

BMOD Manual

BMOD features:

Objects: Cube,Quad,Sphere,Cylinder,Capsule and Light source

Colisions can be turned On/Off.

You can't edit mesh for now.

How to use Blender:

Change Modes:

-select object press TAB to go to Edit Mode and Tab again to go to Object Mode

Rotation:

-You can rotate an object by pressing R and optionally X,Y,Z to rotate on selected axis

Move:

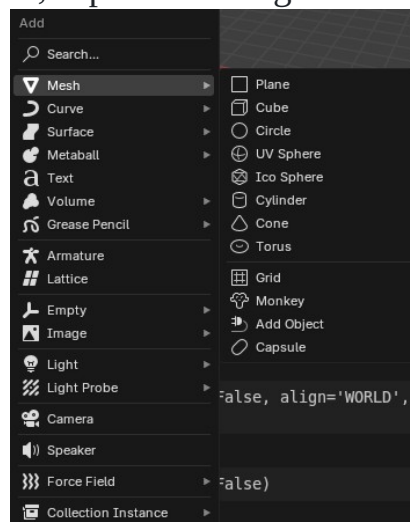
-You can move an object by pressing G and optionally X,Y,Z to move on selected axis

Scale:

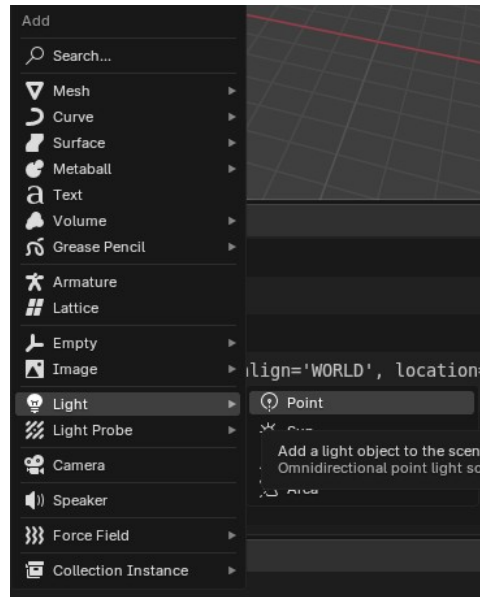
-You can scale an object by pressing S and optionally X,Y,Z to scale on selected axis

Add Object:

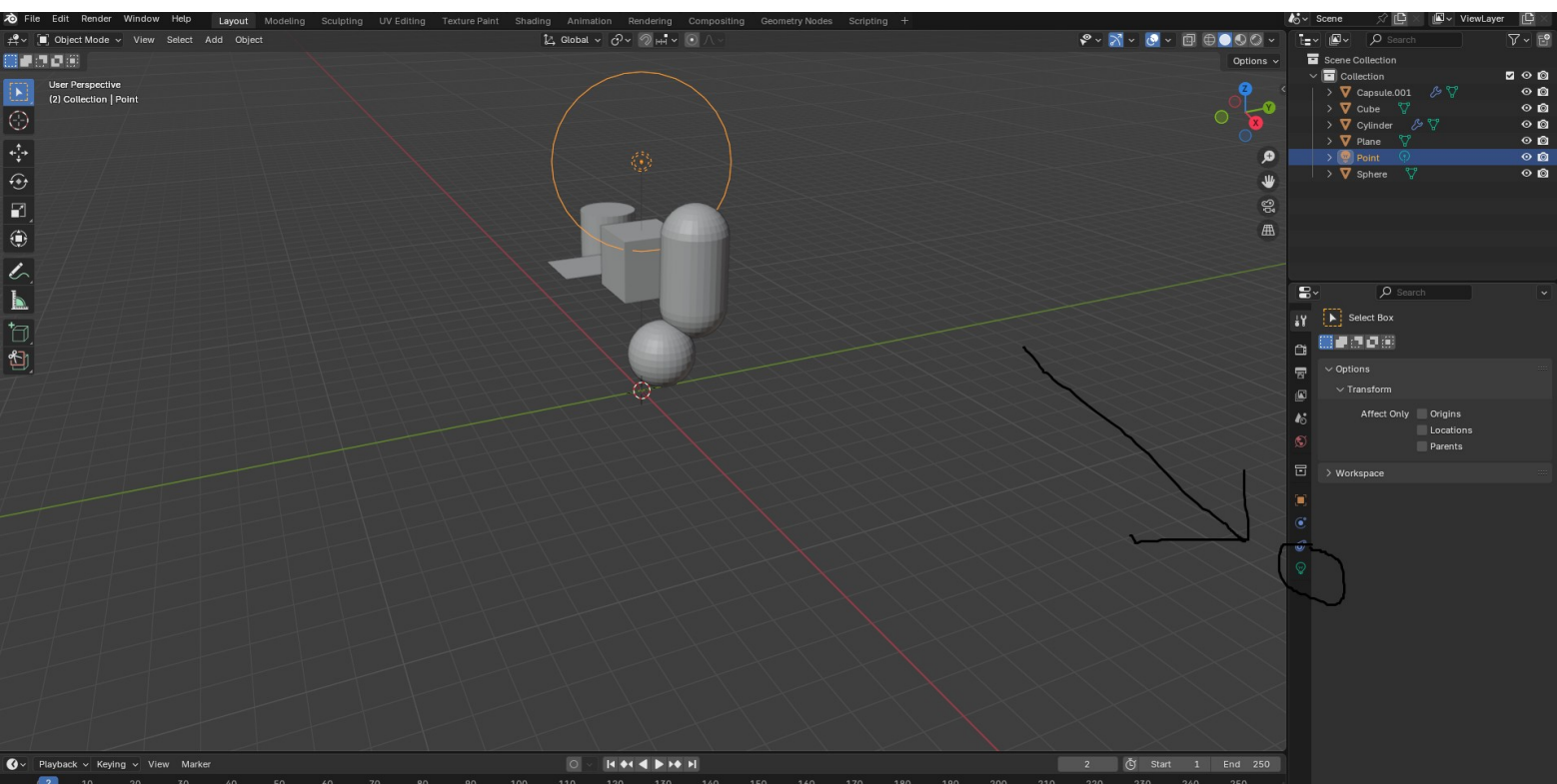
-You can Add an object by pressing shift+A and click mesh. Curently you can add Cube,Quad,Sphere,Cylinder,Capsule and Light source.



