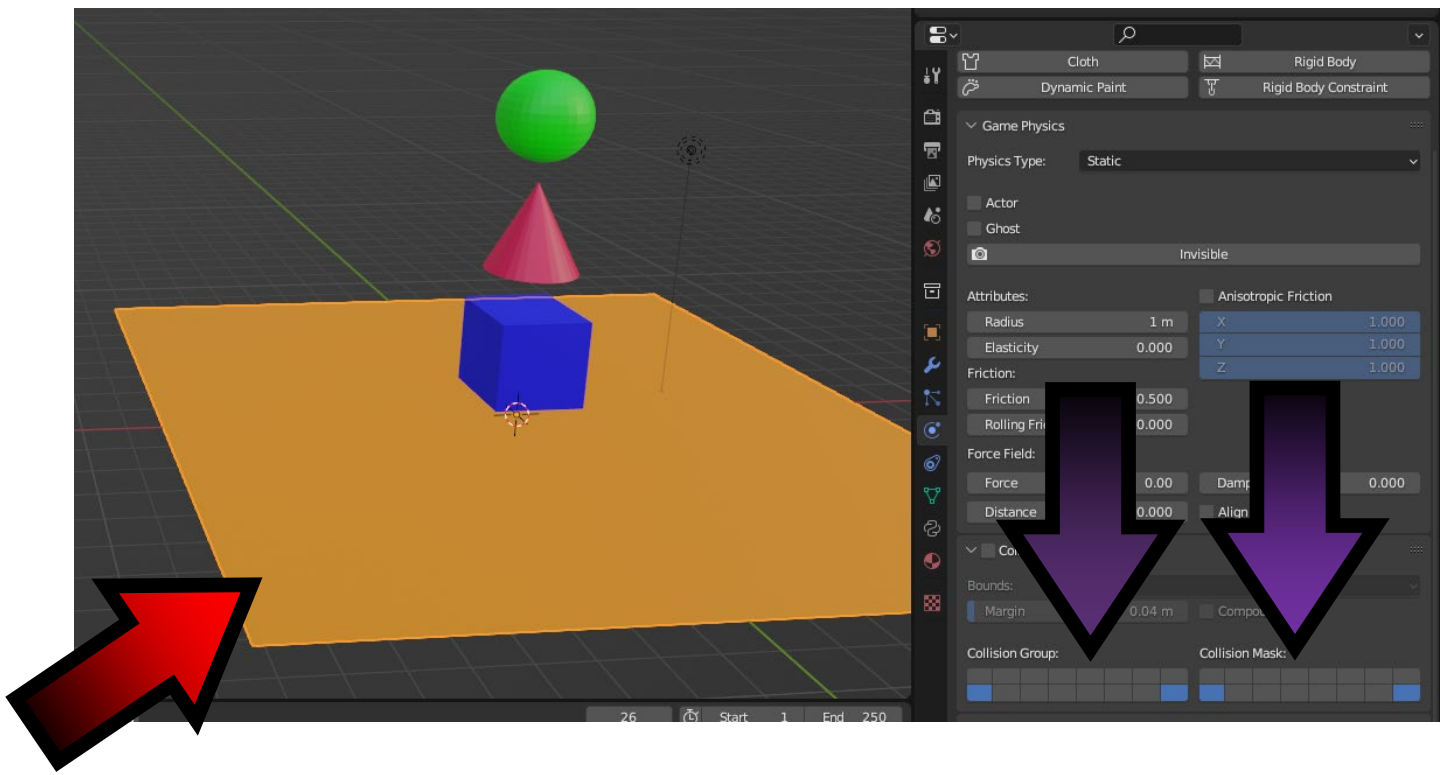

ZMIEŃ USTAWIENIA PLANE

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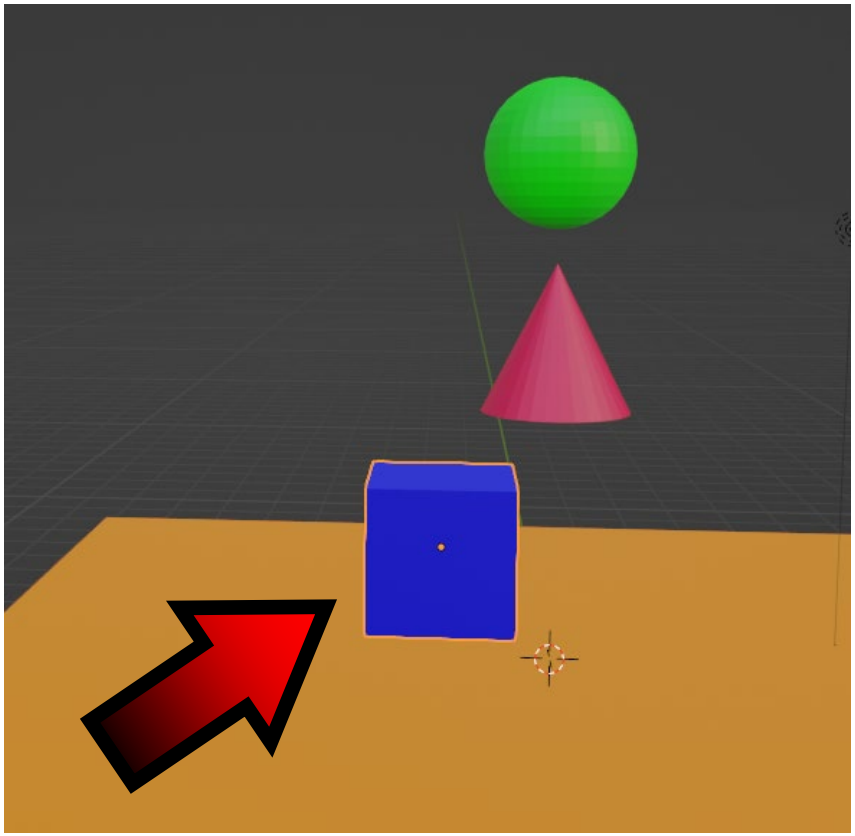
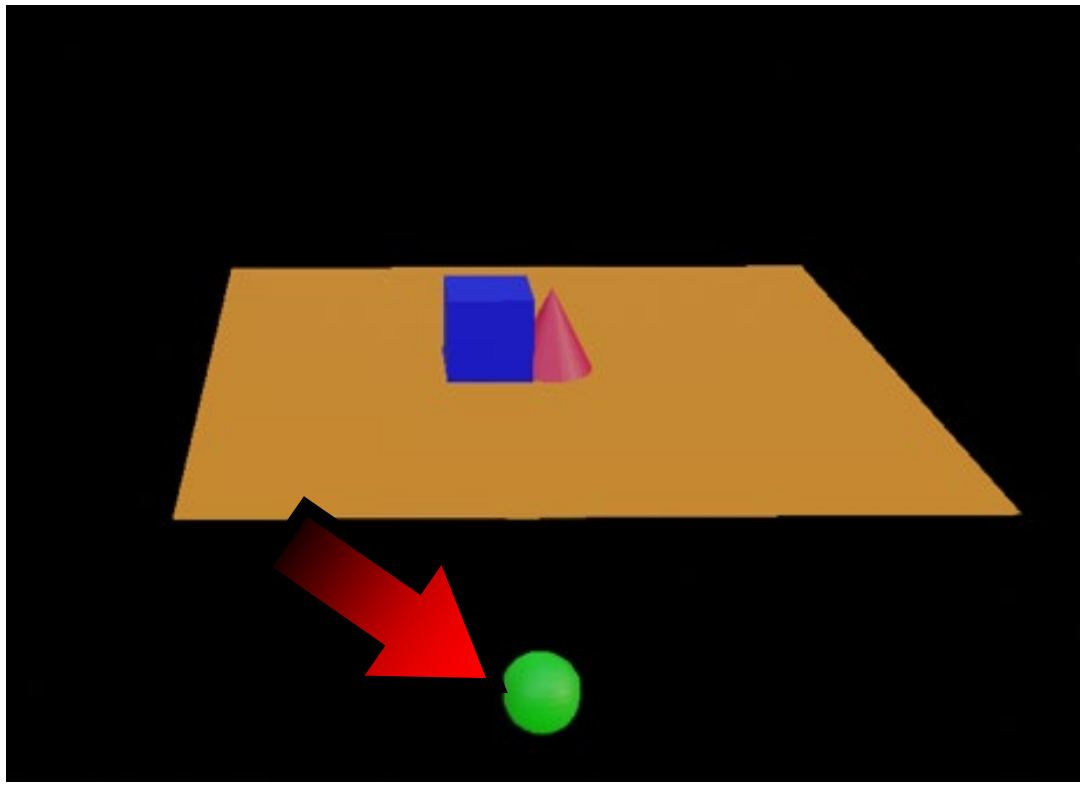


