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Primitives

General Parameters:

• Name: Name of the primitive.

• Position: 3D Vector storing the position in world of the primitive pivot.

• Rotation: 3D Vector storing the rotation.

• Scale: 3D Vector storing the scale of the primitive.

Primitive Specific:

- Material: Material file for the primitive.
- Collides: If enabled, the primitive will keep entities (player included) from getting through it.
- **Cast Shadows**: If enabled, the primitive will cast shadows when illuminated by a properly set up light.

Plane Specific:

- **Tile amount**: amount of repetition of the texture along the axes. The less, the bigger the texture pattern will look.
- Tile offset: offset on the texture coordinates.
- **Texture angle**: rotation of the texture applied on the plane.
- **Align To World Coords**: if enabled, texture coordinates will be set according to world coordinates. Useful to get seamless floors/ceilings made out of several planes.

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