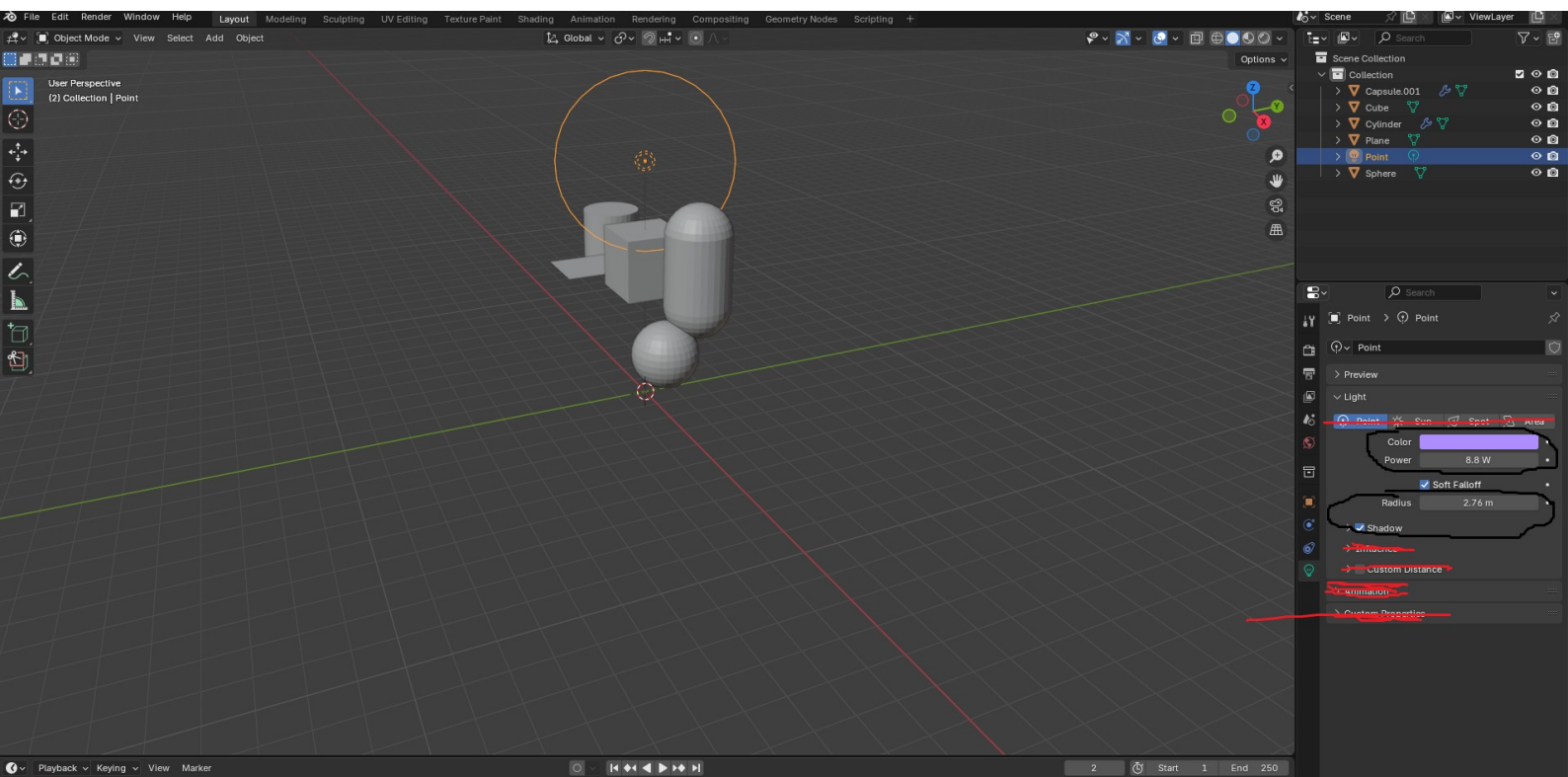
To add Light go to Light and then click Point.



