

Curent Limitations:

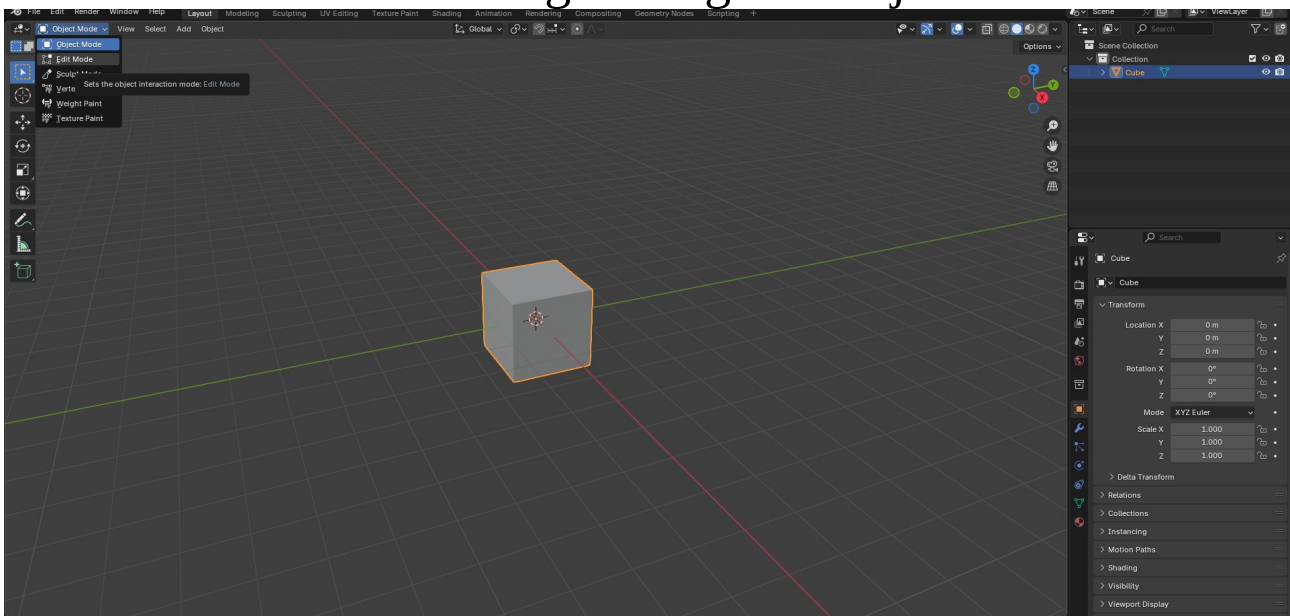
- You can rotate complex objects by only 90,180,270,360 degrees
- You can use only features of Blender used bellow
- You can't move, scale or rotate Edges and Vertices but you can still extrude Edges as long

!!! When converting objects have to have material assigned to them!!!

!!!Always delete camera and lights after starting a new blender file!!!

Features of BAMER

Change Modes: select object press Tab to go to Edit Mode and Tab again to go to Object Mode



