

POWER OF AR AND VR

UPBGE

Kolizje

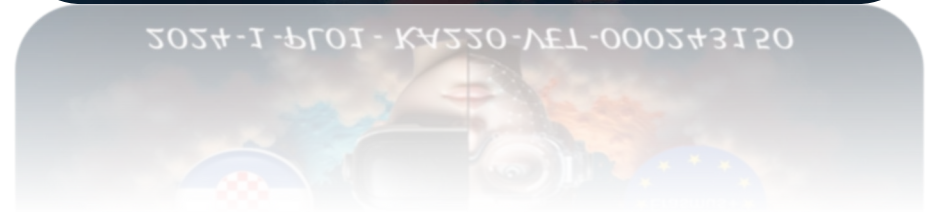


**Co-funded by
the European Union**

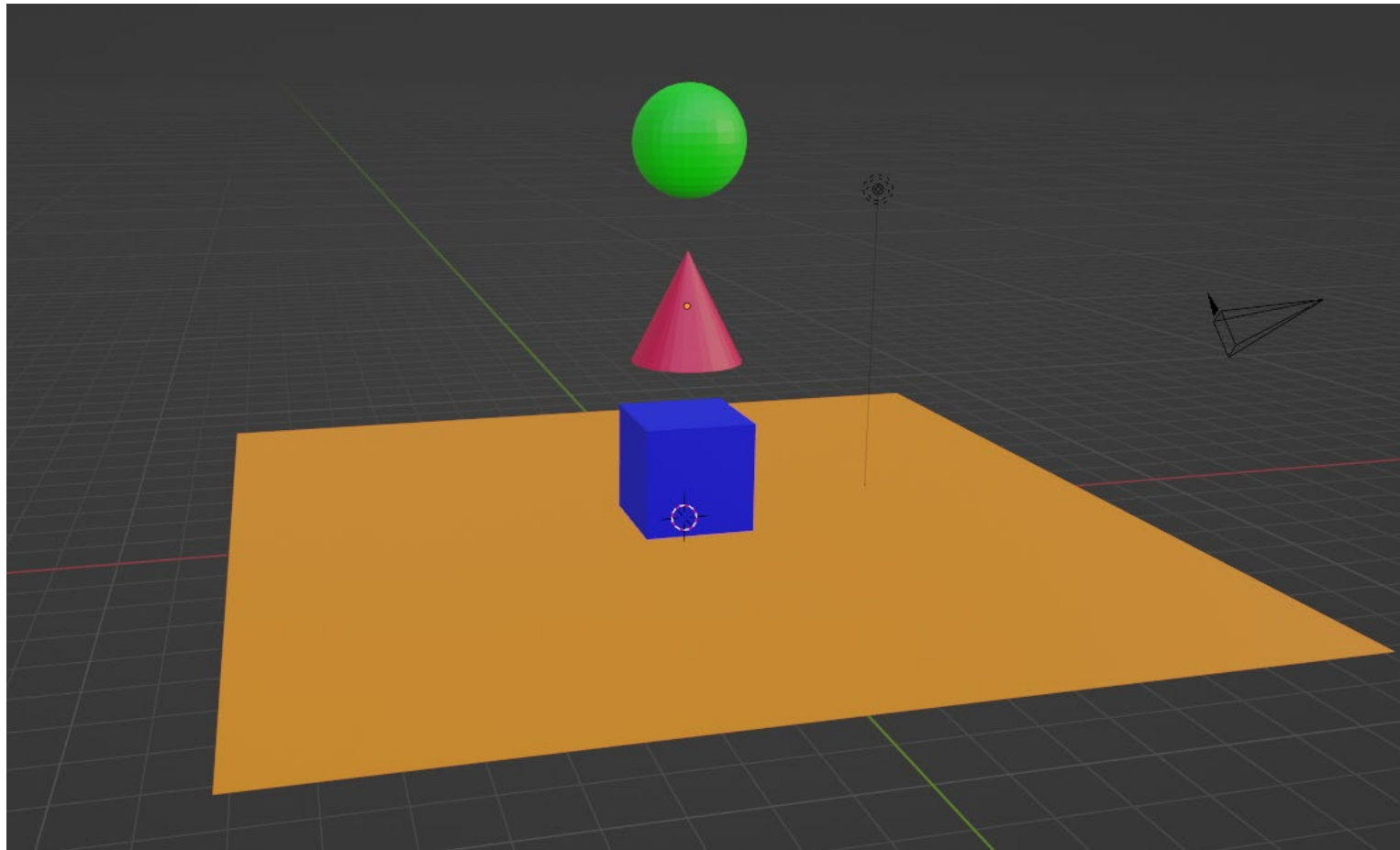
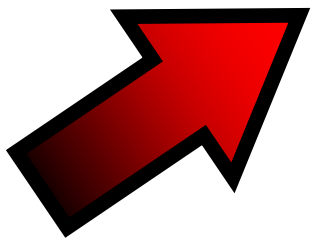