To edit Light Properties go Right bottom Menu and select Light Bulb icon.



You can edit only Color,Power, Radius and Shadow On/Off

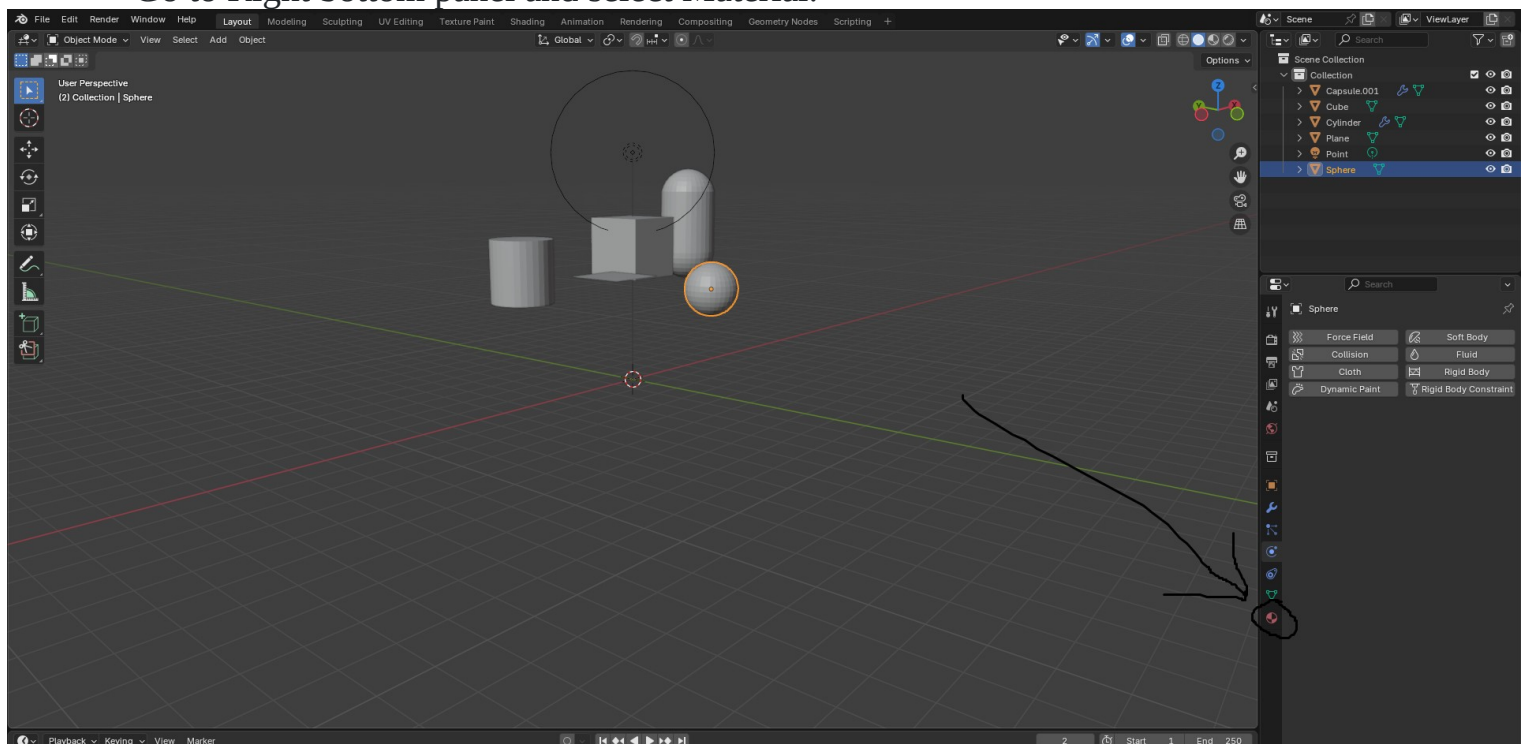


Duplicate:

-Shift+D to duplicate selected Object

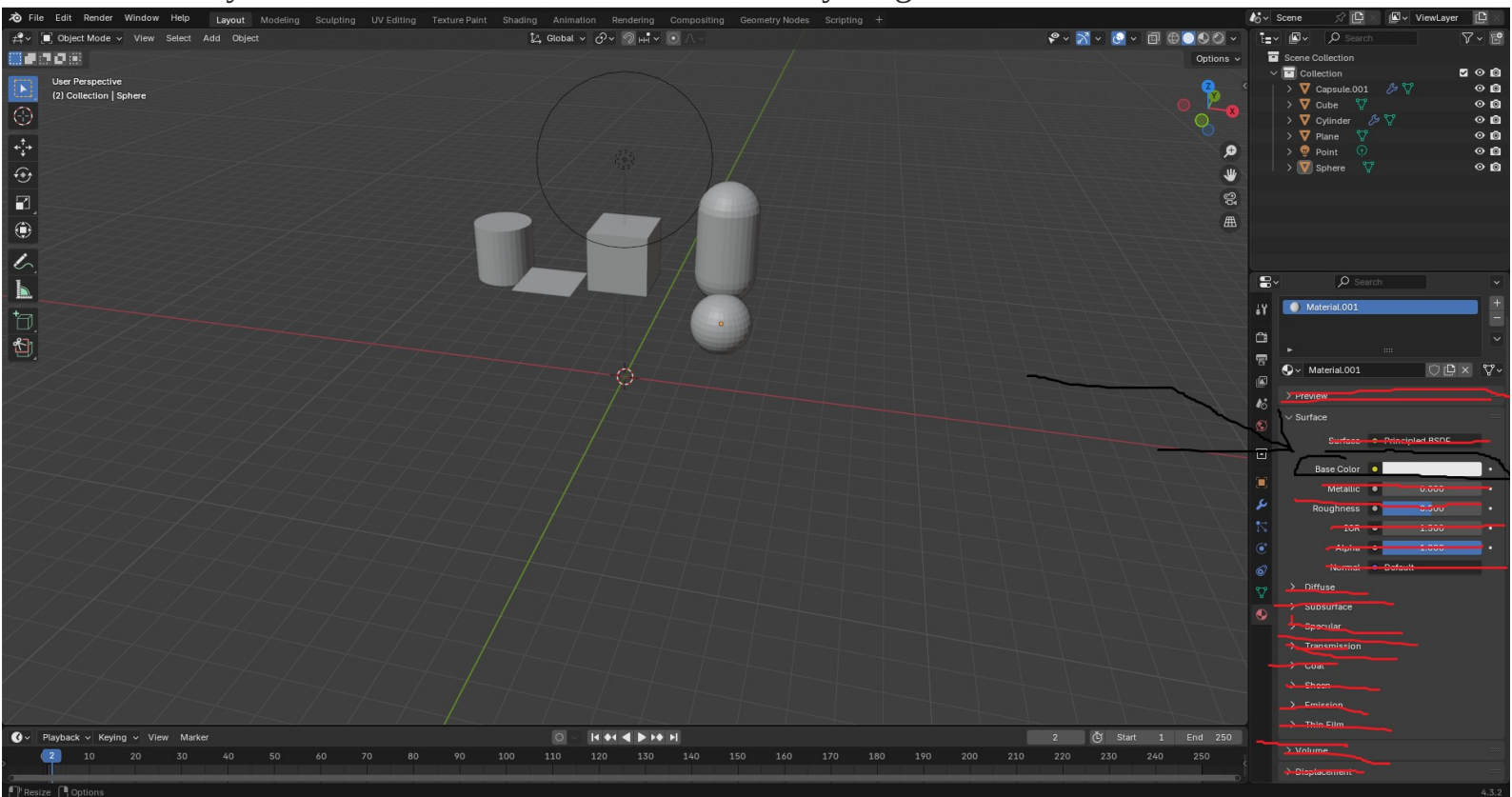
Add color:

-Go to Right bottom panel and select Material.



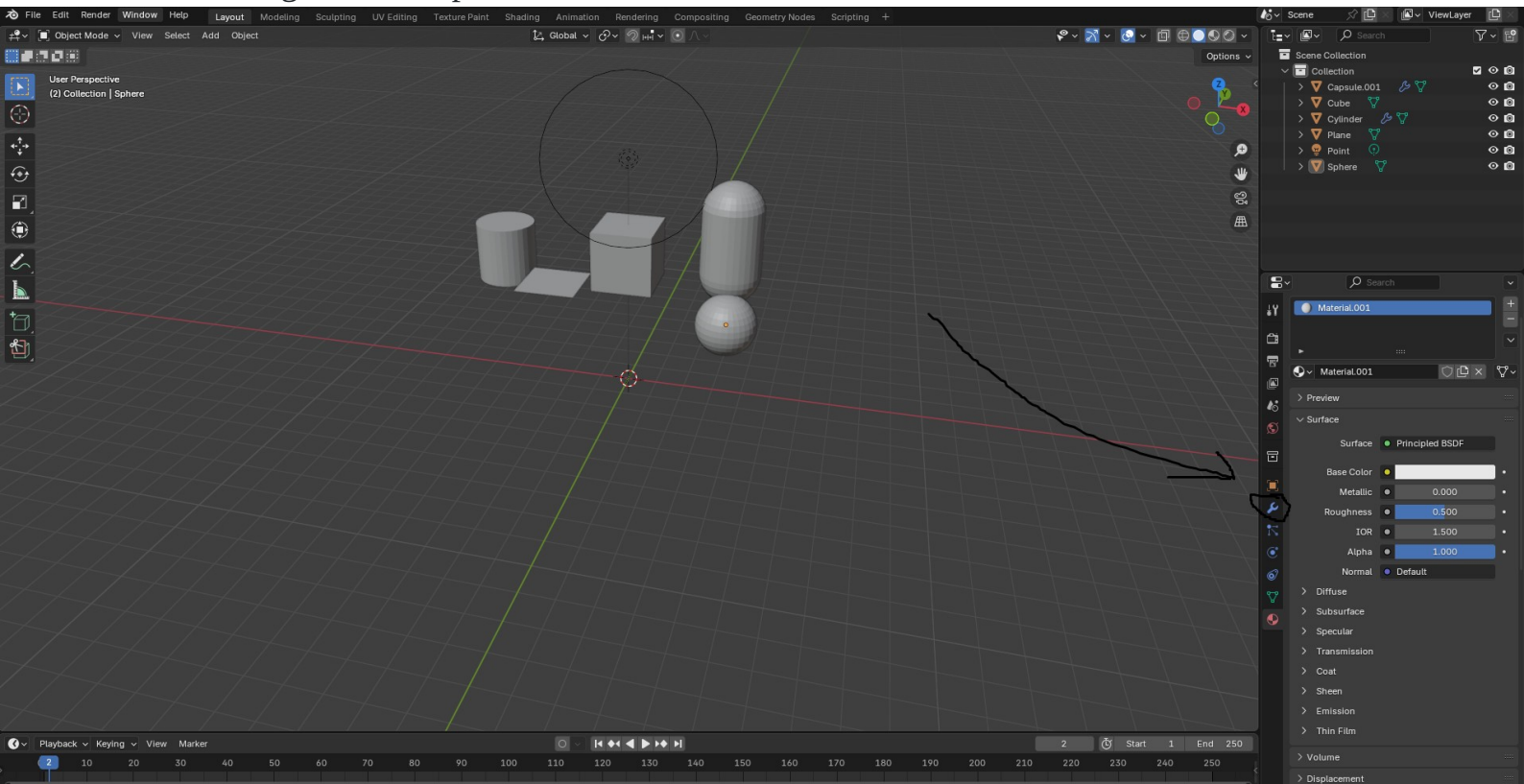
Then Press New

Then you can Edit Base color. You can't edit anything else!

