BMOD Manual

BMOD features:

Objects: Cube,Quad,Sphere,Cylinder,Capsule and Light source
Lockers: Large Gun locker, Pedestal, Rifle Rack and Misc Locker is without model
Pickup was added
Colisions can be turned On/Off.
You can't edit mesh for now.

How to use BMOD:

Rotation:
-You can rotate an object by pressing R and optionally X,Y,Z to rotate on selected axis
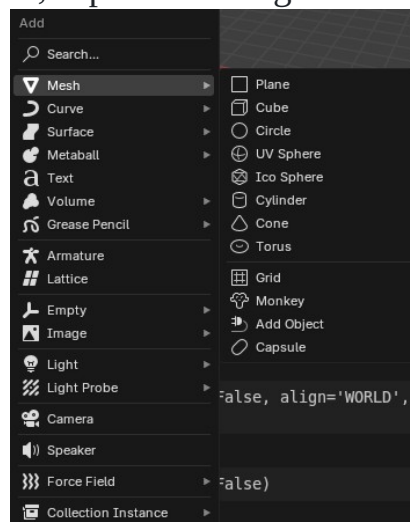
Move:
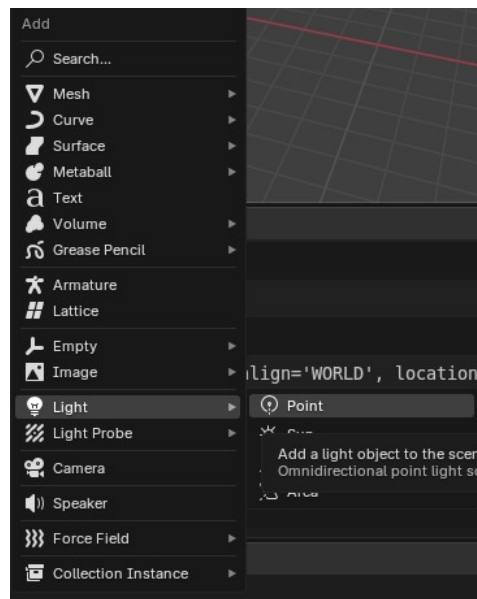-You can move an object by pressing G and optionally X,Y,Z to move on selected axis