2024-1-PL01-KA220-VET-000243150

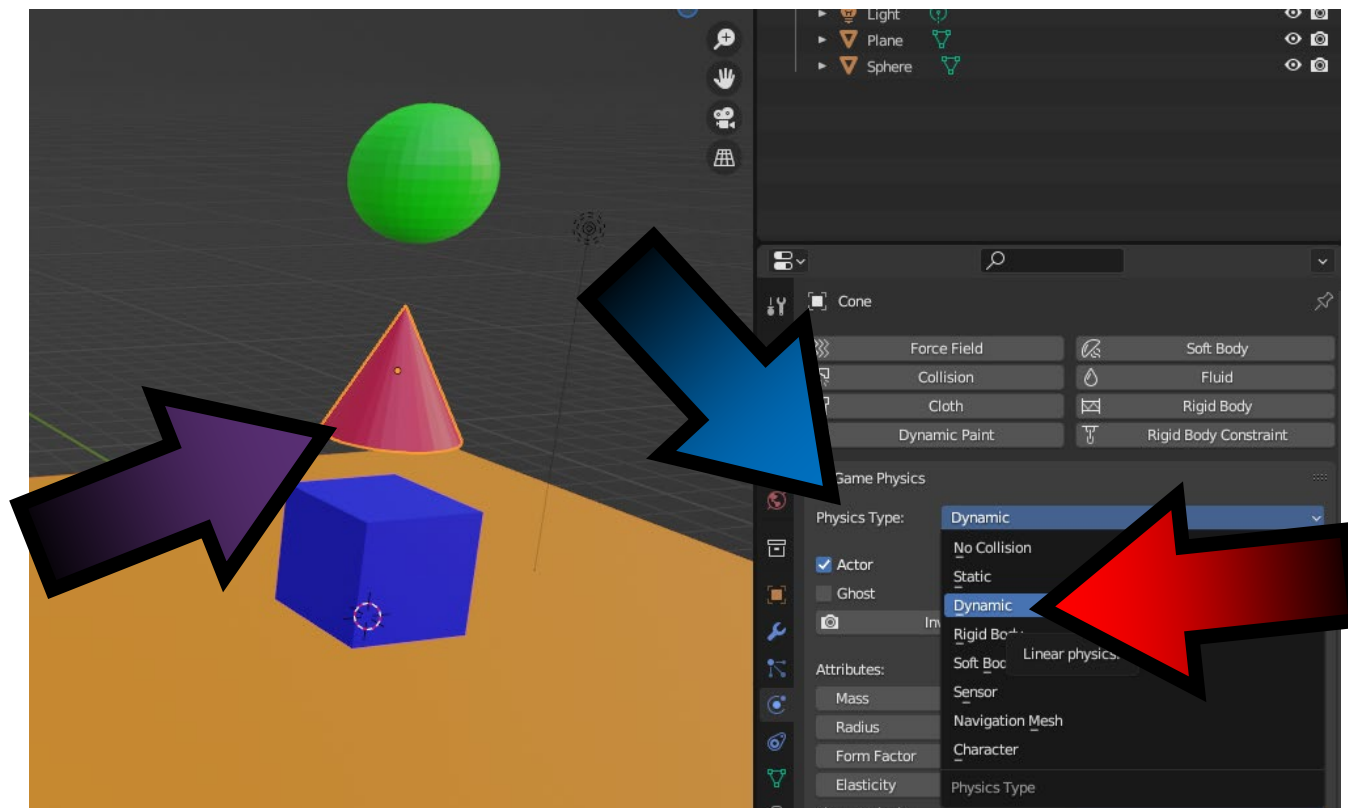
the European Union
co-funded by



STWÓRZ PLIK



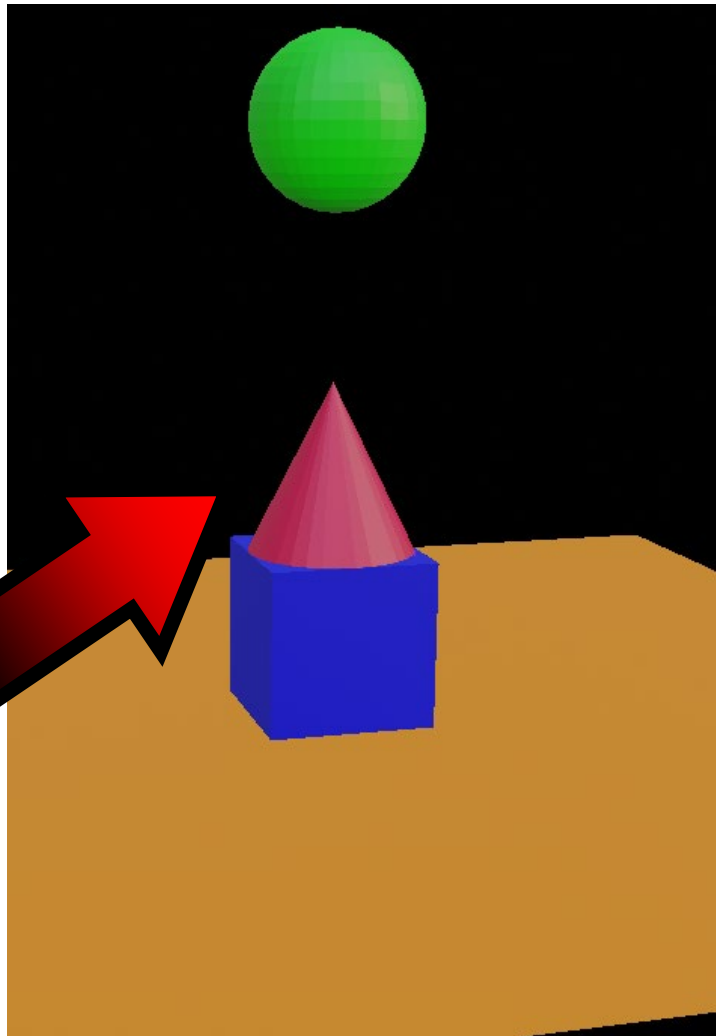
ZAZNACZ STOŻEK

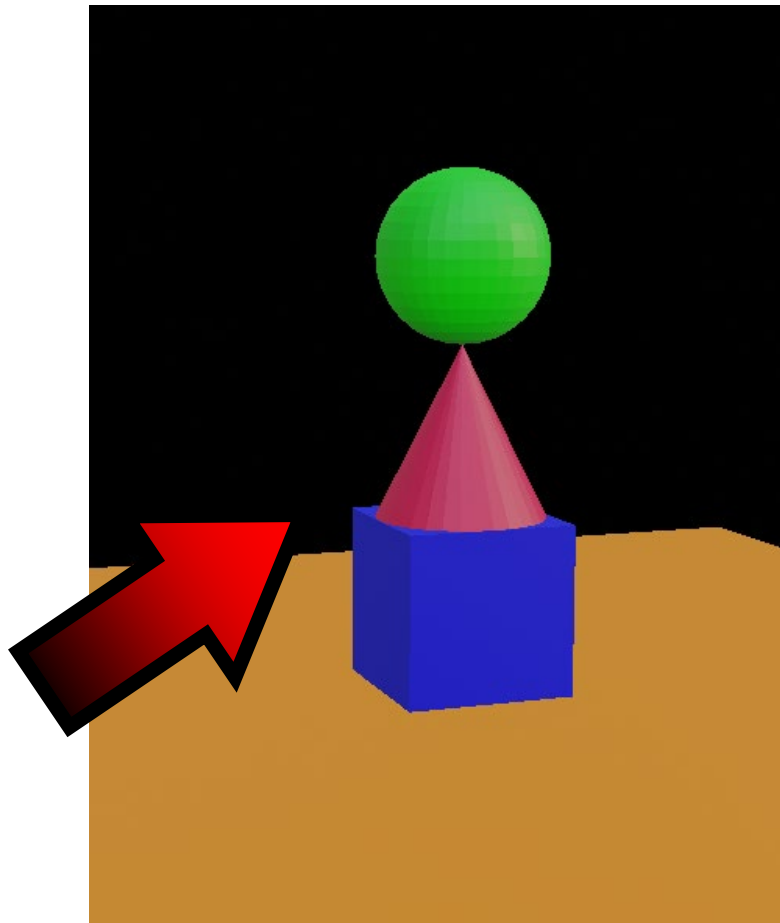


**DLA
PHYSICS
TYPE
ZAZNACZ