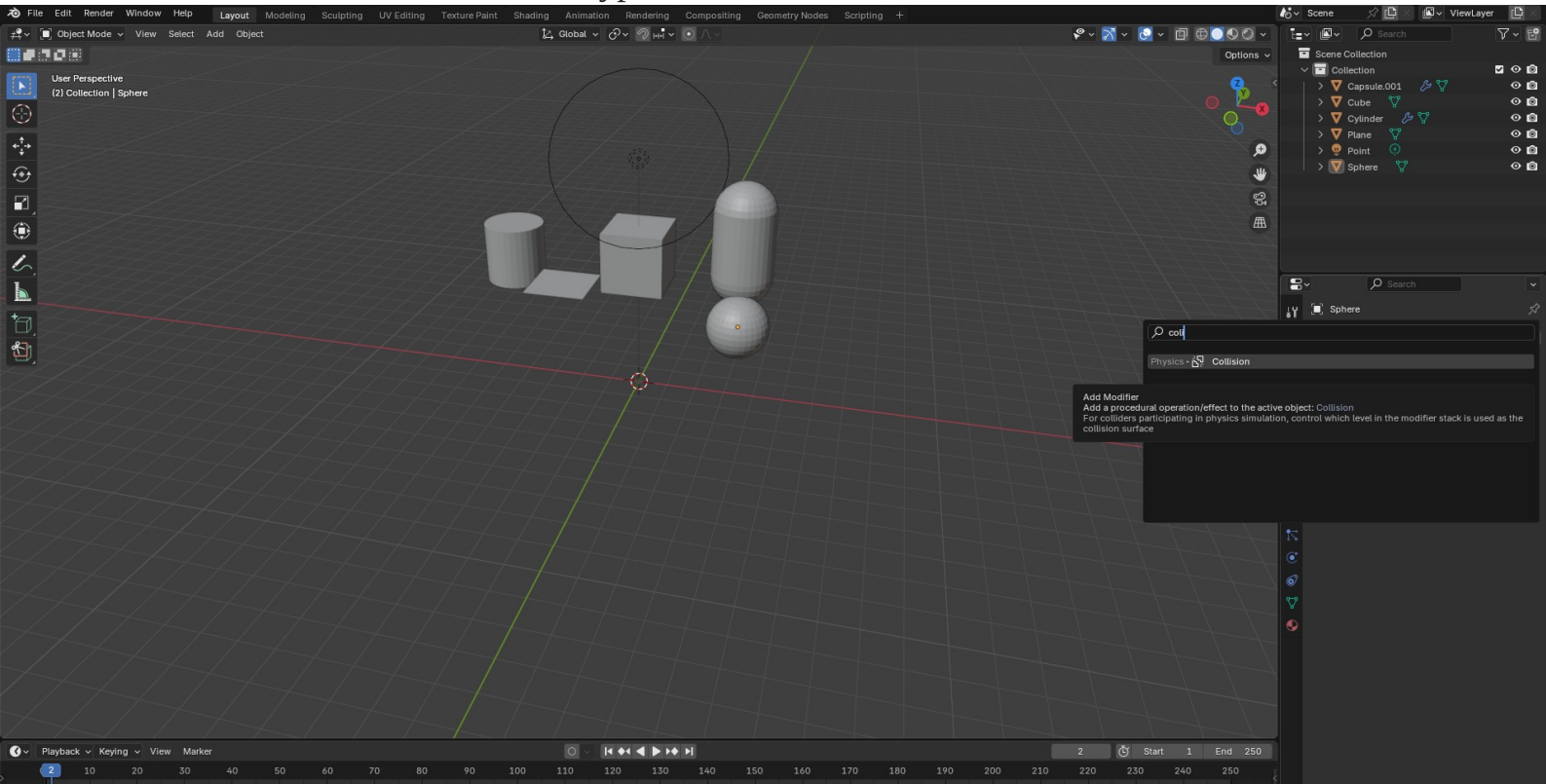


Turning Collisions Off:

-Go to Right Bottom panel and click modifiers



Then Click Add Modifier and type Collision



That's all

Saving your object:

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

It opens your 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!!!

