Physics Manager Manager3D – Documentation

After downloading from the Asset Store:

It is best to import the entire package then delete items if not required.

The following cannot be moved or deleted from the root path i.e. Assets/

-        Physics_Material_Manager3D folder

-        AssetDataBase folder and the Database3D.asset

The following folders can be moved from the Physics_Material_Manager3D folder

-        Demo folder all objects can be moved or deleted, if Demos are not required

-        Editor folder can be moved, but the editor script object must be inside of a folder named 'editor' in order to function.

-        Resources folder can be moved, but the items inside must be in a folder named 'Resources' in order to function.

-        Editor_window_scripts folder can be moved including all objects.

Using the Physics_Material_Manager3D

On first use

-   go to Window then select Physics_Material_Manager3D from drop-down menu
-   Once a new Physics_Material_Manager3D window has appeared move it into the desired position.

To add Physics Materials

-   Press 'Add Physic Material' then add a material by drag and drop
-   Adjust properties within the Physics Material Manager3D
-   Continue this process until all physics Materials within your project are added to the Physics Material Manager3D

To Remove Physics Materials

-   Press remove and the Physics Material is removed but updated and saved.

To change World Gravity

-   Choose desired settings in any of the X,Y, Z vectors. This then updates the world gravity settings.

    Please note that all functions can be done in Run-Time without losing changes or adjustments.

Before you build your project:

After your physics adjustments have been completed you can remove all of the physics materials from the editor window and close it. All other folders/objects from the Physics Material Manager3D can then be deleted from your project.

Further support :

Email – fatmindproductions@hotmail.com

Website - https://fatmindproductions.wordpress.com/