

Primitives

Primitives are basic geometrical objects that can be used to shape up map geometry along with Static Objects

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.

From:

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Last update: **2012/12/07 15:53**