Scale:
-You can scale an object by pressing S and optionally X,Y,Z to scale on selected axis
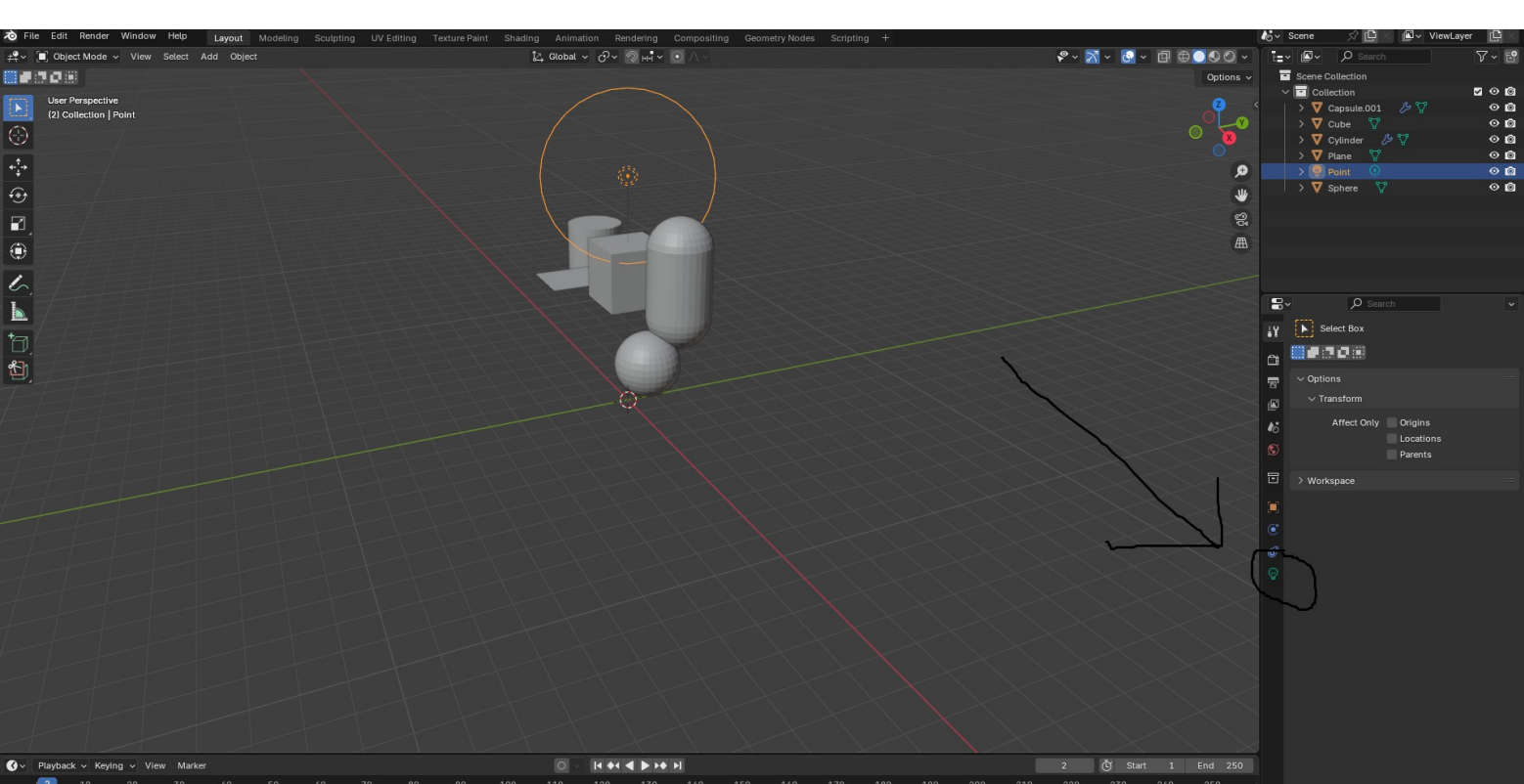
Add Object:
-You can Add an object by pressing shift+A and click mesh. Curently you can add Cube,Quad,Sphere,Cylinder,Capsule and Light source.
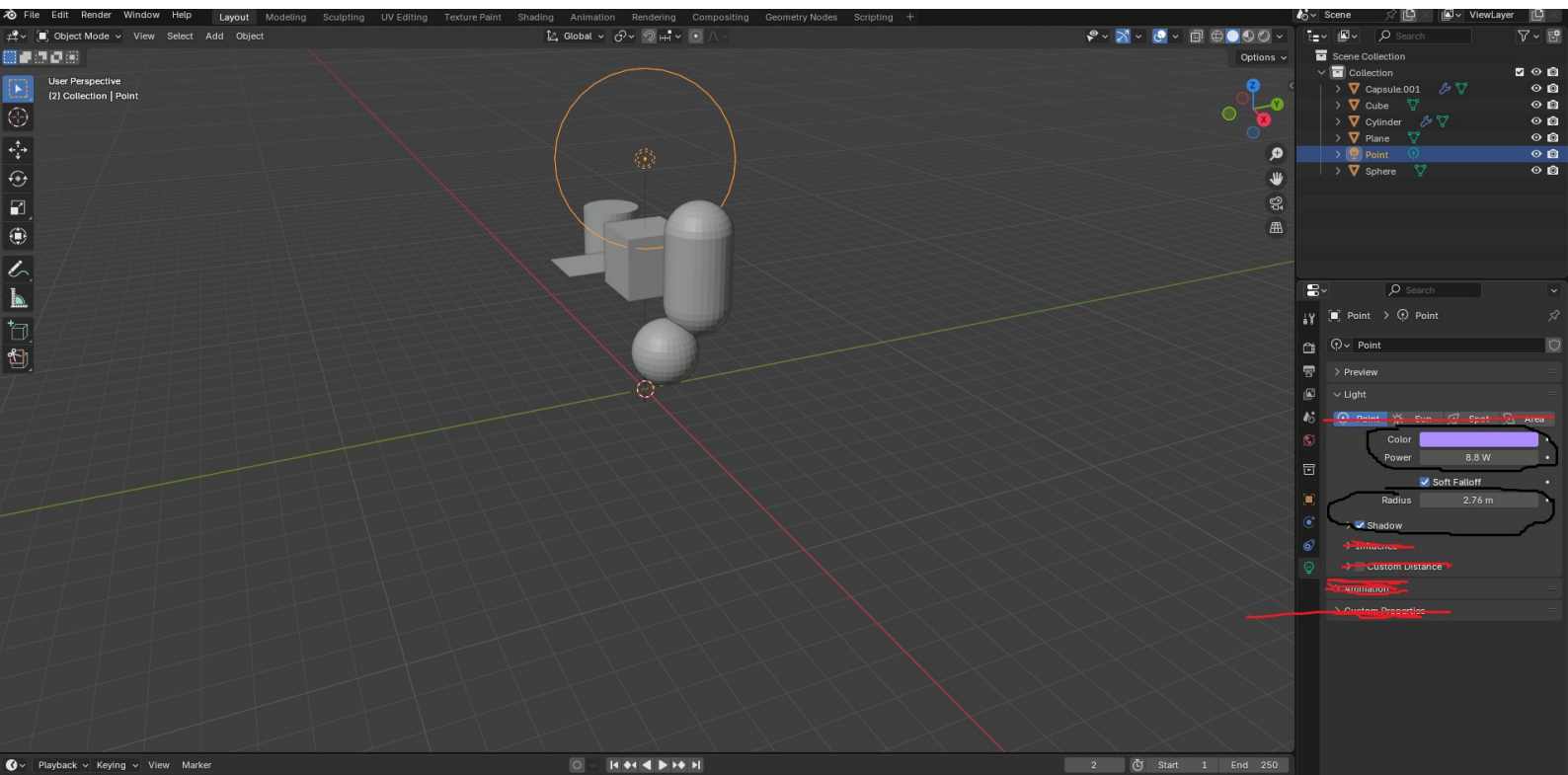
To add Light go to Light and then click Point.

