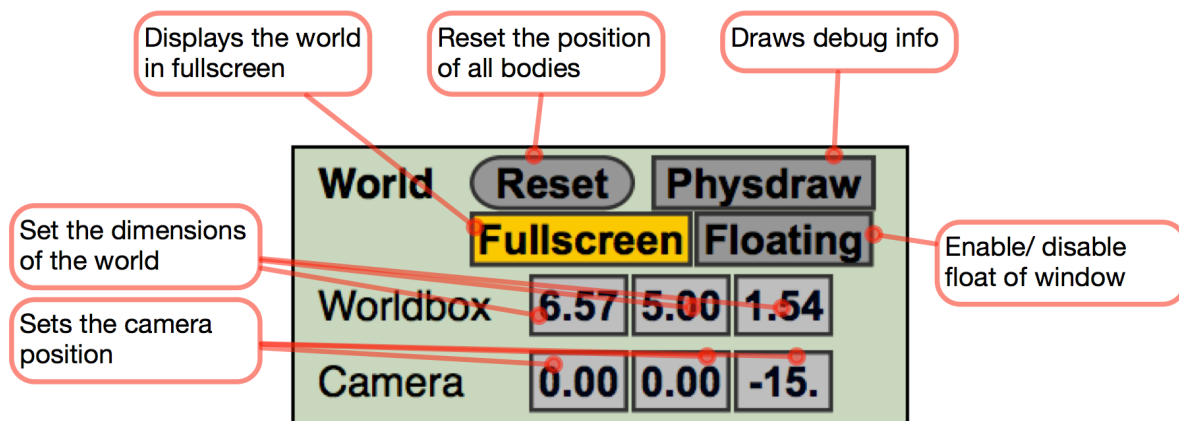


Simulator

Tips

- Keep console, simplebody windows closed and disable emitting OSC messages to improve graphics performance

World



Subwindows

Show window for
all simple objects
(e.g. balls and
cubes)

Shows the max-
console. Useful for
showing emitted
OSC messages

simpleobjects

console

Simplebody

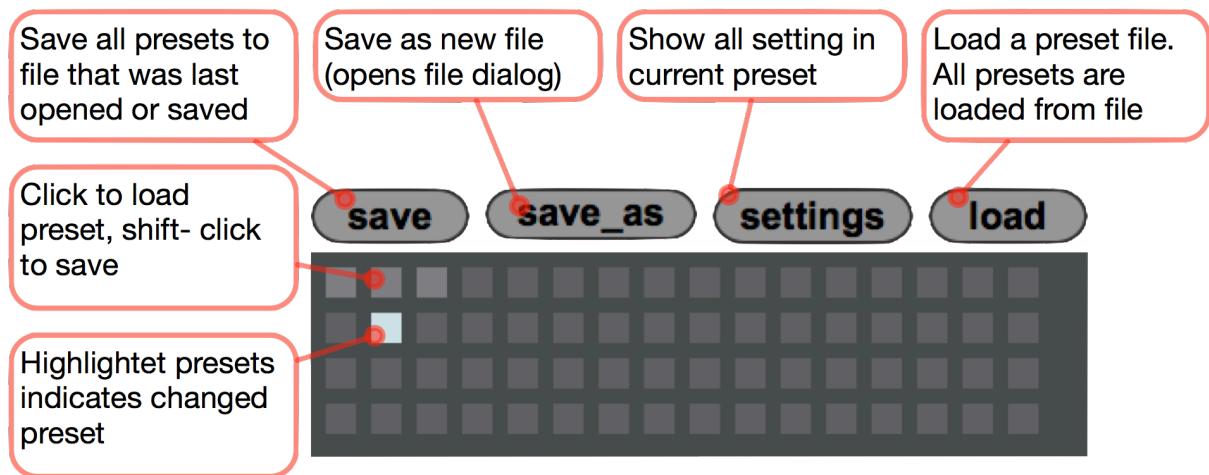
The image shows a control panel for a 'Simplebody' object. It includes various input fields, buttons, and sliders, each with a descriptive label pointing to it.

- Simplebody**: The main title of the panel.
- Reset**: A button to reset the object's position.
- Kinematic**: A button to toggle the object's physics state.
- enable**: A button to enable or disable the object.
- sim**: A button to enable or disable simulation of user interaction.
- Name**: A text field containing 'ball1'.
- Shape**: A dropdown menu showing 'sphere'.
- Position**: A section with a downward arrow and three input fields for x, y, and z coordinates.
- Scale**: A section with three input fields for x, y, and z scale values.
- Mass**: An input field for the object's mass.
- Color**: A color picker for the object's color.
- x y z**: A section with three sliders for impulse (movement) along the x, y, and z axes.
- 0.5 0.6 0.8**: A section with three buttons labeled 'on' for enabling or disabling OSC messages.
- Indicates OSC activity**: Three small circular indicators at the bottom right.

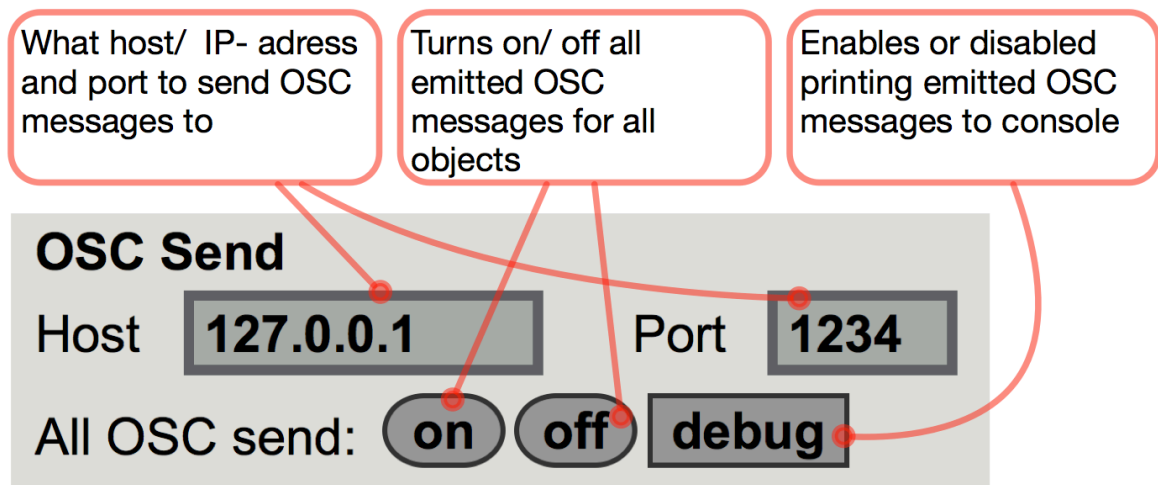
Labels pointing to the interface elements:

- Sets the name of the object. Name is used as part of OSC messages
- Resets the location of the object
- If active, makes the object not respond to physics
- Enables or disables the object
- Enables or disables simulation of user interaction
- Retrieves the current position of the object. The position coordinates are reflected accordingly.
- Shape of object
- Coordinates of object
- Sets the size of the object
- Set the weight of the object (in kg)
- Set the color of the object
- Resets movement to the object
- Sets impulse (movement) to the object
- Enables or disables sending of osc messages
- Indicates OSC activity

Presets



OSC Settings



Settings for all simulated user action

Sets simulation for all objects at a time.

Note: All simulator setting for all objects will be overwritten. Use with care.
Consider saving the preset before using these functions.

Turns on/ off all
simulation of all
objects.

Resets impules/
motion for all
objects.

All sim:

on

off

-0-