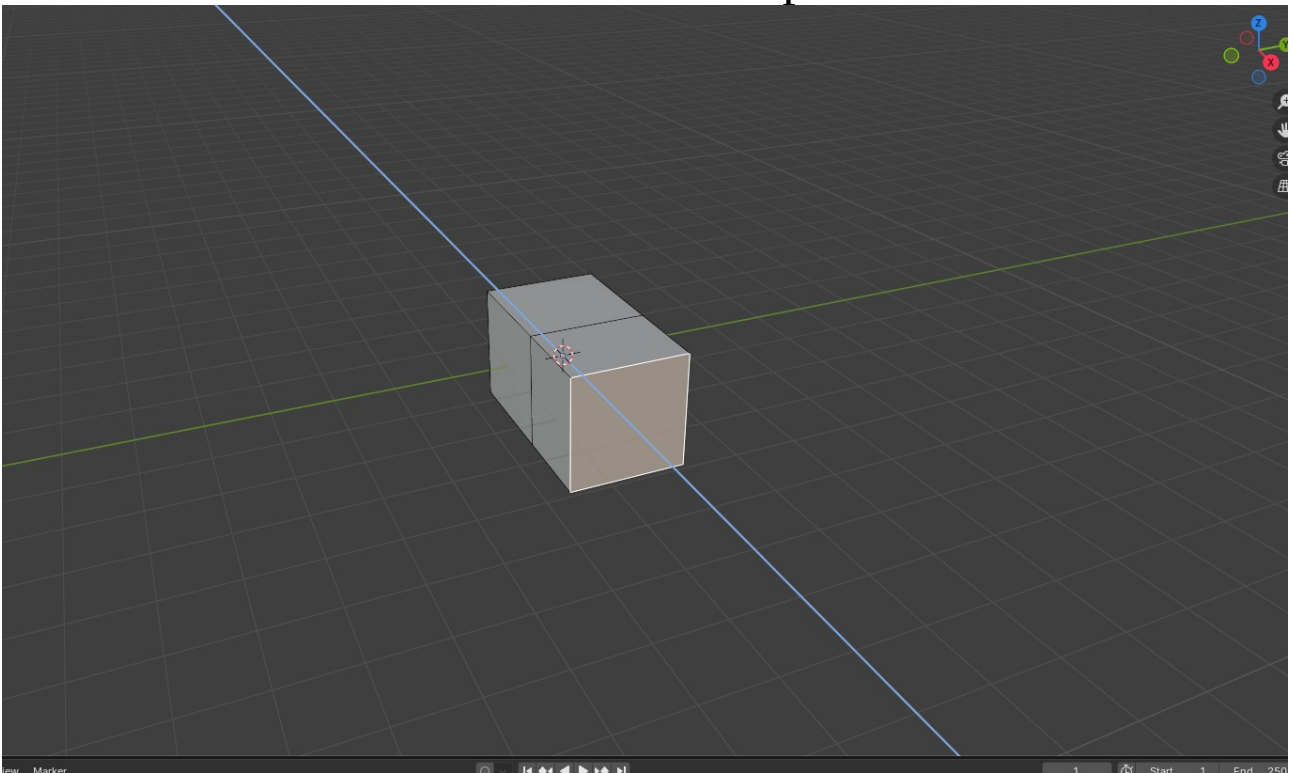
Rotation: You can rotate Cubes, Cylinders and Spheres how you like, Don't rotate complex objects

Move: Any Mode select press G optional X,Y,Z to move on selected axis

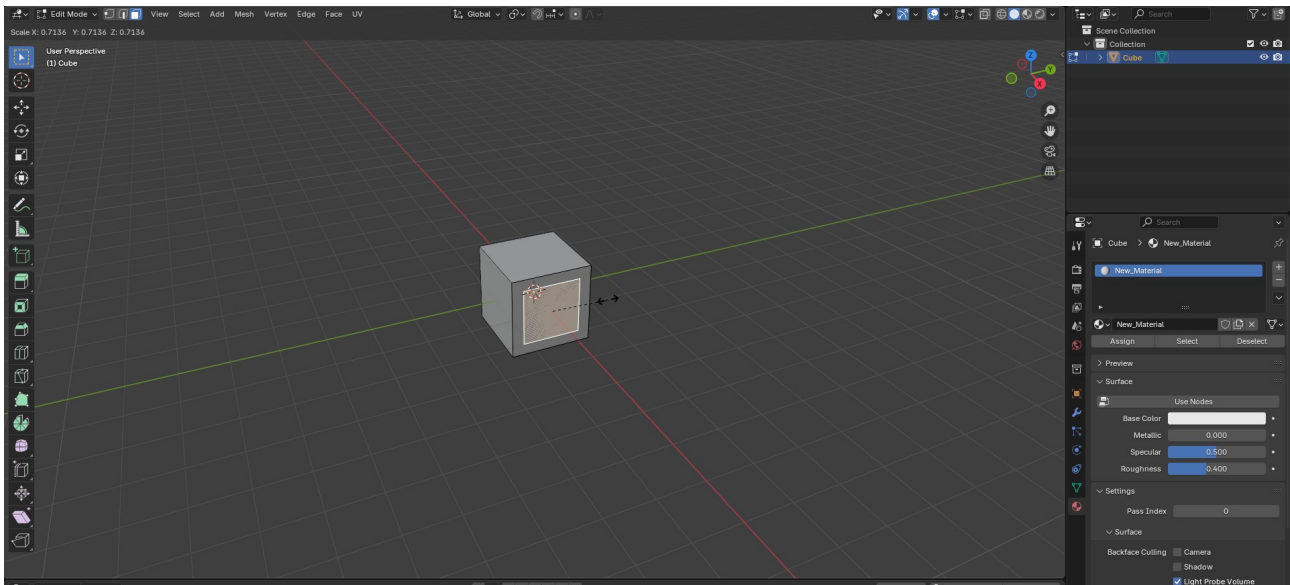
Scale: Any Mode select press S select press G optional X,Y,Z to scale on selected axis