DYNAMIC**

**NACIŚNIJ
KLAWISZ P
STOŻEK POLECI
W DÓŁ**

**ZAZNACZ
DYNAMIC
DLA
SPHERE I CUBE**

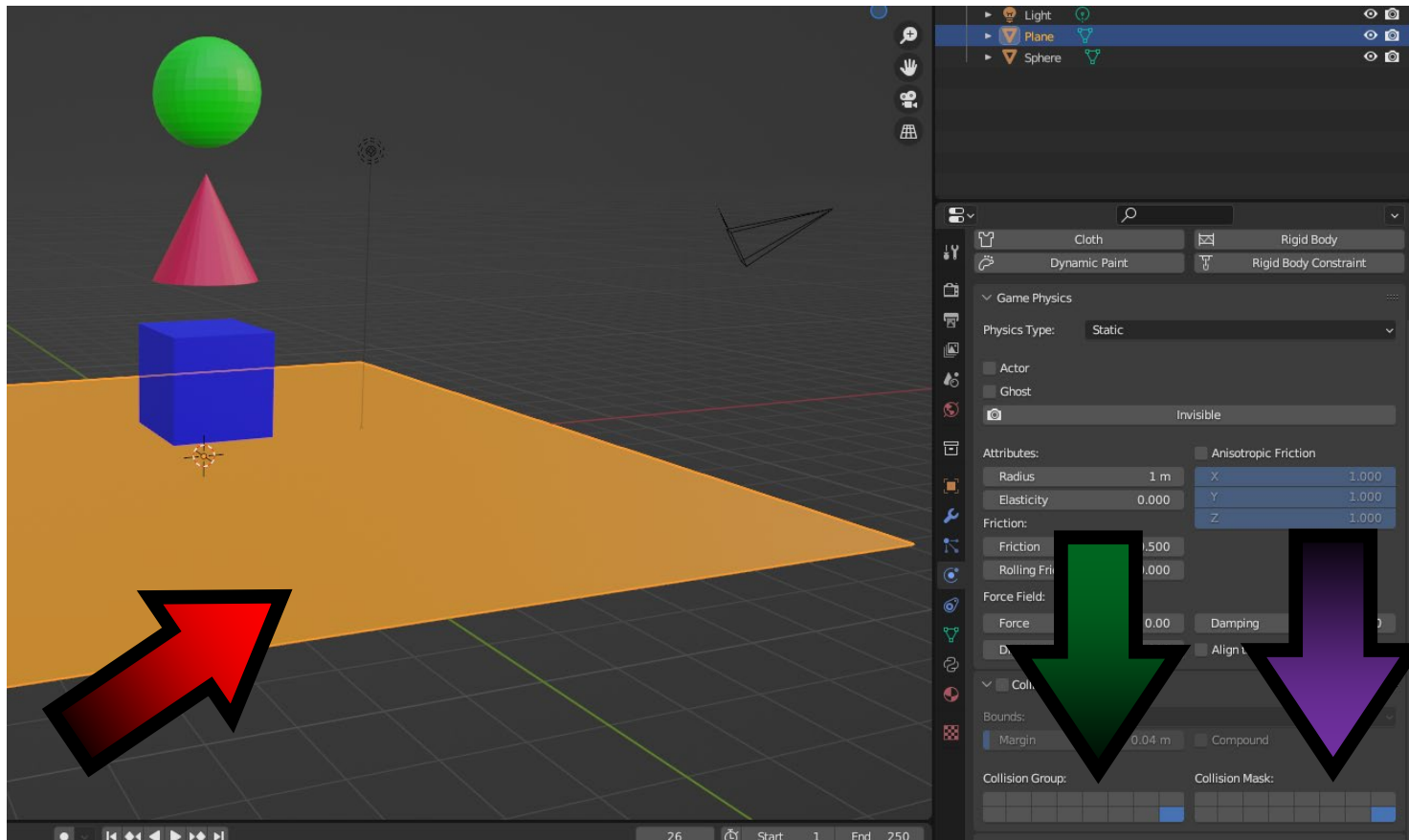




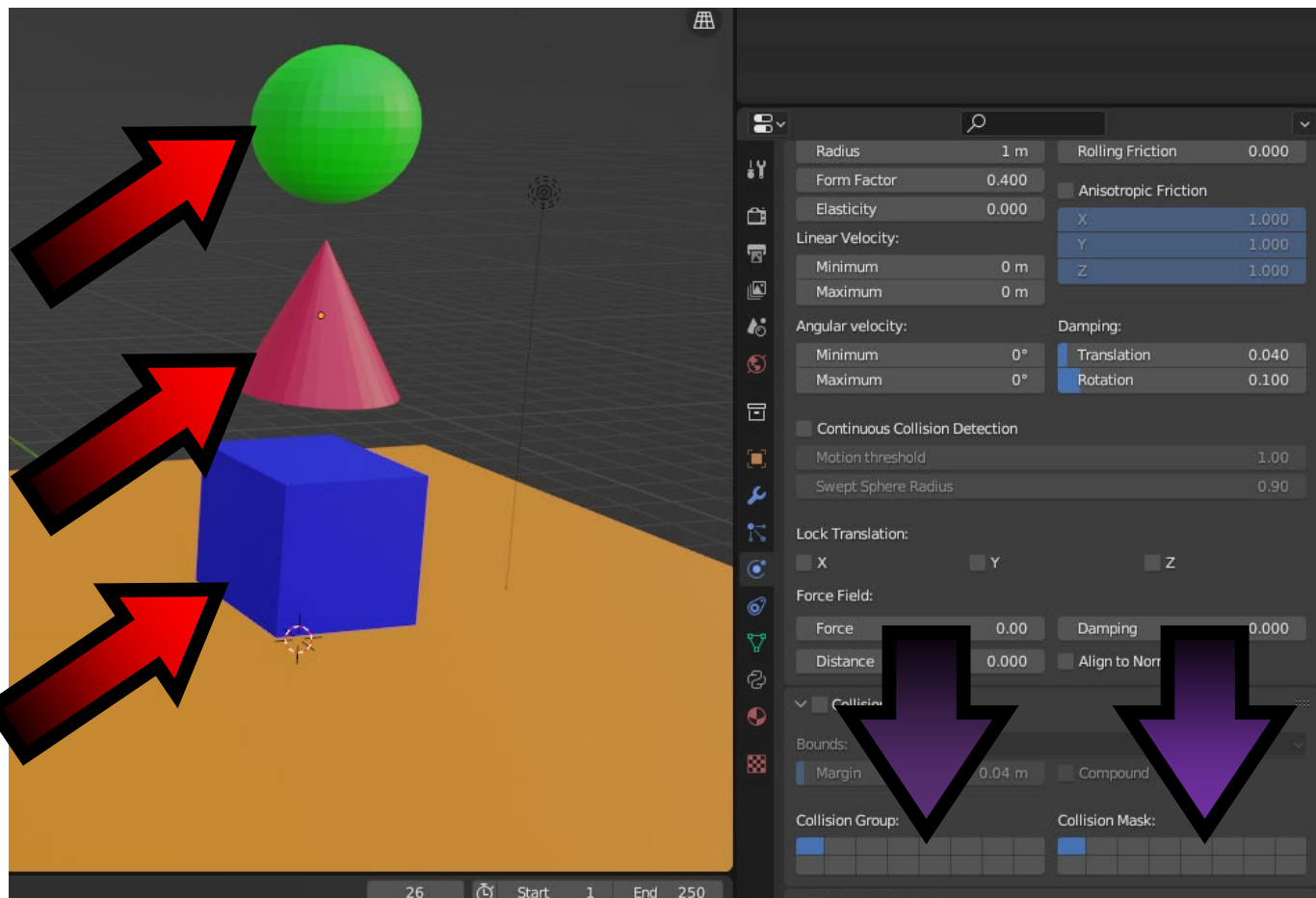
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KLAWISZ P**