To edit Light Properties go Right bottom Menu and select Light Bulp icon.
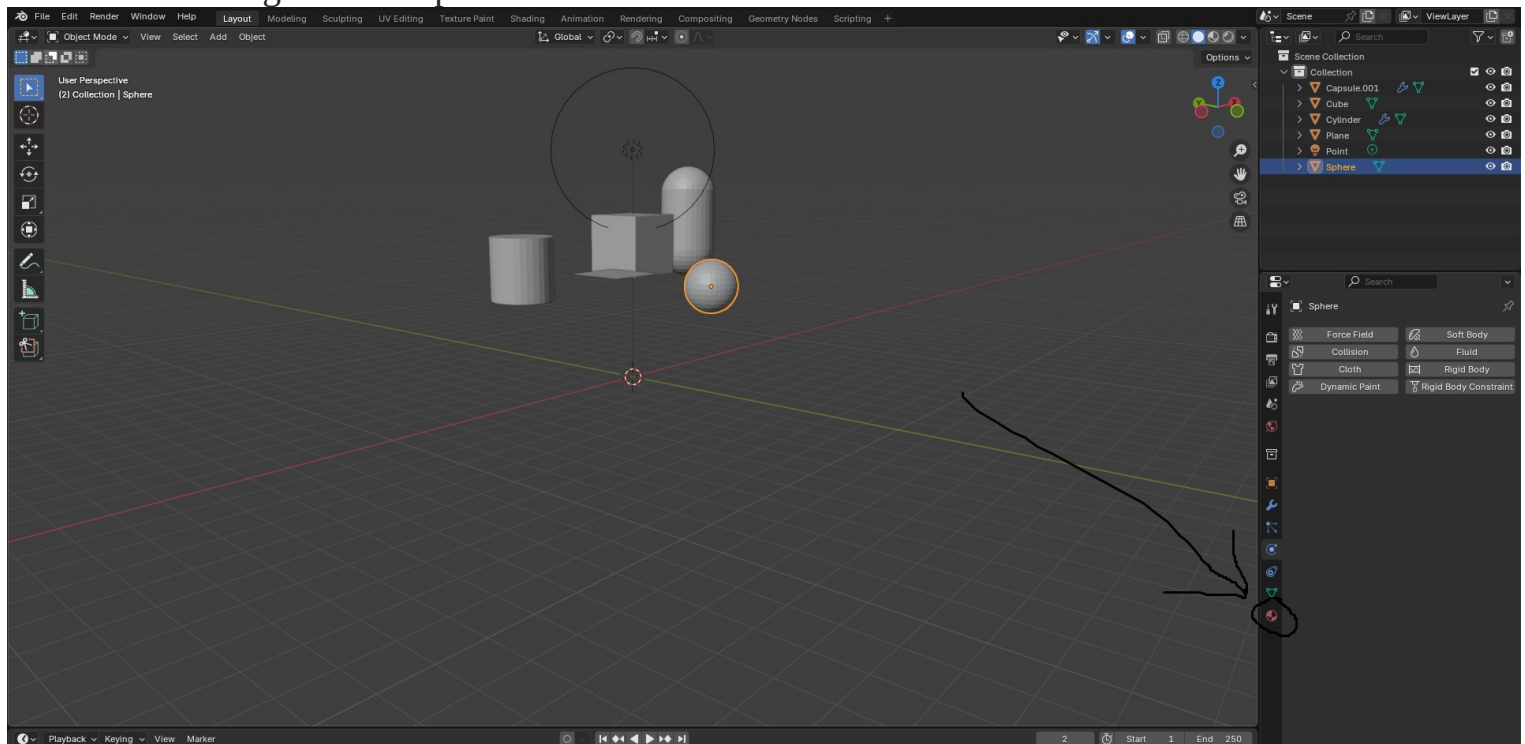
You can edit only Color,Power, Radius and Shadow On/Off