Add Object: Any Mode shift+A and select
Current Objects: Cube, Plane

Extrude: Edit mode select face press E



Inset: Edit mode press Shift+D and S to scale selected

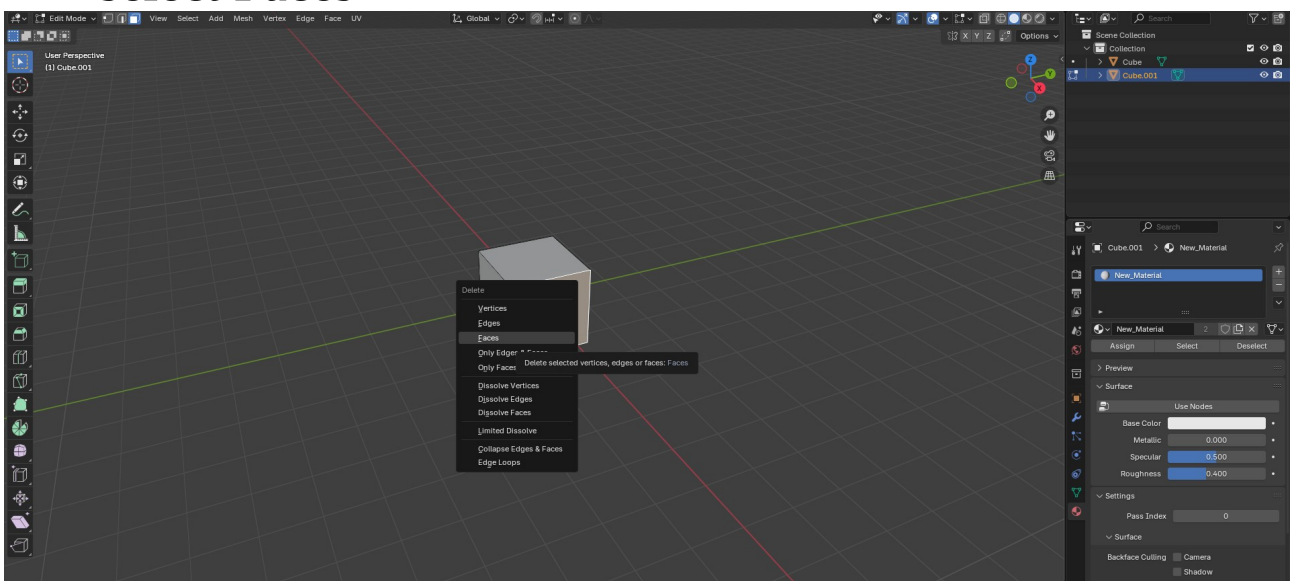


Duplicate: Any Mode Shift+D to duplicate selected

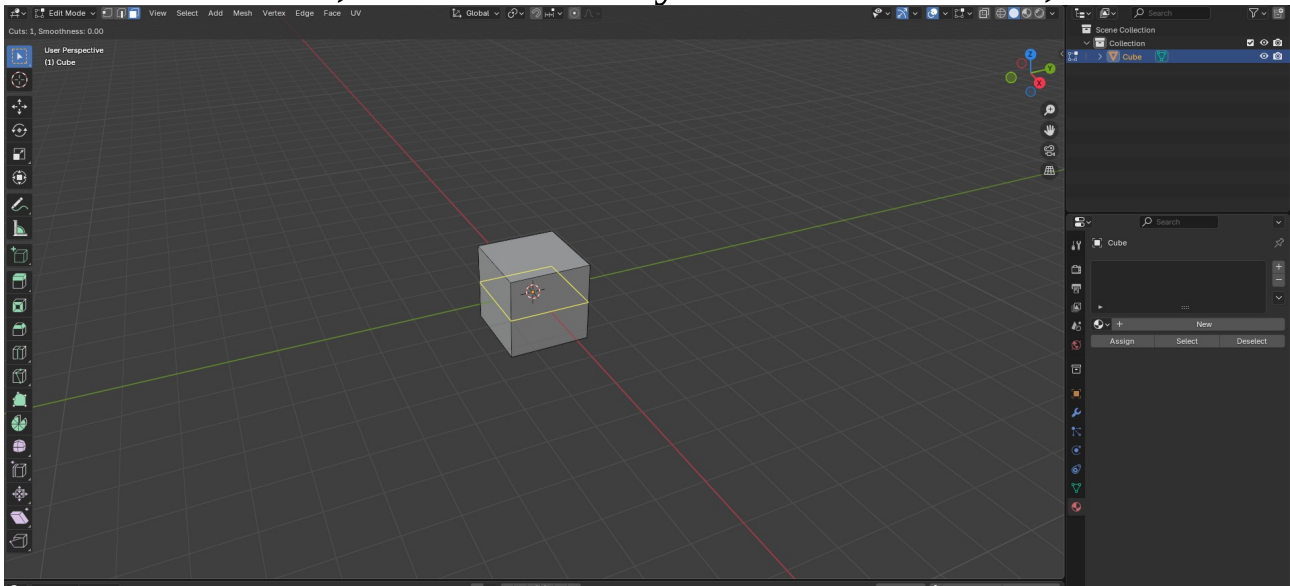
Multiple Objects: You can have as many objects in a scene as you like

