

FAQ

Scripting

Q: When an entity with many bodies is attached to a sticky area it does work to make it a static collider?

A: Use a timer so it is set to static collider half a second or so after it has attached to the sticky area. The sticky area and static colliders overlaps in usage of some physics settings, so the sticky area needs to be done before you set the body as static.

Q: MoveObject does not work properly with an entity with two or more bodies?

A: Specify which body to move by adding it to MainPhysicsBody in the model editor → entity settings → Class → Prop_MoveObject.

Modeling

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