PRZESUŃ
TROCHĘ
CUBE
PO OSI X



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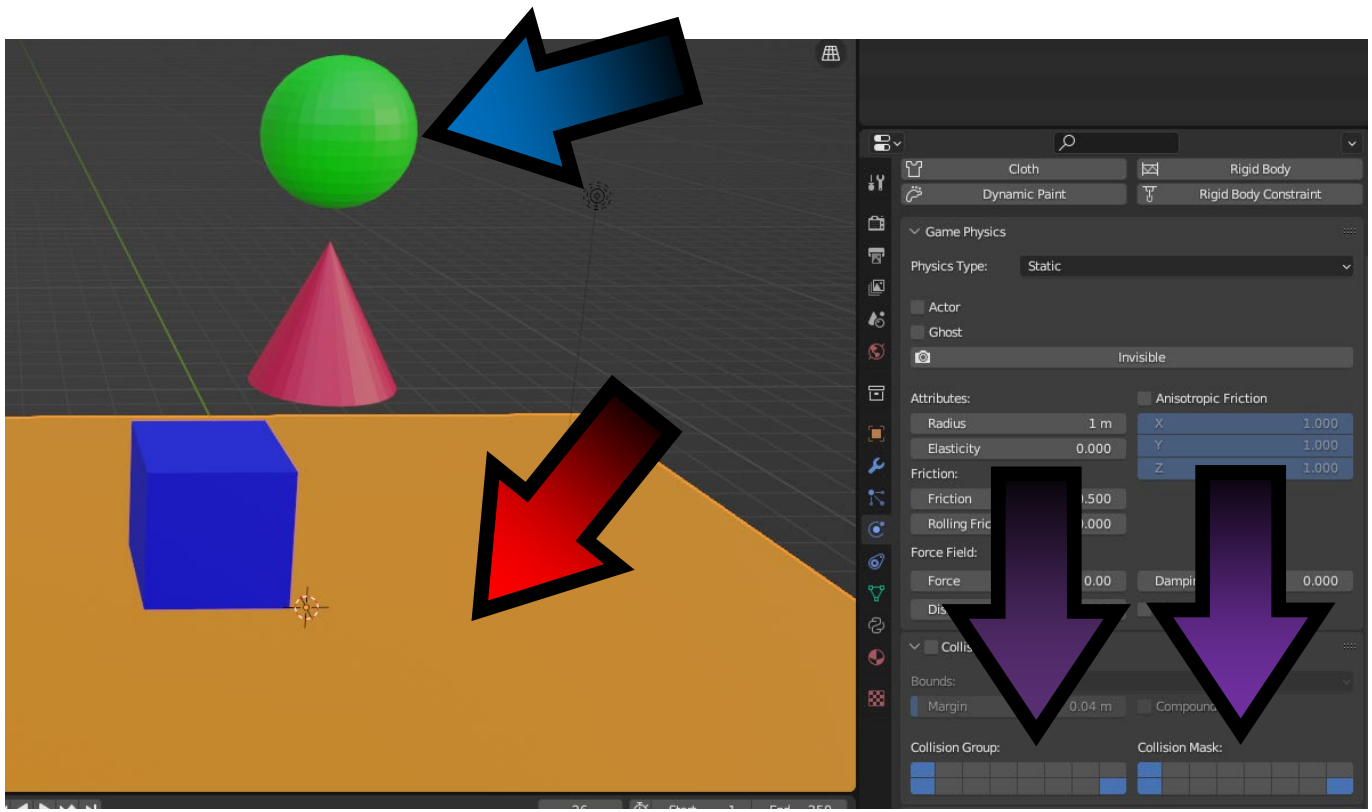

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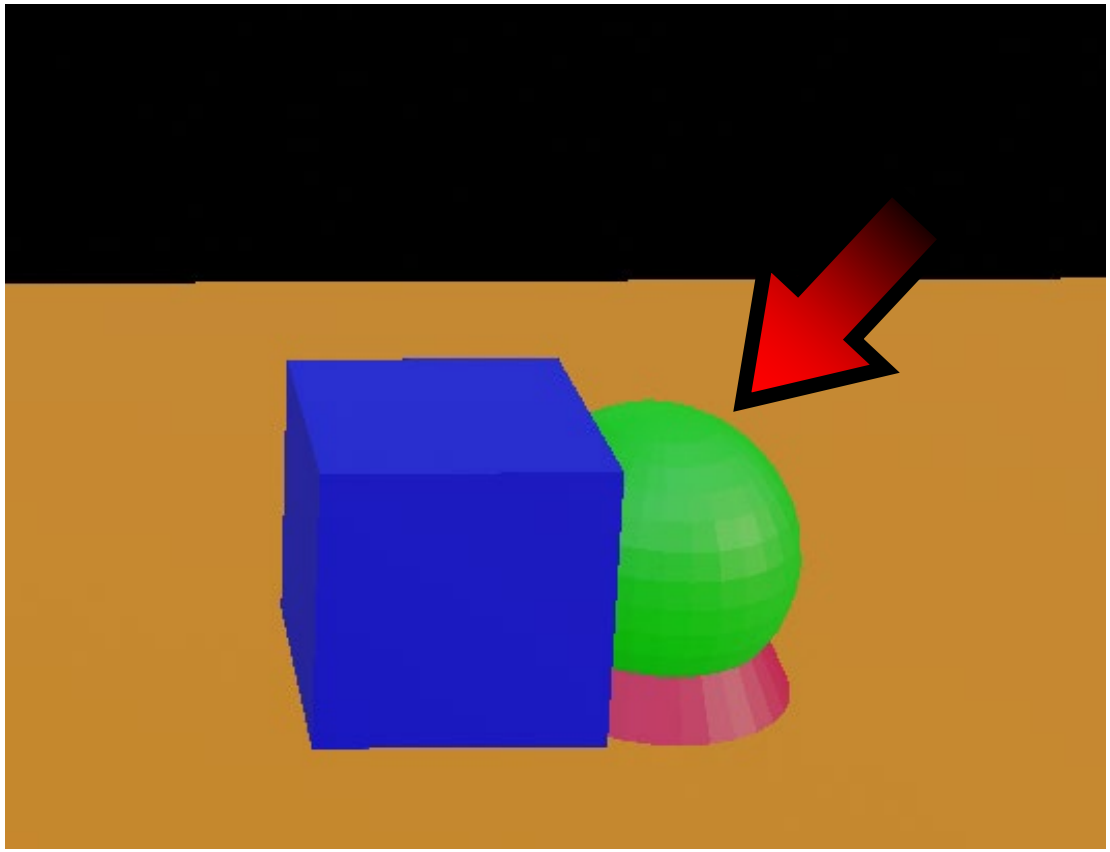
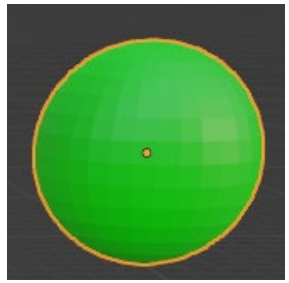
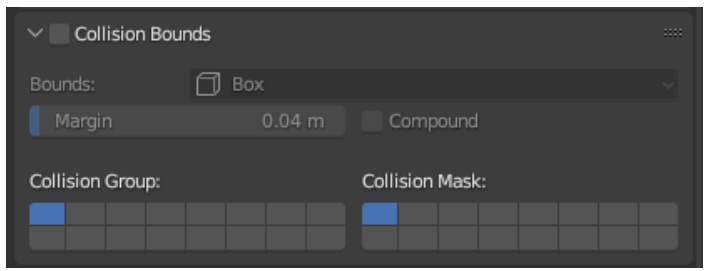
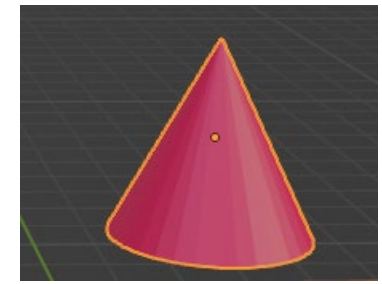