Duplicate:
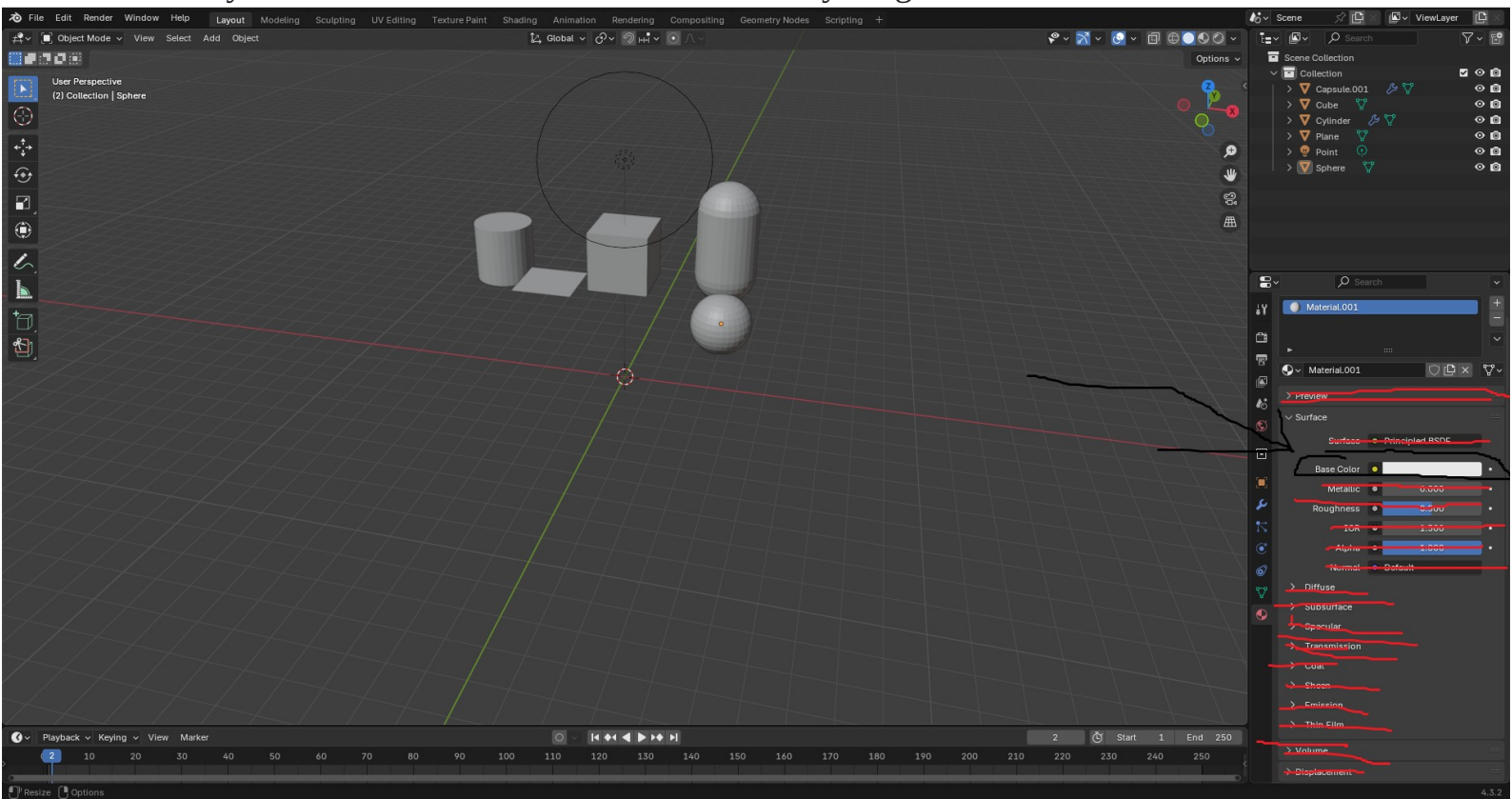-Shift+D to duplicate selected Object