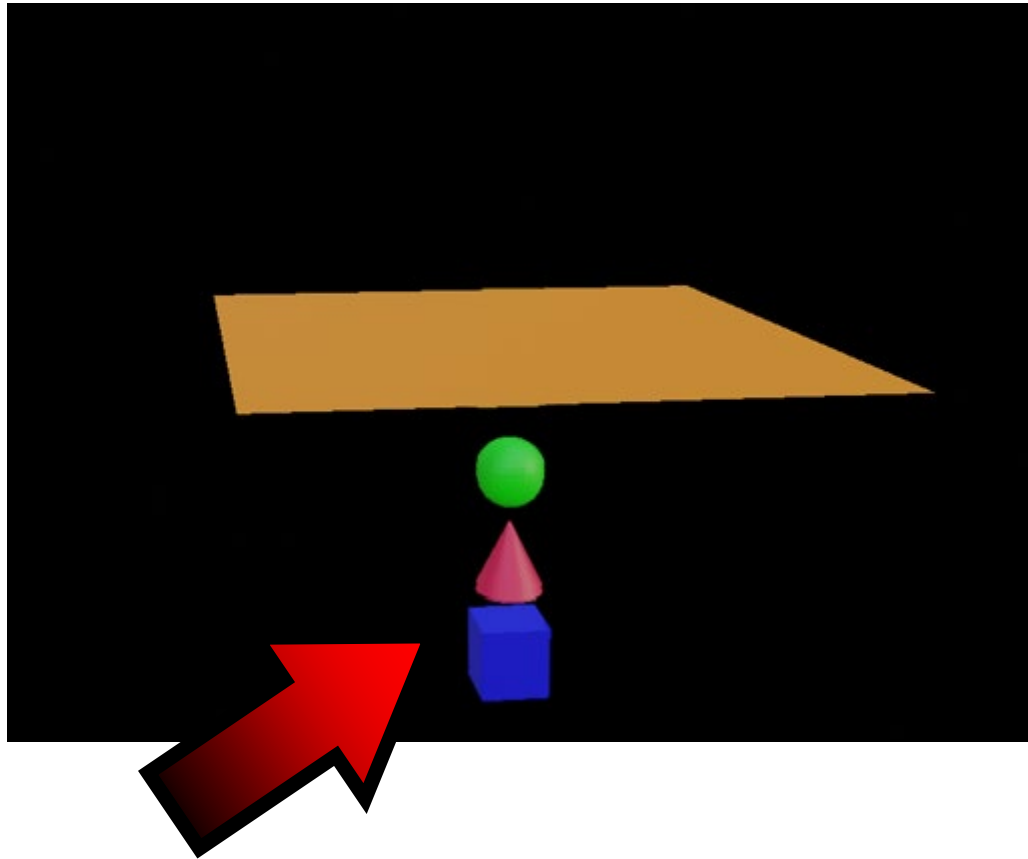
**WSZYSTKIE
MODELE
POLECAĆ
W DÓŁ**

ZAZNACZ PLANE USTAW COLLISION GROUP I COLLISION MASK JAK NA RYSUNKU



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



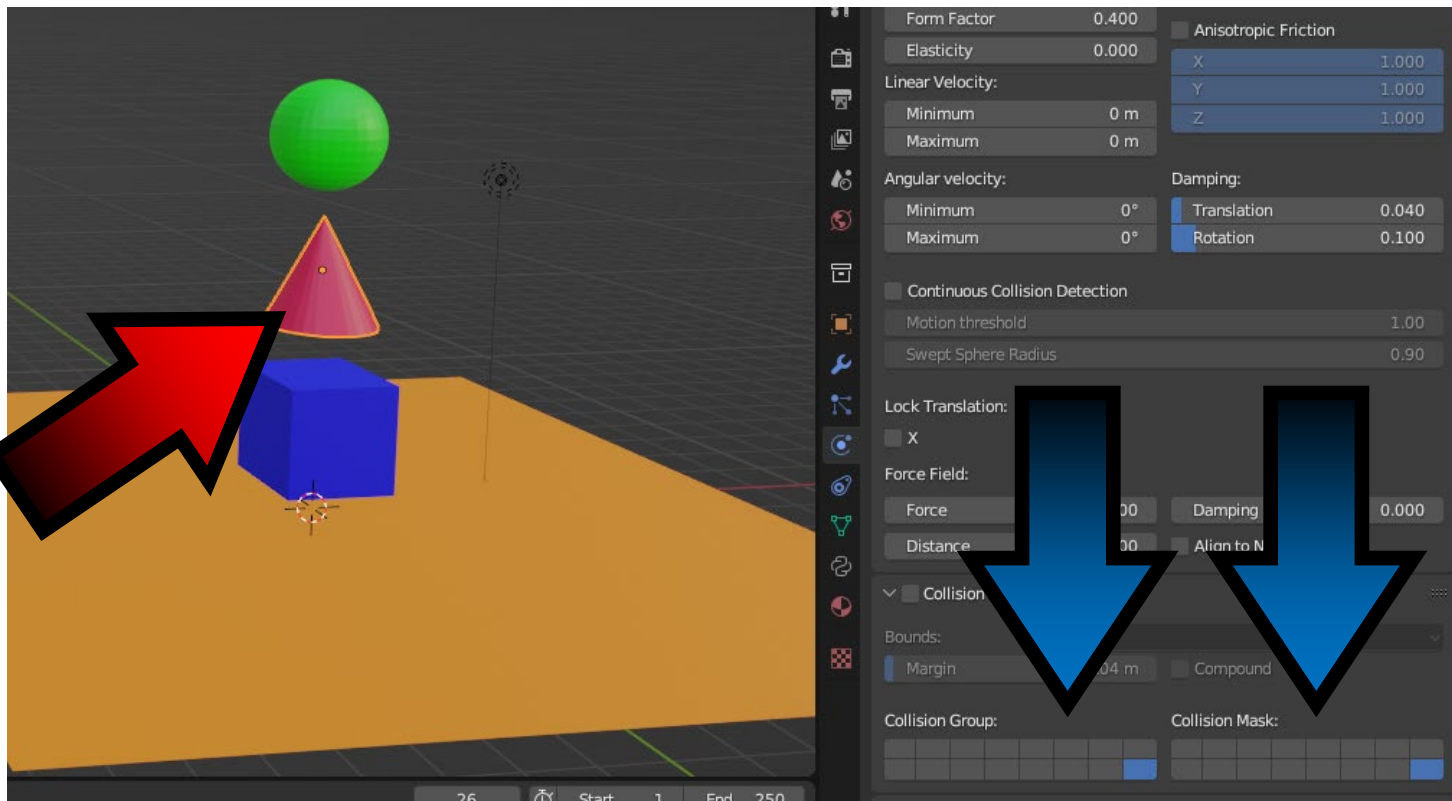


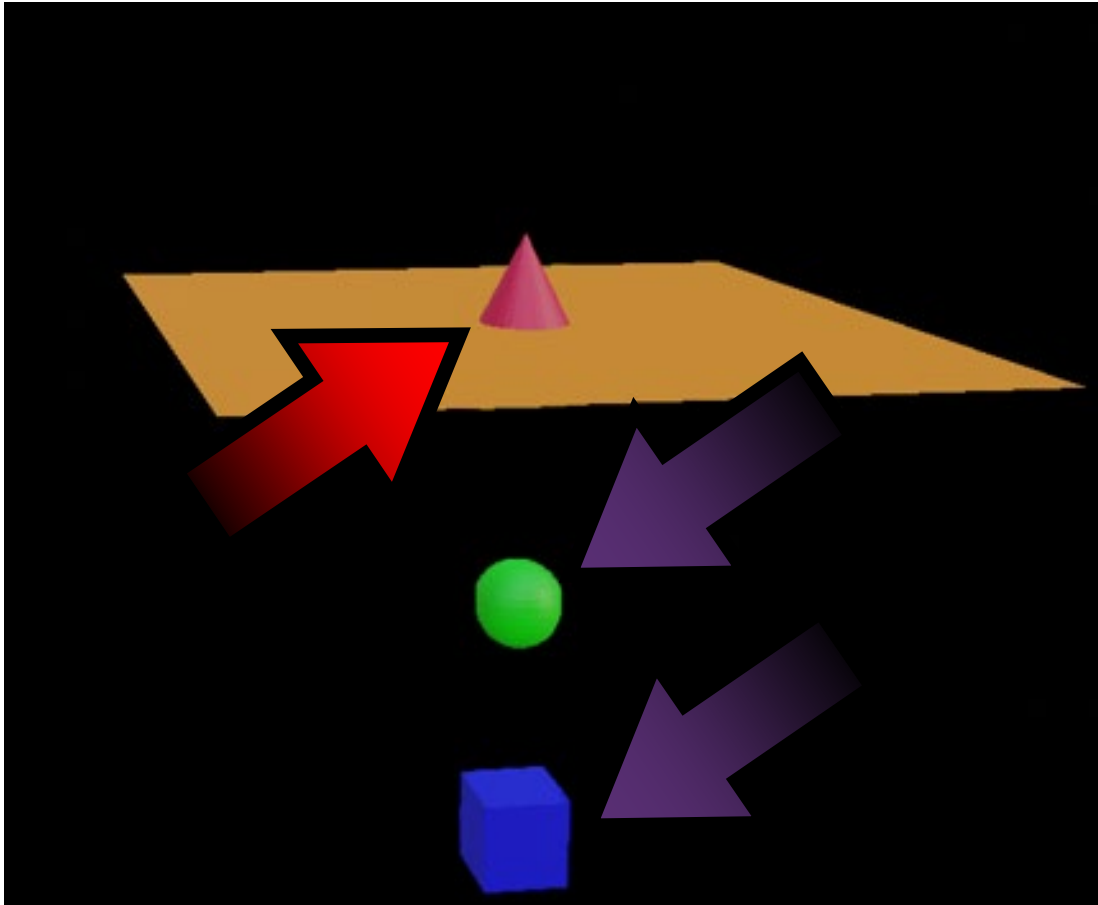
**NACIŚNIJ
KALWISZ P**

**WSZYSTKIE
MODELE
PRZELECA,
PRZEZ
PLANE**

ZAZNACZ CONE

**USTAW
COLLISION
GROUP
I
COLLISION
MASK
TAK SAMO
JAK DLA
PLANE**