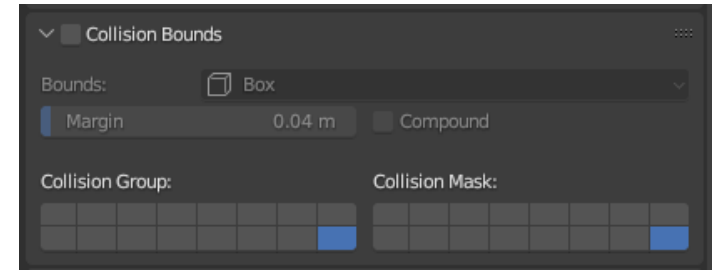
NACIŚNIJ
KLAWISZ P

PLANE
ZATRZYMAŁ
WSZYSTKIE
BRYŁY









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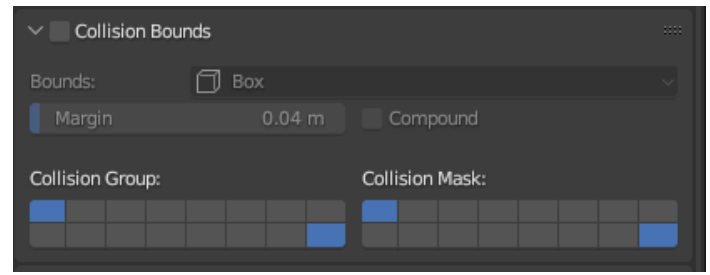