Curent Objects: Cube,Plane,Sphere,Cylinder

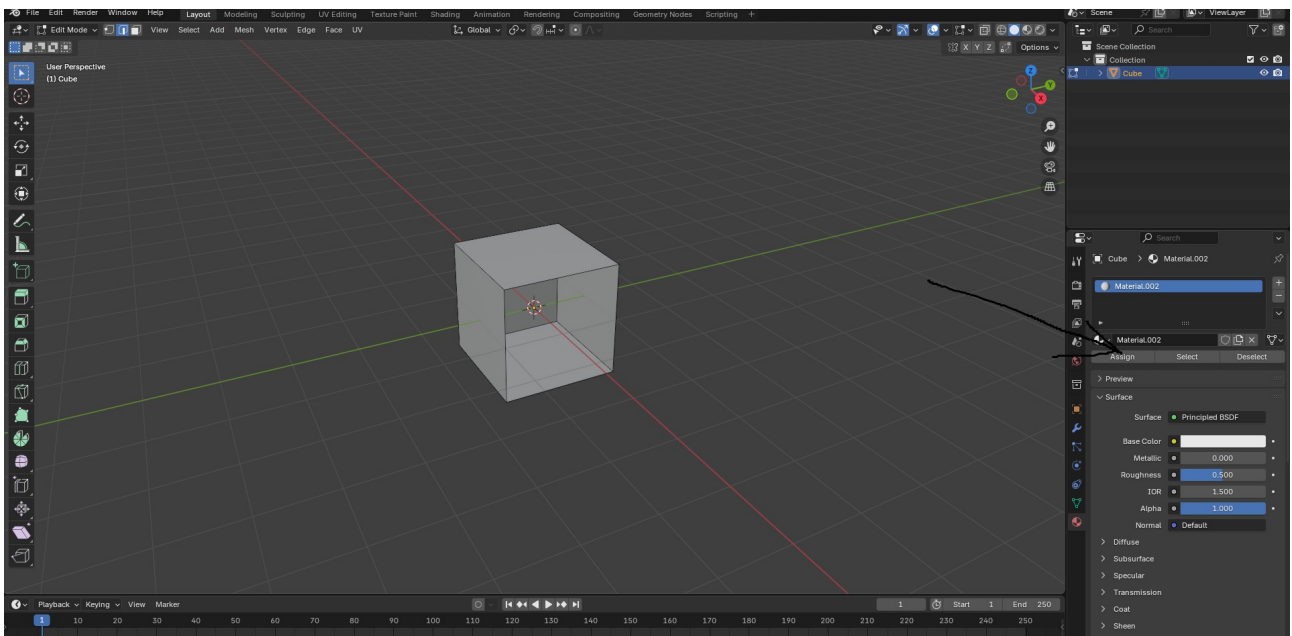
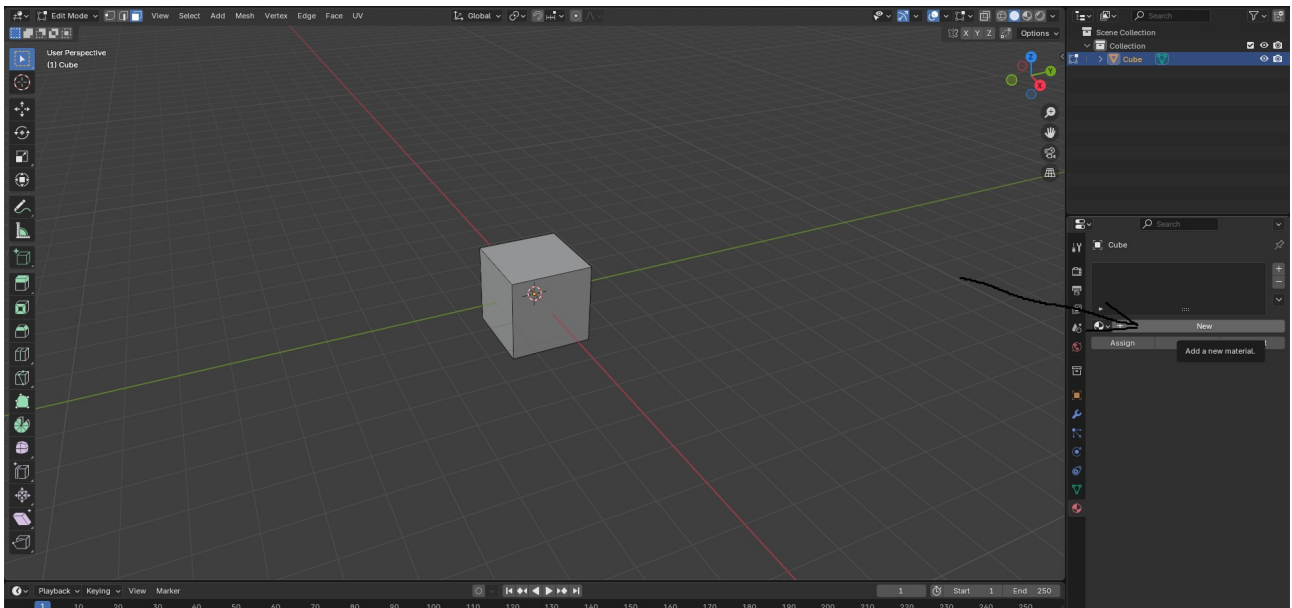
Delete Faces: Edit mode Select faces press delete
select Faces