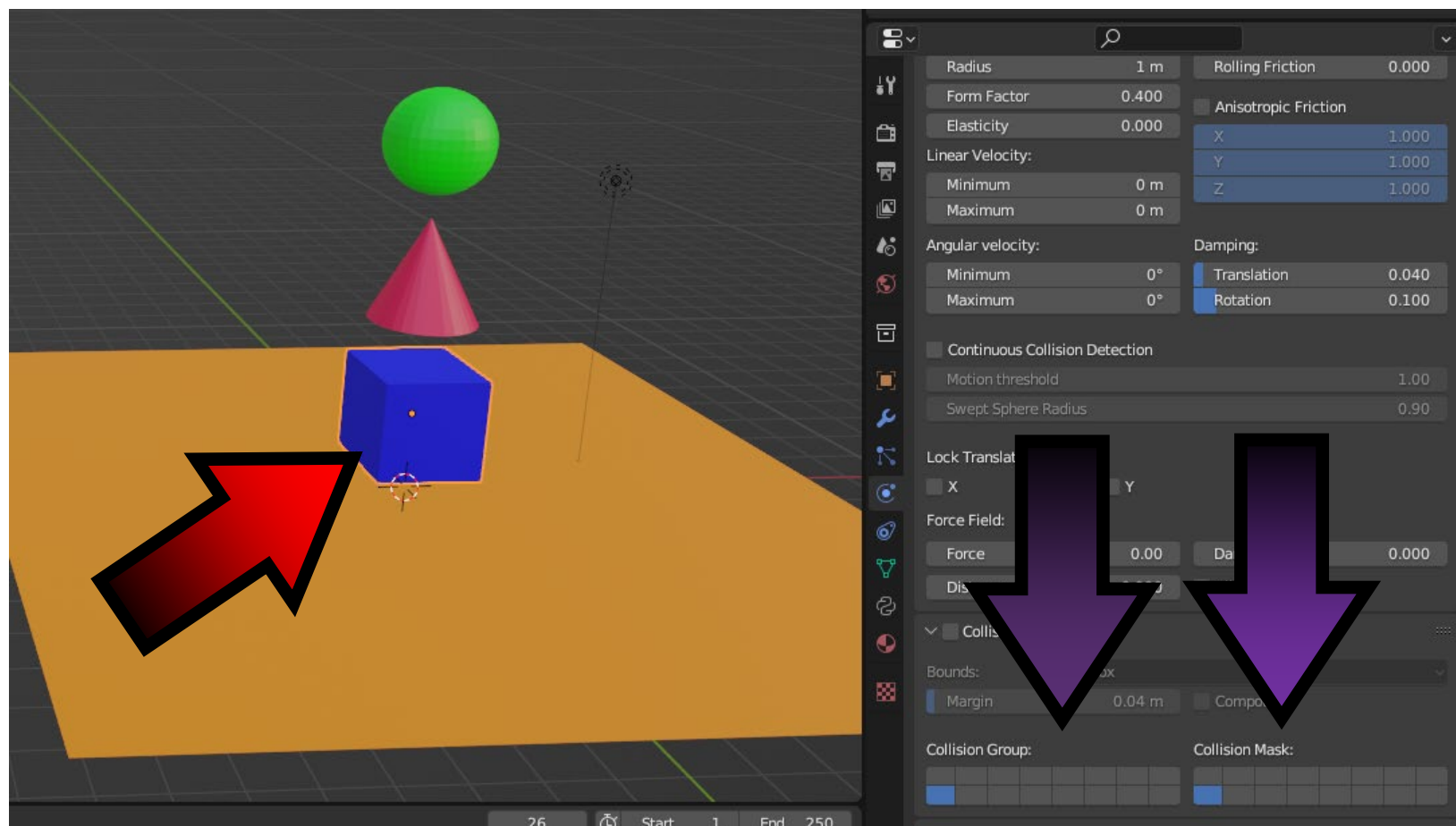


**NACIŚNIJ
KLAWISZ**

P

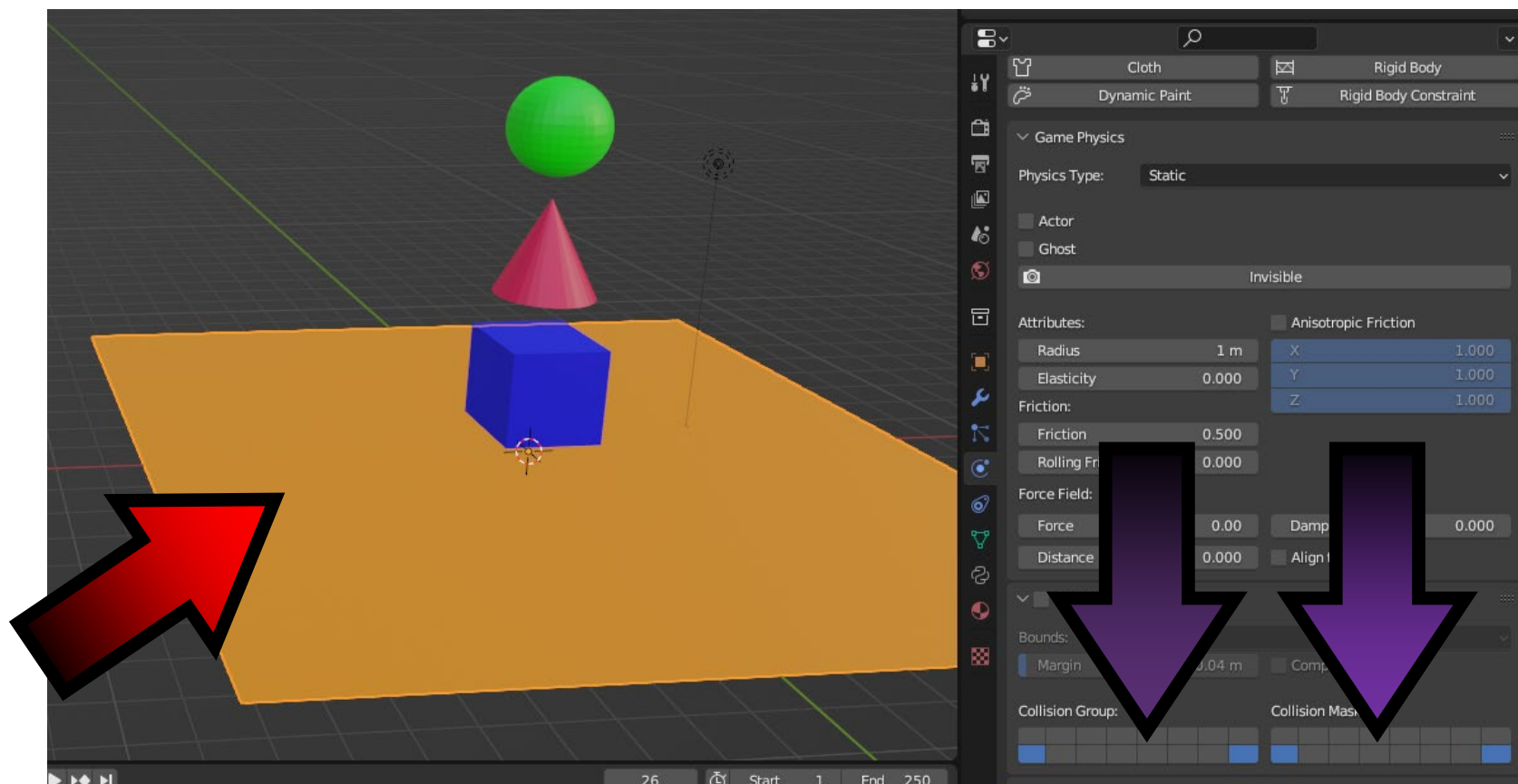
**DWA MODELE
POLECĄ W DÓŁ
CONE
ZATRZYMA SIĘ
NA
PLANE**

CHANGE CUBE SETTINGS USTAW COLLISION GROUP | COLLISION MASKS



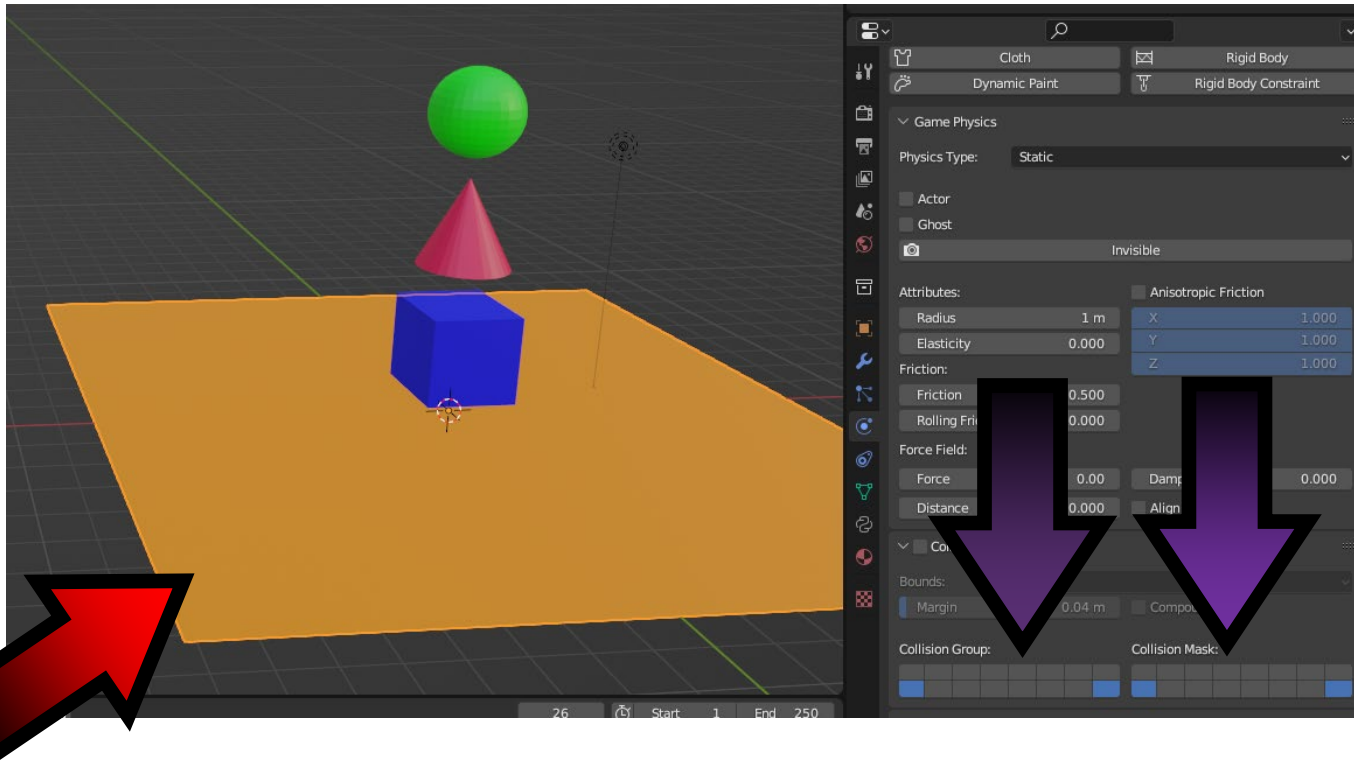
UŻYJ KLAWISZA SHIFT

ZMIENŲ USTAWIENIA DLA PLANE USTAW COLLISION GROUP | COLLISION MASKAS

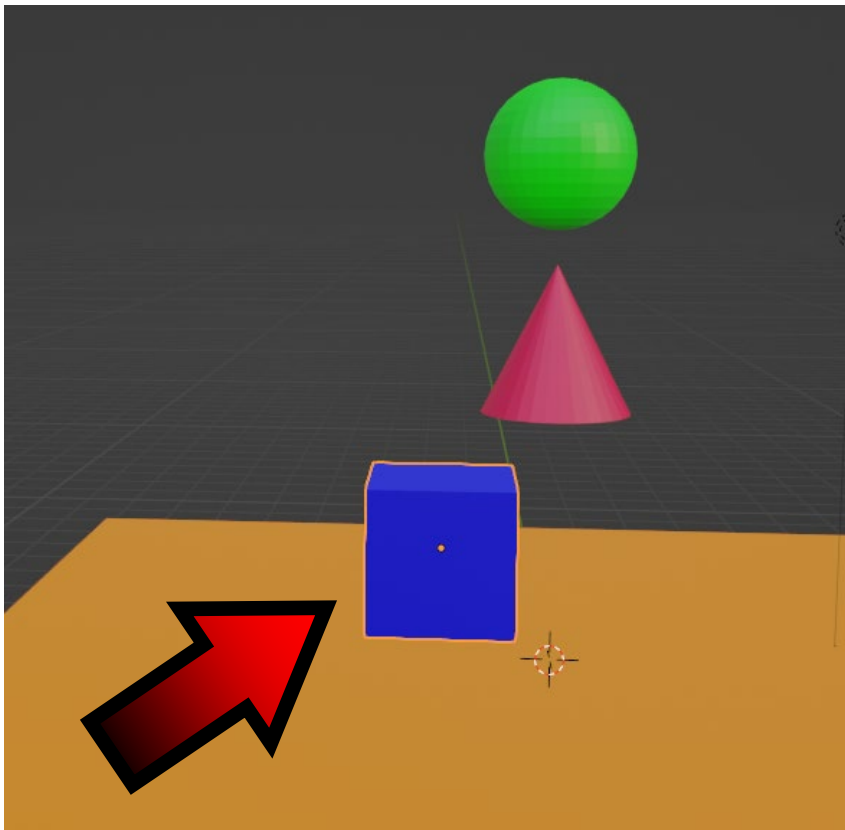


ZASTOSUJ KLAWISZ SHIFT

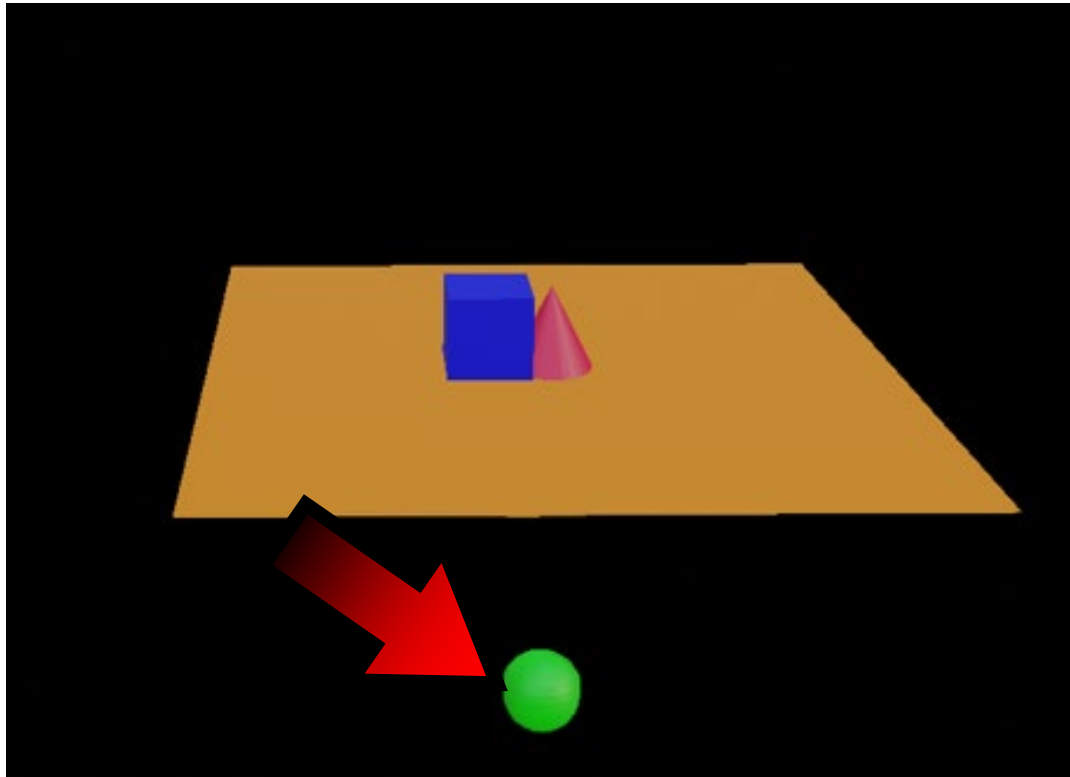