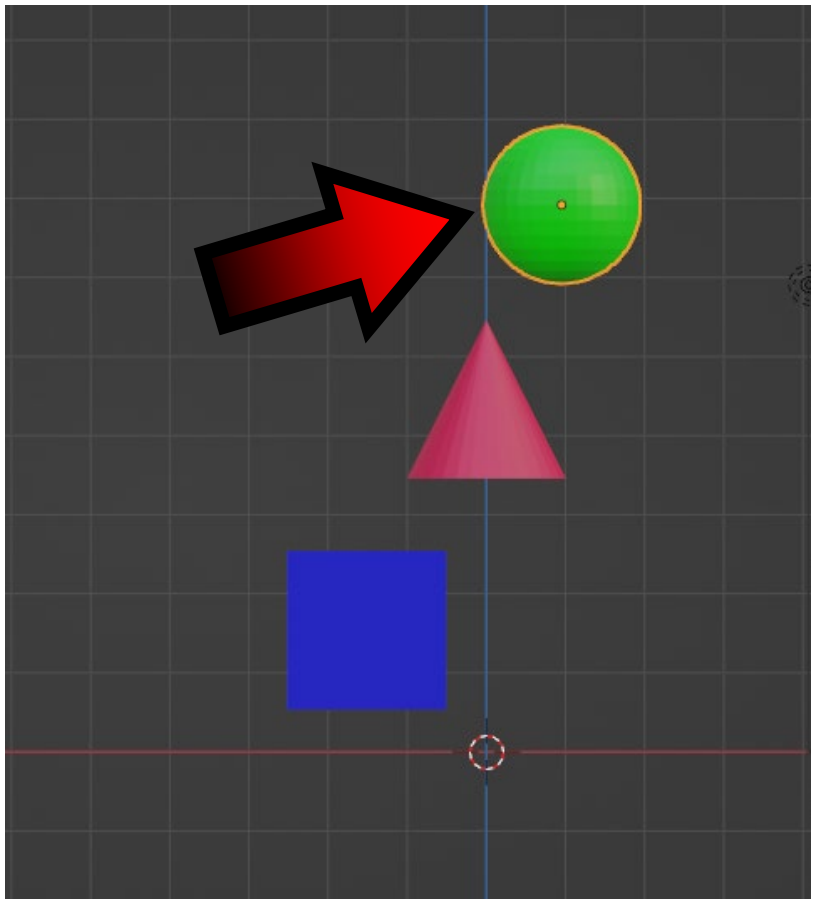

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