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.