**ZMIEN
USTAWIENIA
PLANE**



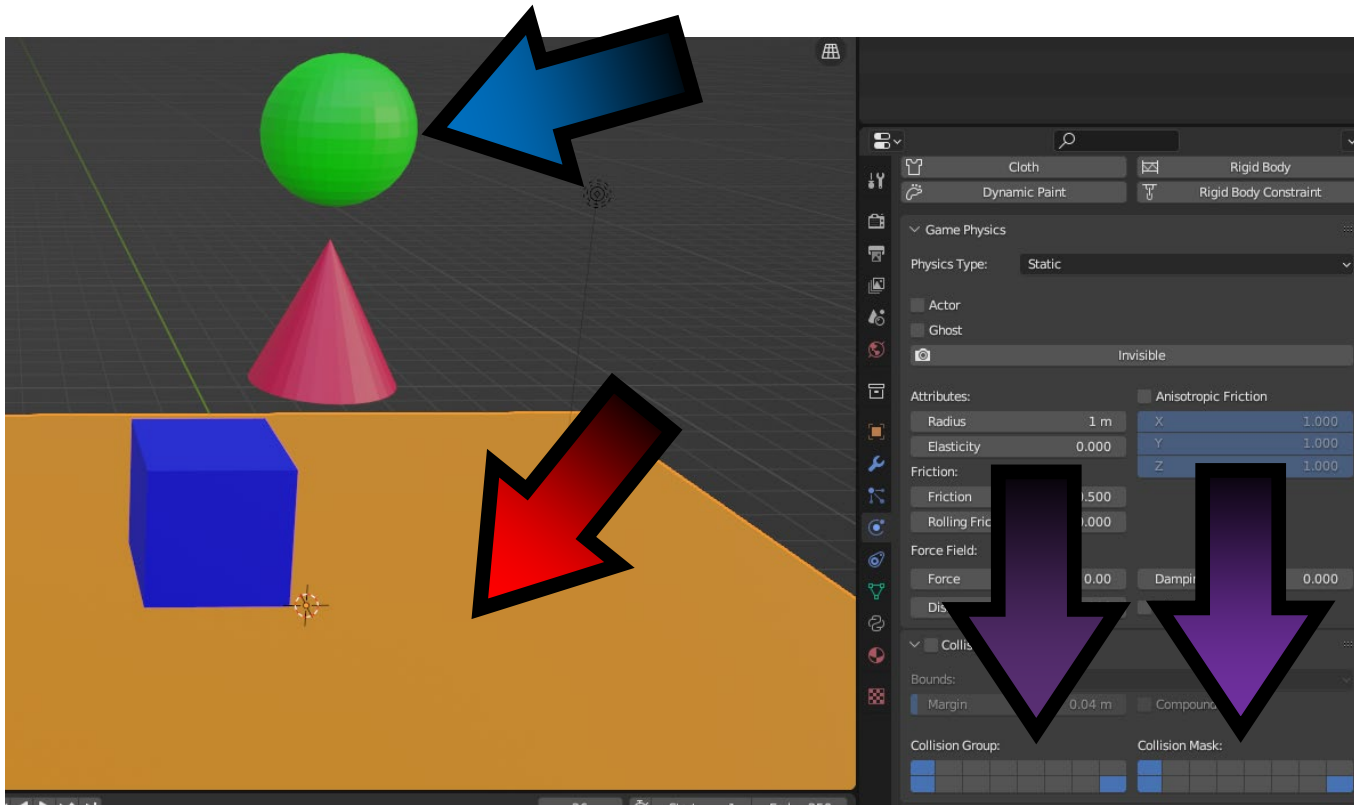
**USTAW
COLLISION
GROUP
|
COLLISION
MASK
JAK NA
RYSUNKU**



PRZESUŃ
TROCHE
CUBE
PO OSI X



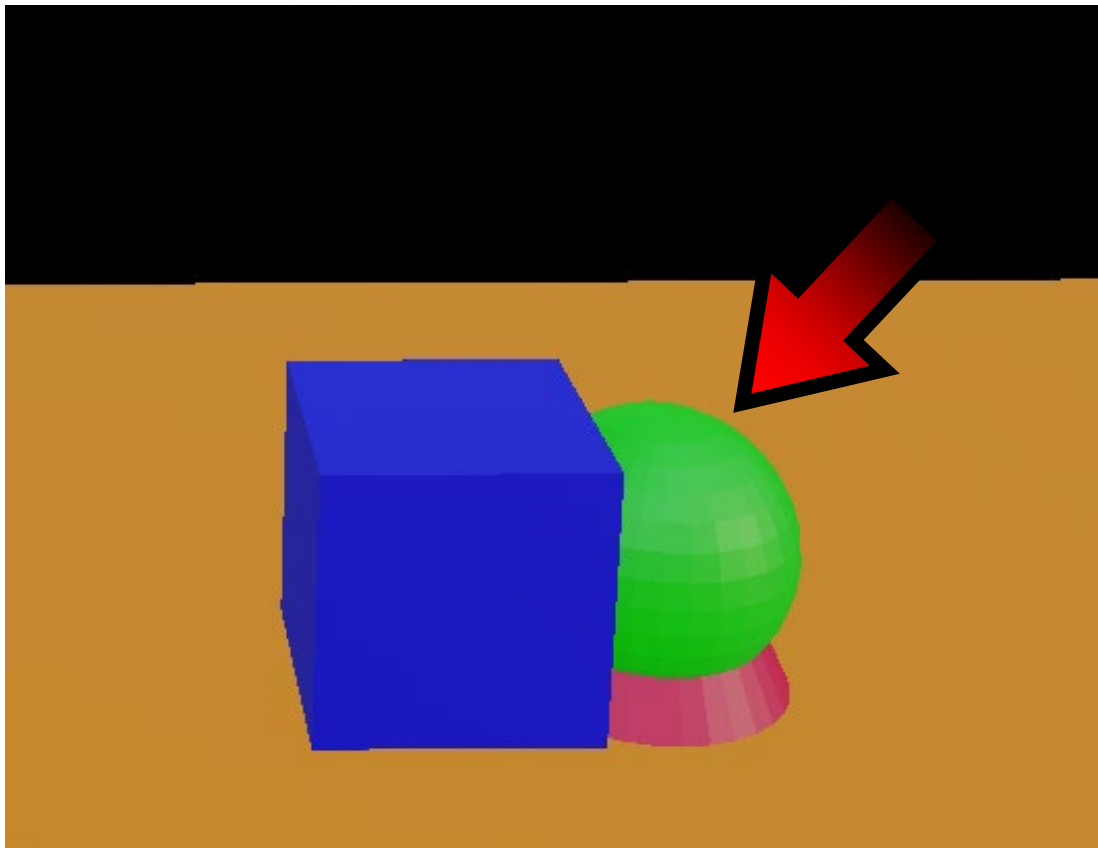
**W DÓŁ
PRZELECIAŁA
TYLKO
SPHERE**



**ZMIEN
USTAWIENIA
PLANE**

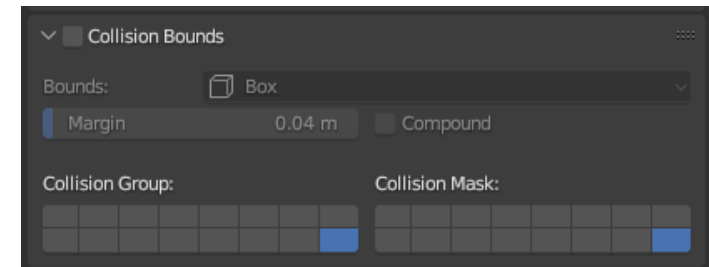
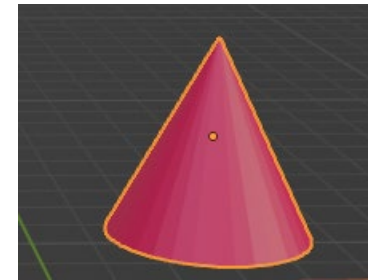
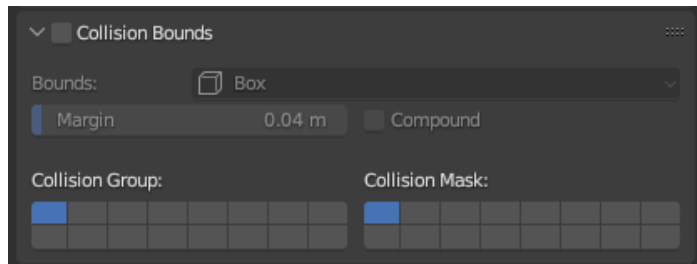
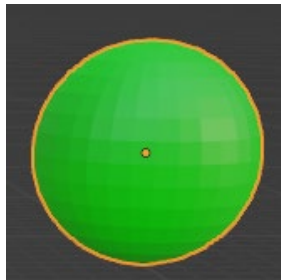
**USTAW
COLLISION
GROUP**