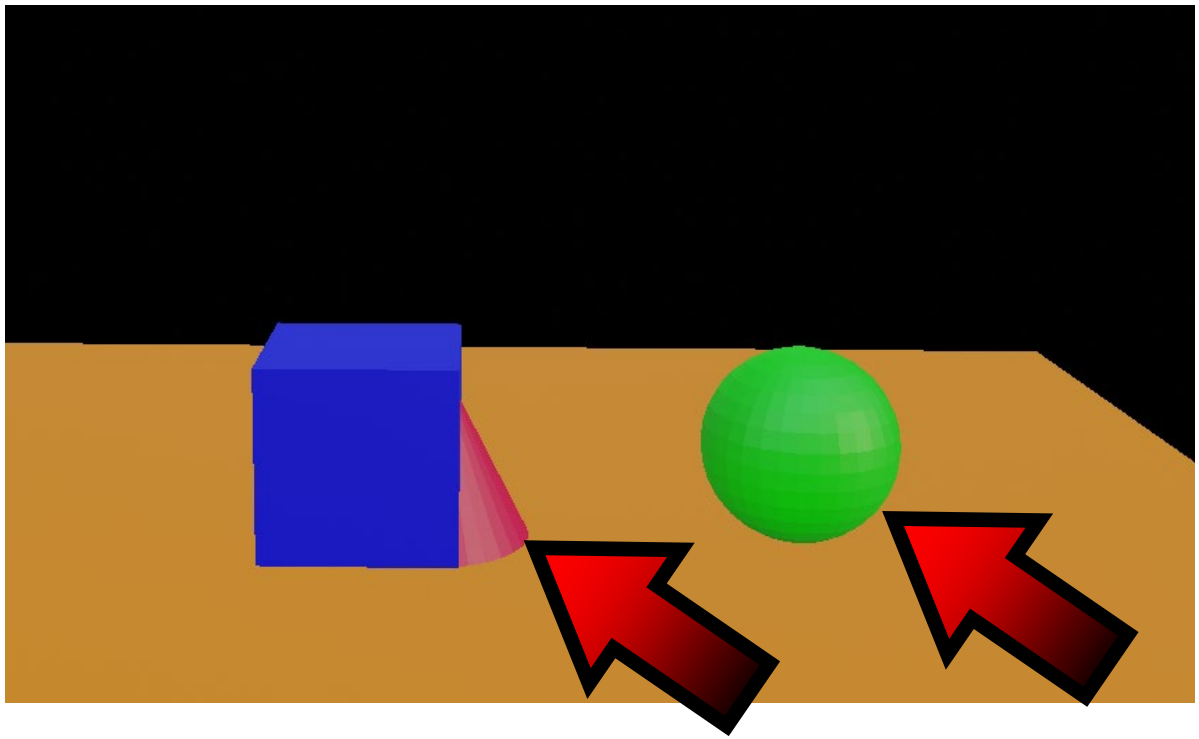
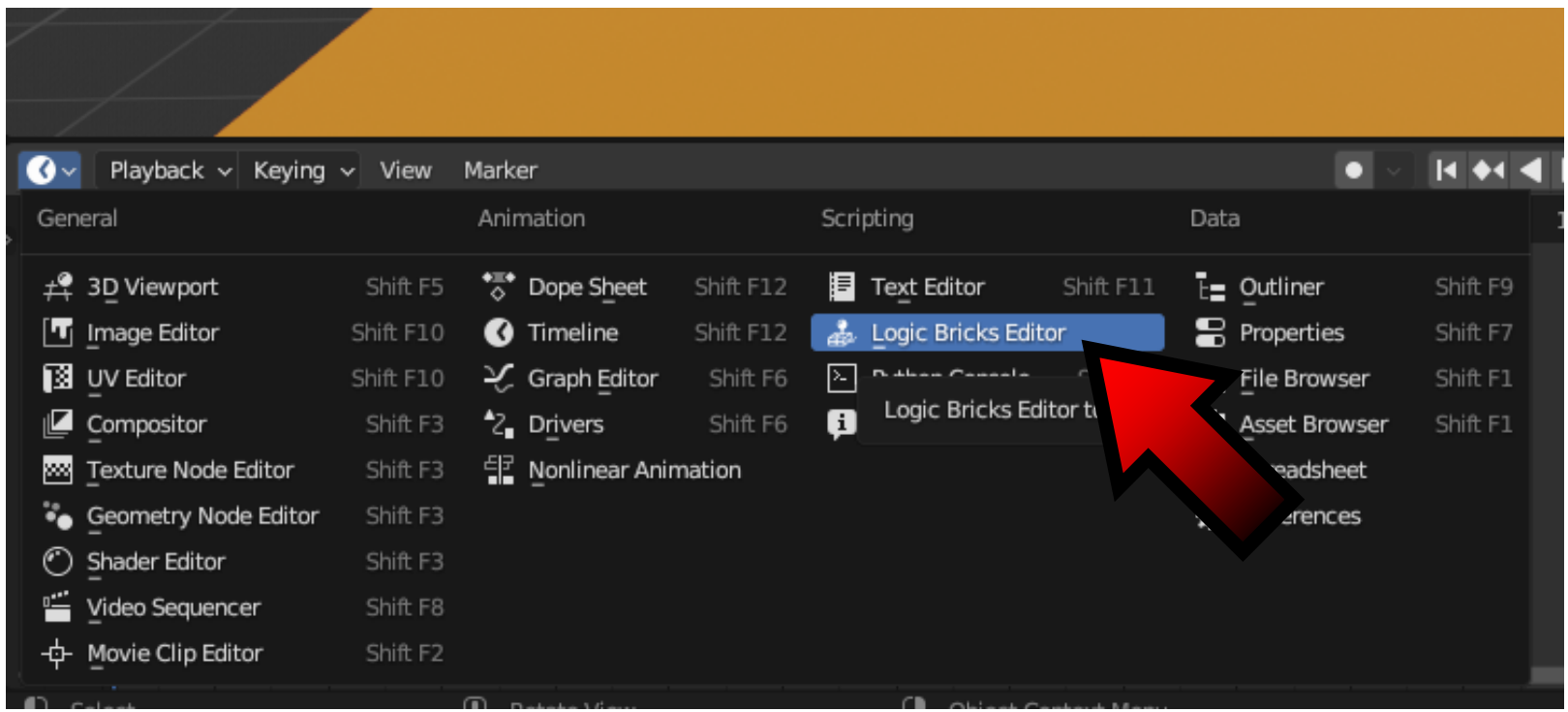


