

Joint EditMode

To build more complex physics setups, you will need to add joints to your models. This way you will be able to create stuff like doors, tables with drawers, levers and so on.

There are four types of joints that can be created at the moment:

- Ball
- Hinge
- Screw
- Slider

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://wiki.frictionalgames.com/hpl2/tools/editors/joint_editmode?rev=1288884445

Last update: **2010/11/04 15:27**