**COLLISION MASK
DODAJĄC
SPHERE**

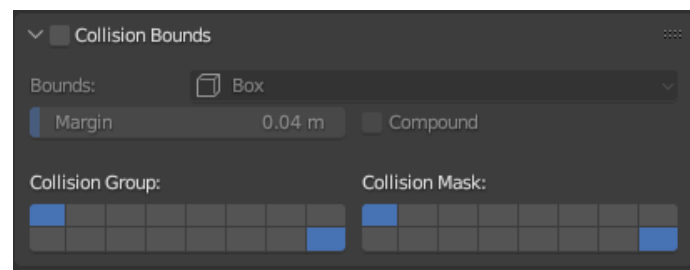


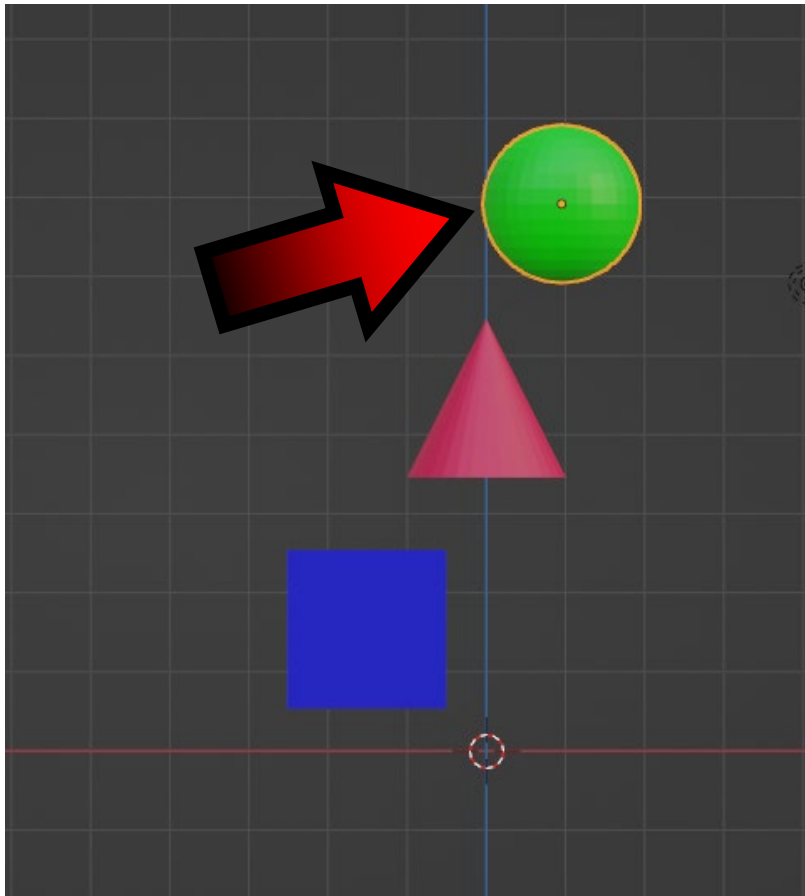
**NACIŚNIJ
KLAWISZ P**

**PLANE
ZATRZYMAŁ
WSZYSTKIE
BRYŁY**

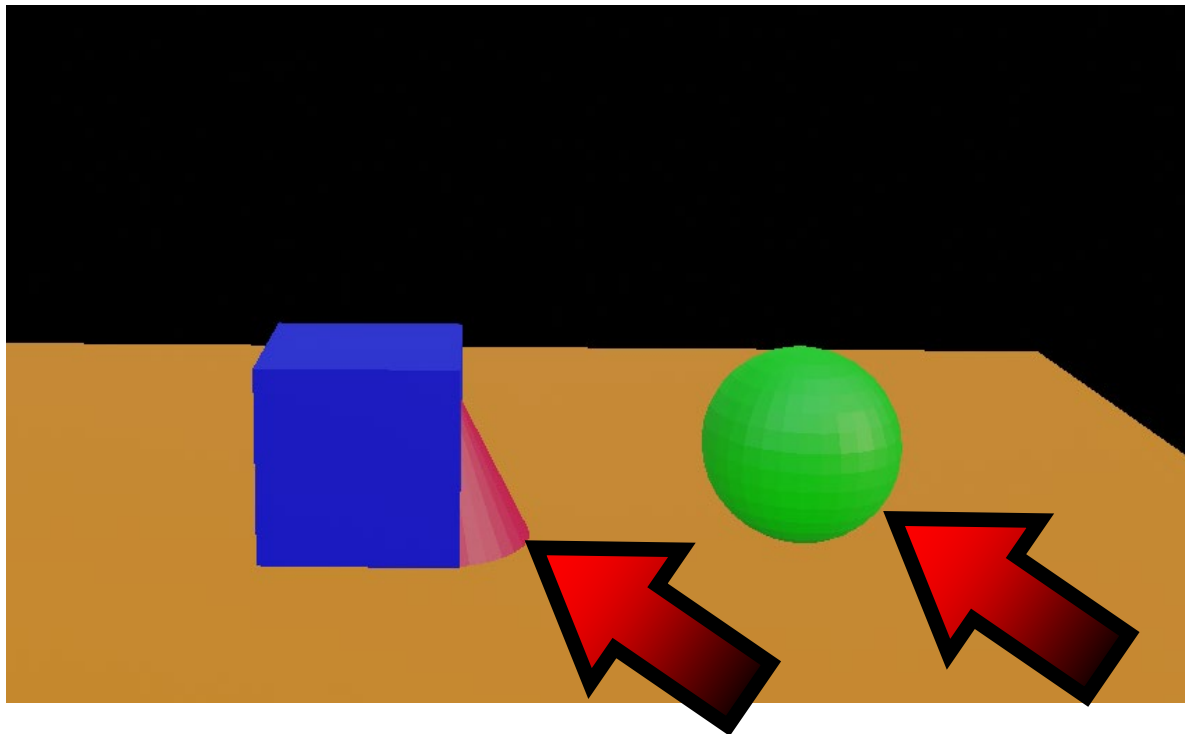


**USTAW PARAMETRY JAK NA RYSUNKU
DLA JEDNEJ Z TYCH DWÓCH BRYŁ**





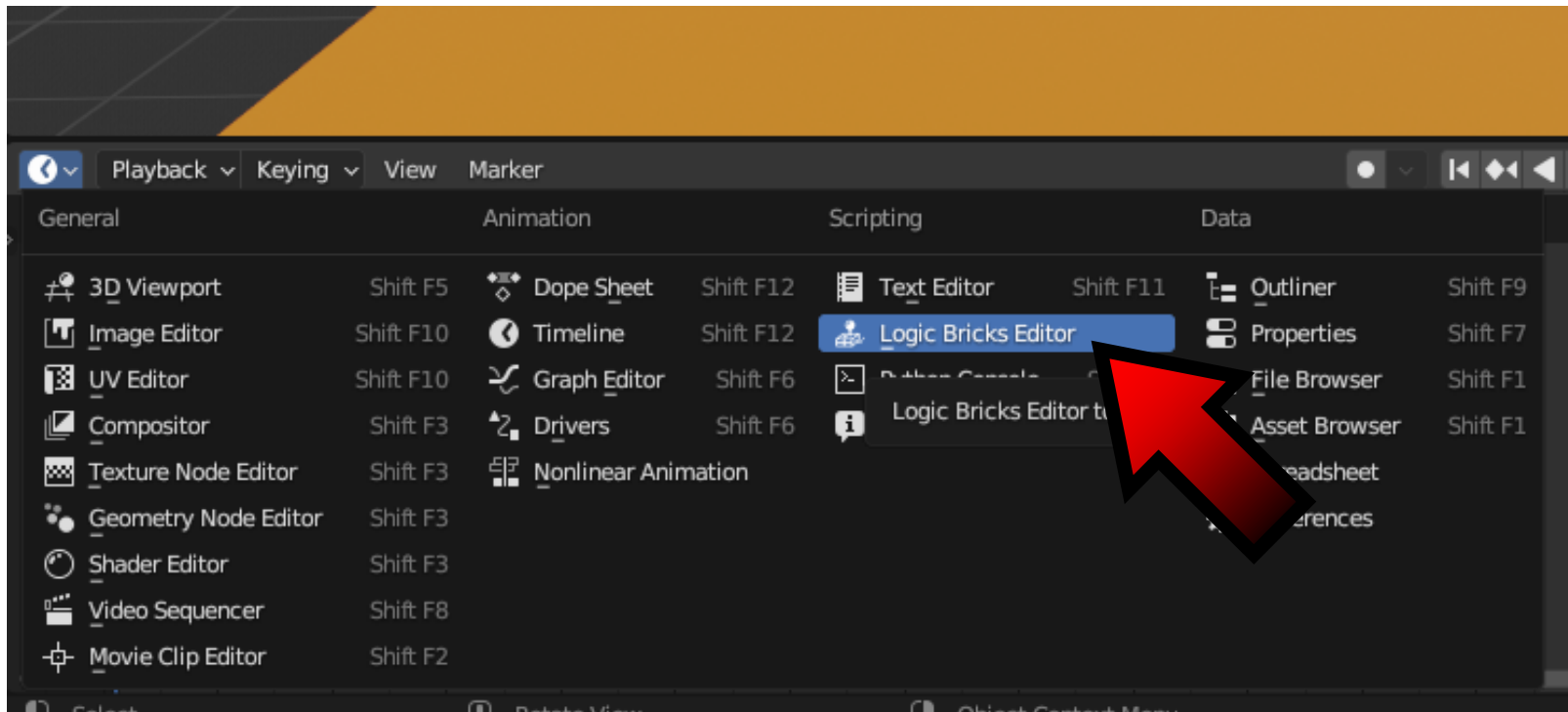
**PRZESUŃ
TROCHĘ
SPHERE
PO OSI X**



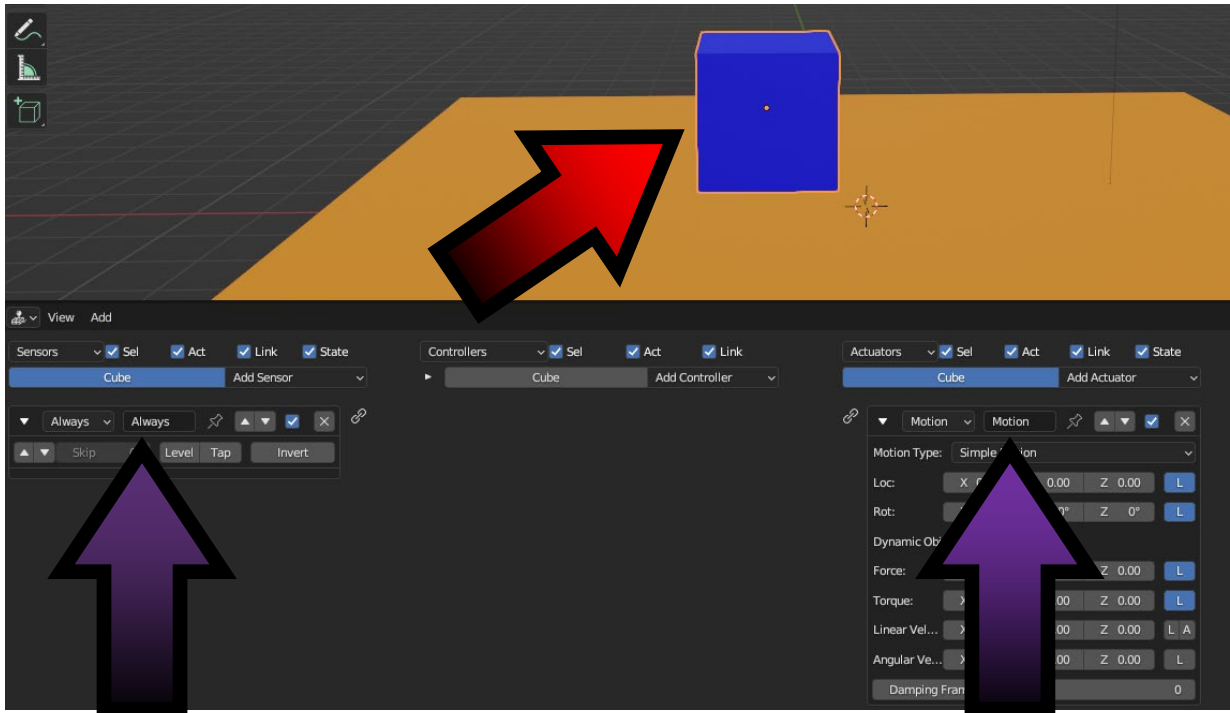
**NACIŚNIJ
KLAWISZ P**

**ZOBACZ JAK
ZACHOWAJĄ
SIĘ BRYŁY**

WYBIERZ **LOGIC BRICKS EDITOR**



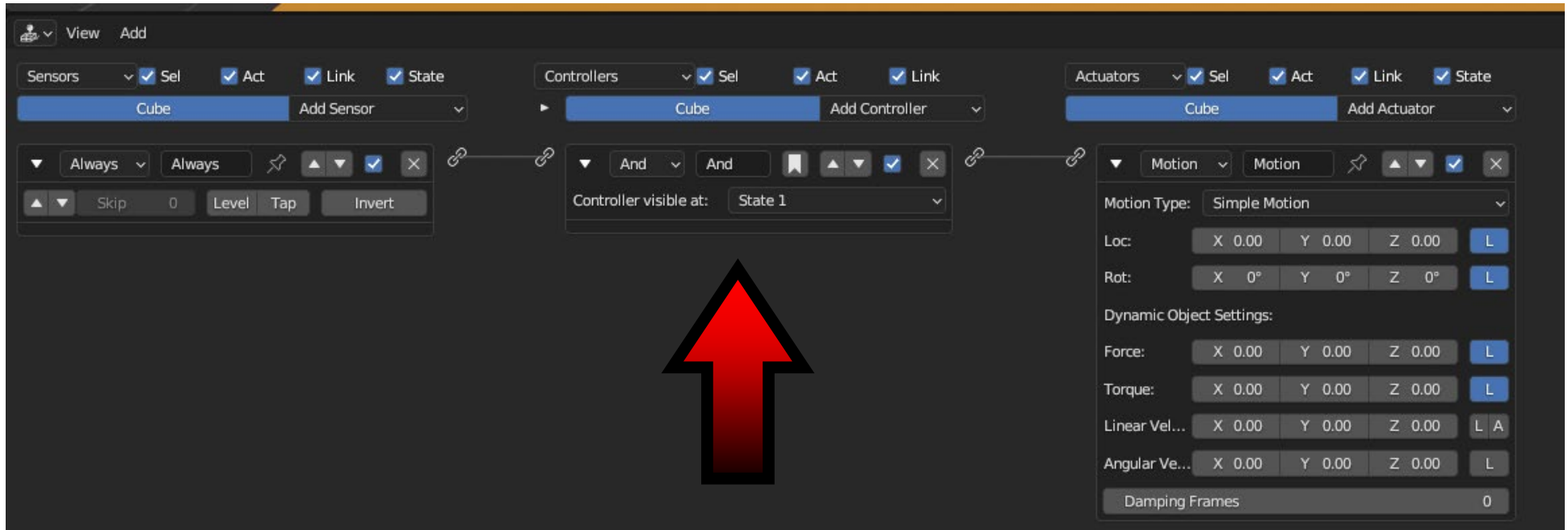
ZAZNACZ CUBE



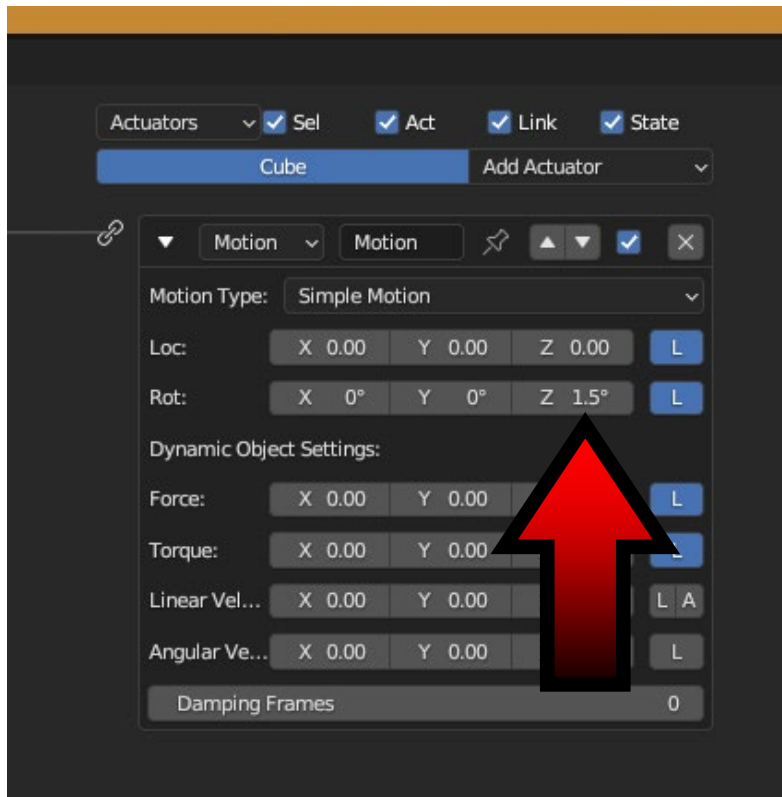
DLA SENSORS
USTAW
ALWAYS

DLA
ACTUATORS
USTAW
MOTION

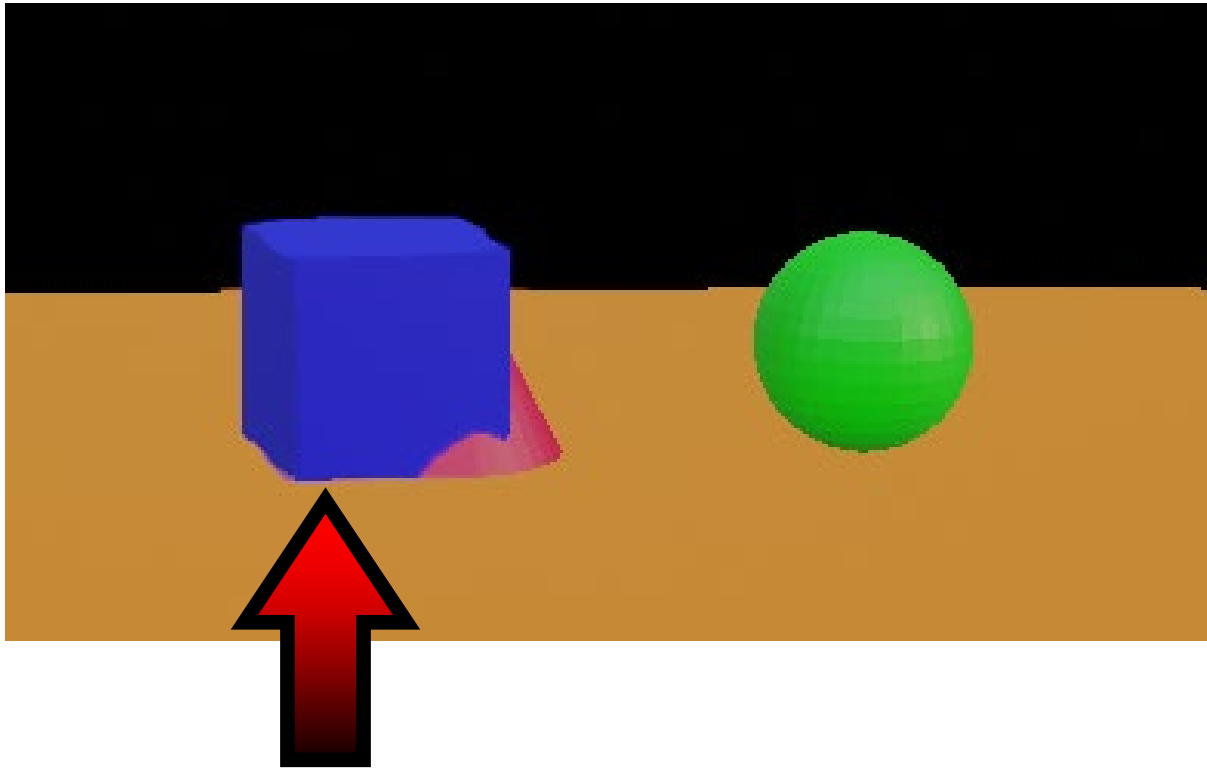
POŁĄCZ ELEMENTY



The screenshot displays a logic editor interface with three main sections: Sensors, Controllers, and Actuators. Each section has a dropdown menu for the object