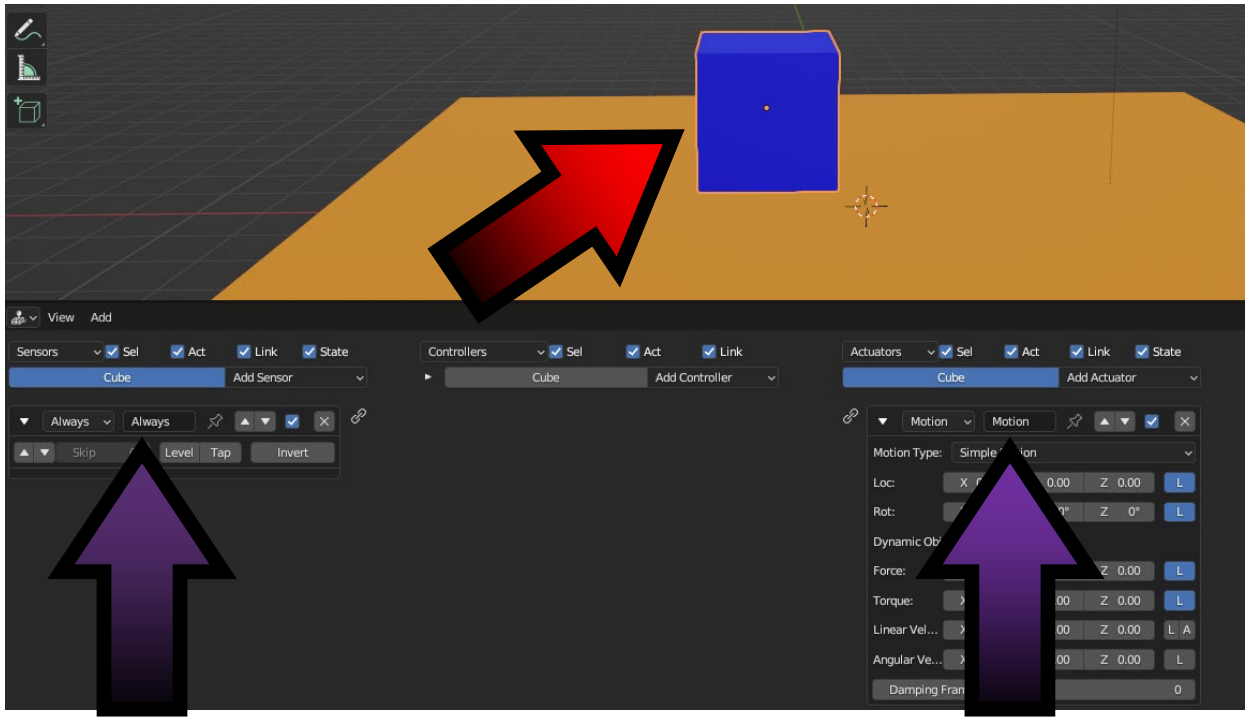
NACIŚNIJ
KLAWISZ P

ZOBACZ JAK
ZACHOWAJĄ
SIĘ BRYŁY

WYBIERZ LOGIC BRICKS EDITOR



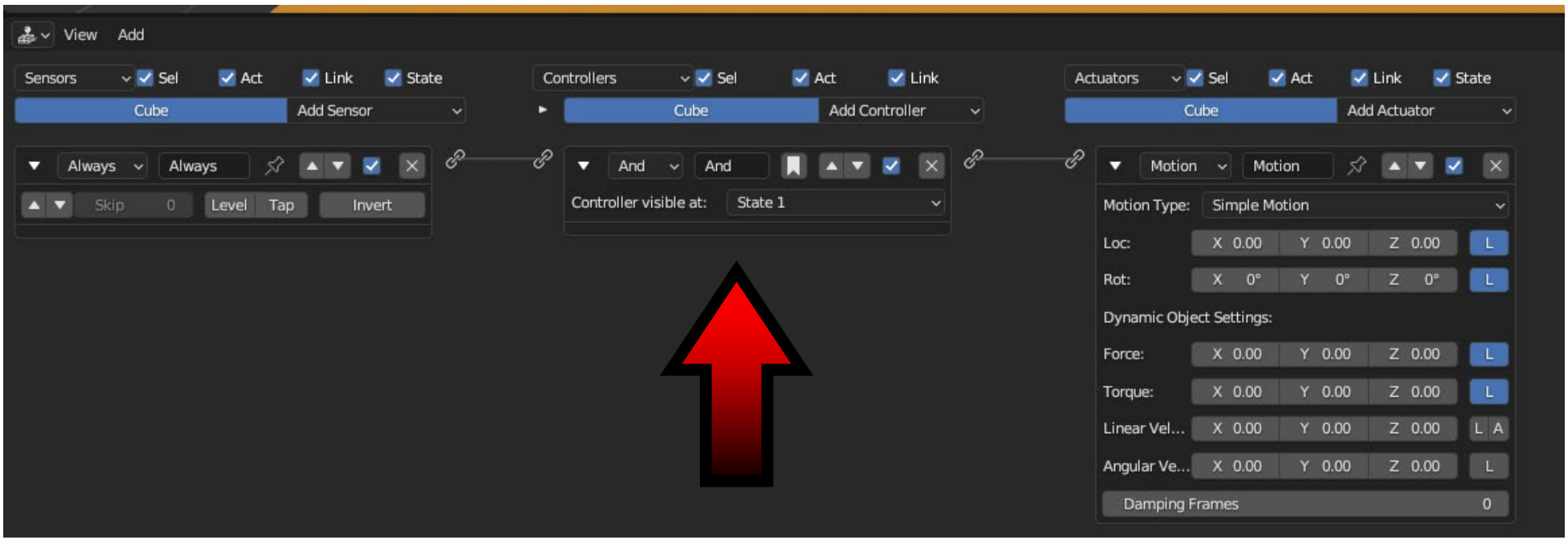
ZAZNACZ CUBE

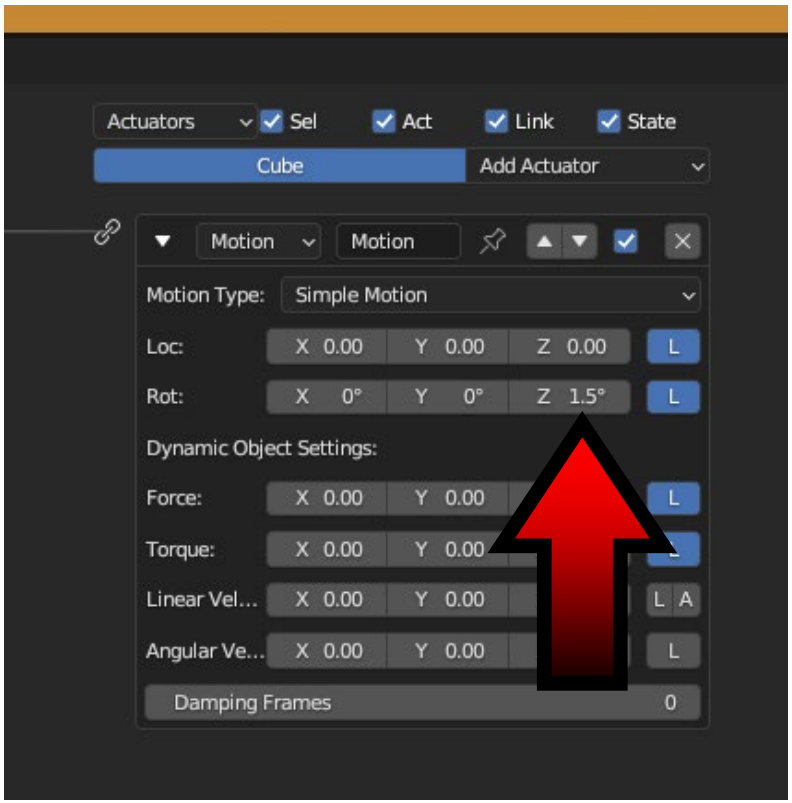


DLA SENSORS
