Bodies

General Parameters

- **Name**: Name of the body.
- **Position**: 3D Vector storing the position in world of the center of the body.
- **Rotation**: 3D Vector storing the body rotation.
- **Scale**: 3D Vector storing the scale of the body.

Body Specific

- **Body Material**: Physics material for the body.
- **Mass**: Mass for the body. The higher the value, the heavier the body will be. A zero value means infinite.
- **Angular Damping**
- **Linear Damping**
- **Max Angular Speed**: Maximum speed that the body can rotate with.
- **Max Linear Speed**: Maximum speed that the body can translate with.
- **Buoyancy Density Mul**: Multiplies the buoyancy effect on the body when inside a liquid body. A zero value means it will not be affected by liquid at all.
- **Blocks Sound**: Sets if the body blocks sounds.
- **Continuous Collision**:
- **Can attach character**:
- **Pushed by character gravity**:
- **Collide character**: Sets whether the body should collide with the player or not.
- **Collide non character**: Sets whether the body should collide with non-player bodies or not.
- **Volatile**
- **Use surface effects**
- **Has gravity**: Sets whether gravity affects the body or not.

Attachments Tab

This tab presents the attachment tool, its workings are explained next: There are several buttons that represent each object type that can be attached to a body. The ones that are pressed indicate that the type they represent will be selectable when activating the attachment tool. The 'Attach' button will start the tool, moving around the mouse while it is active will highlight objects that belong to the selectable types. Clicking on them will add them to the entities to be attached. If already attached, the object will be detached. Clicking the mouse on no object or pressing the 'Attach' button again (now 'Done') will stop the attachment tool, and all objects that are displayed as attached before doing so will become really attached to the body. The 'Clear attachments' button is self explanatory. It will just clear any attachments made.

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