type (all set to 'Cube') and an 'Add' button. The Sensors section is connected to a logic block with 'Always' conditions. This logic block is connected to a Controller section with an 'And' condition and 'Controller visible at: State 1'. The Controller section is connected to an Actuator section with a 'Motion' condition. The Actuator section has various settings for Motion Type, Location, Rotation, Force, Torque, Linear Velocity, and Angular Velocity. A large red arrow points to the 'And' logic block in the Controller section.

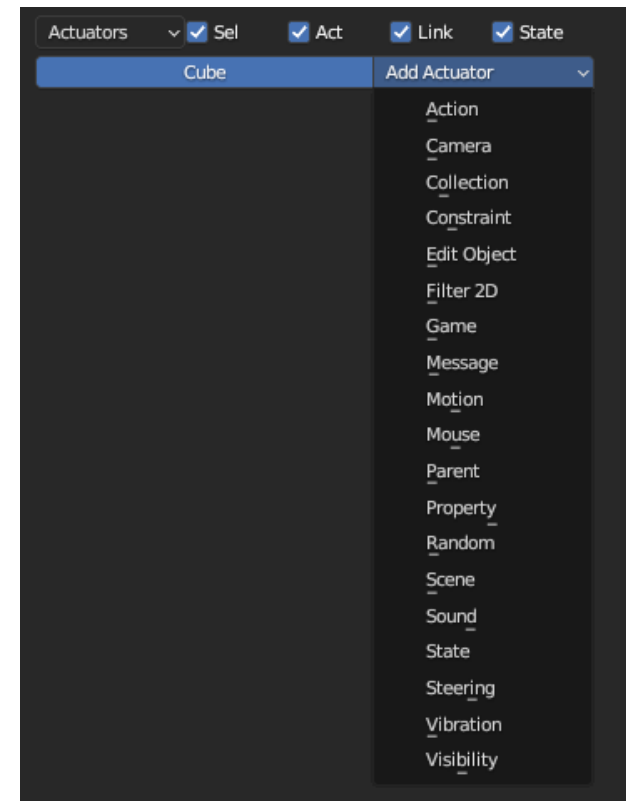
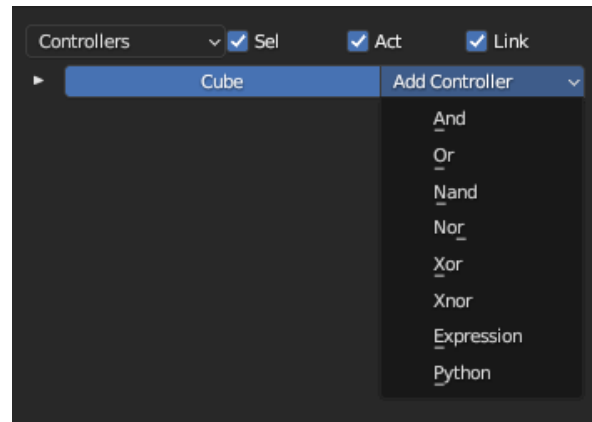
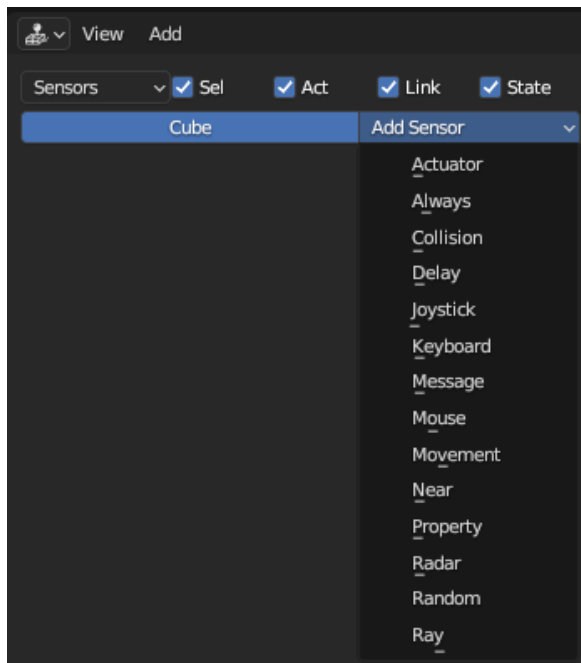


**USTAW
OBRÓT
WOKÓŁ
OSI Z NA 1.5**



**CUBE
BĘDZIE
SIĘ
OBRAÇAŁ**

MOŻESZ SAMODZIELNIE POEKSPERYMENTOWAĆ Z USTAWIENIAMI



POWER OF AR AND VR

DZIĘKUJĘ ZA UWAGĘ



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