USTAW
ALWAYS

DLA ACTUATORS
USTAW
MOTION

POŁĄCZ ELEMENTY





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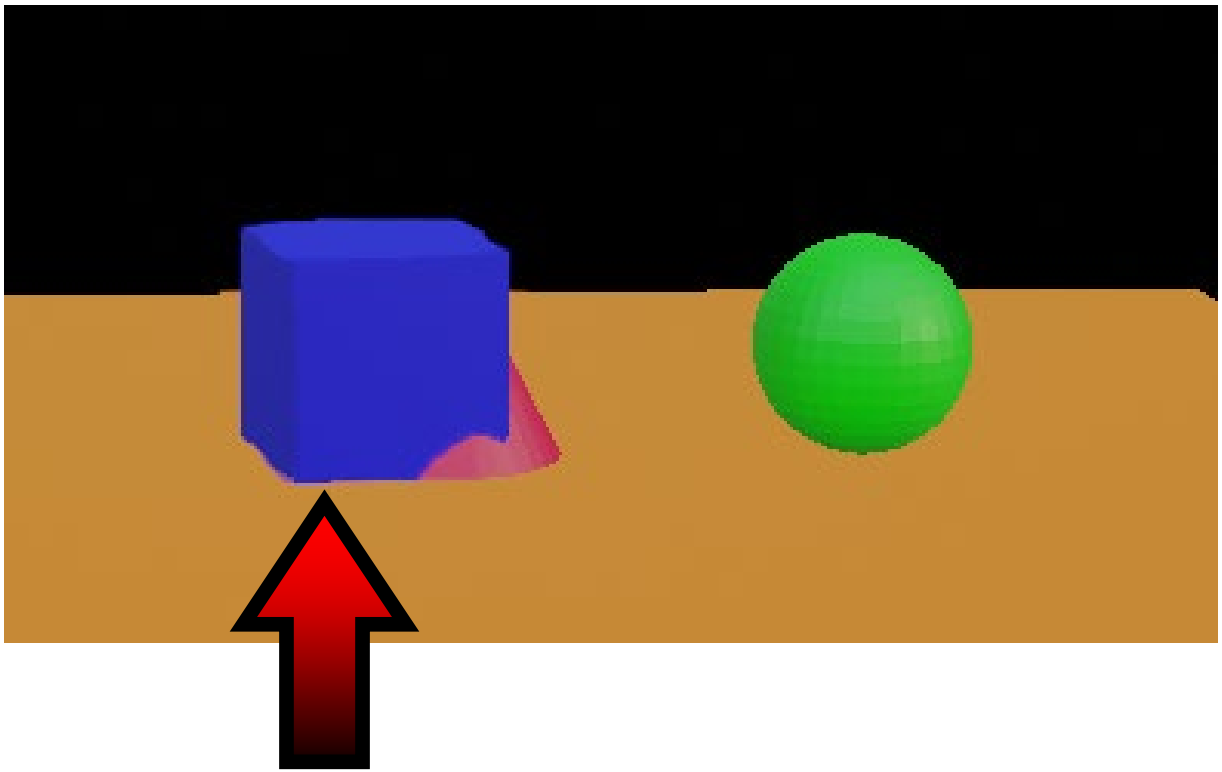
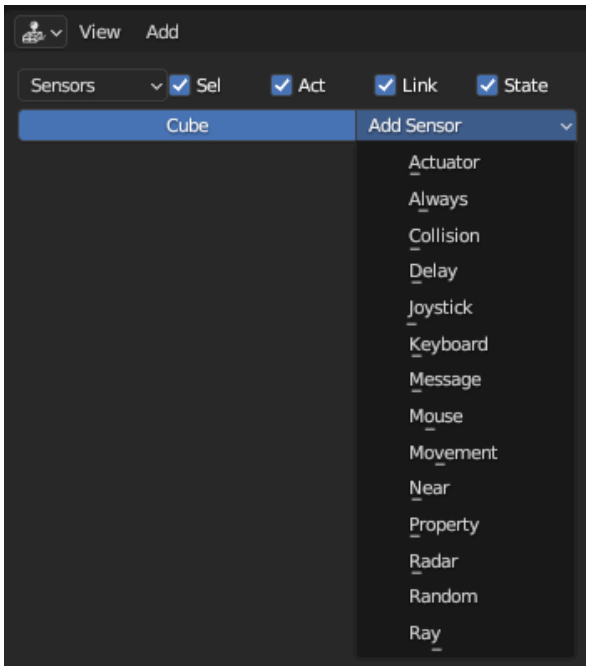
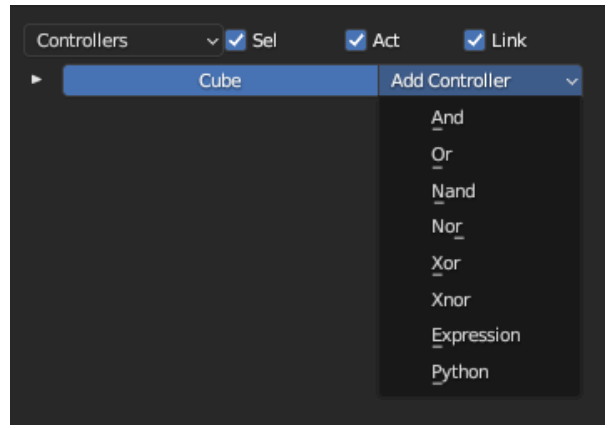