Add Lines: Edit mode press Ctrl+R Scroll to add more lines ,choose where you want the lines,



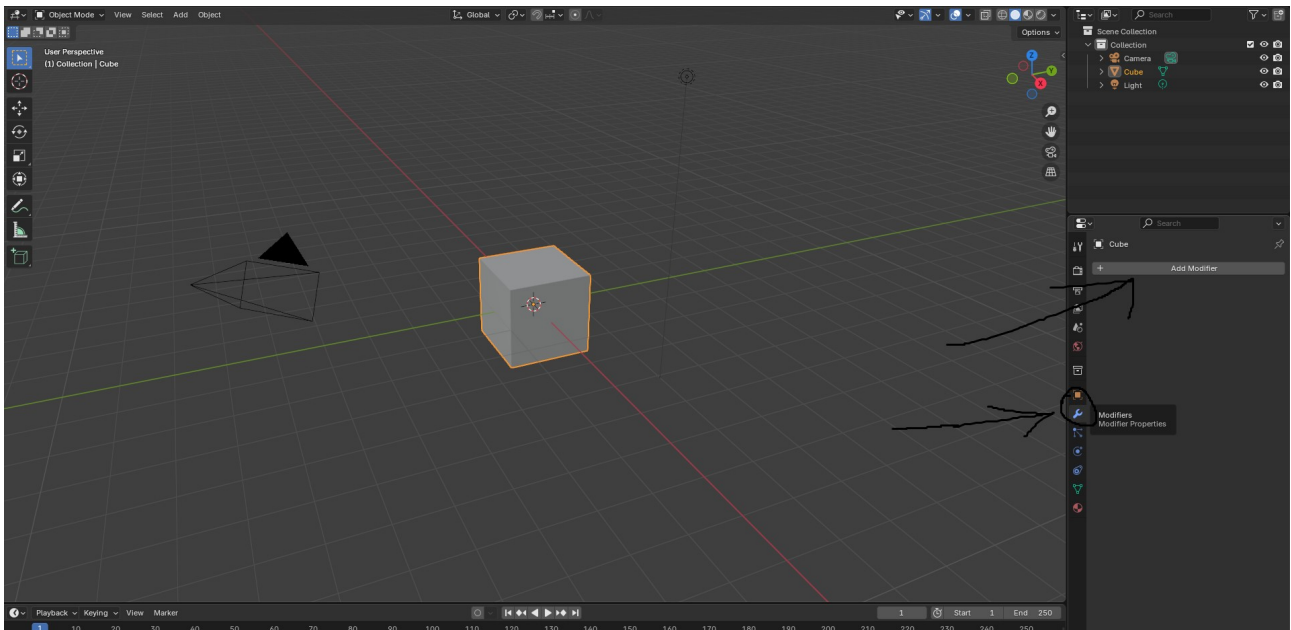
Add color: Find material , change color only



Snap: click on button in upper UI which resembles magnet

Curent Modiefiers

Mirror, Boolean, Array



Saving Objects:

To convert object to json. Press Convert! Button in BAMER

It opens your server console and schematics so you can save them.

To save schematic rename it before or after you test it.

!!!After pressing convert again your unrenamed Schematics will be deleted!!!