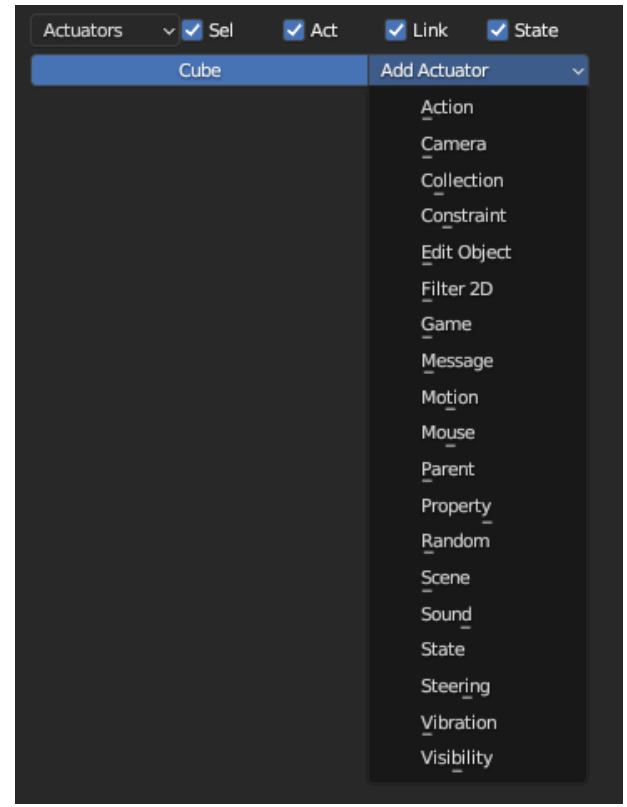


CUBE BĘDZIE SIĘ OBRACAŁ

MOŻESZ SAMODZIELNIE POEKSPERYMENTOWAĆ Z USTAWIENIAMI







POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ

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