Add color:
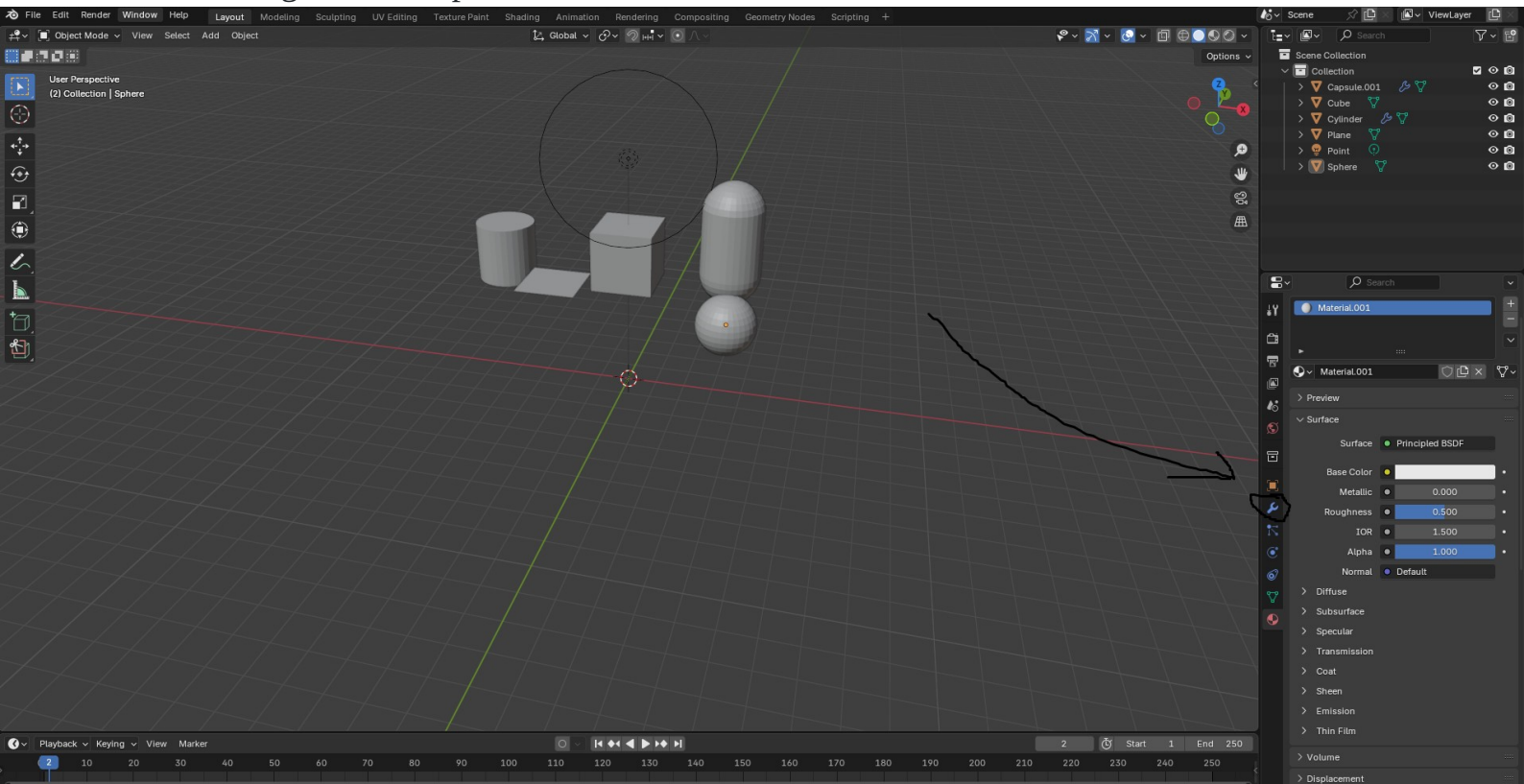-Go to Right bottom panel and select Material.

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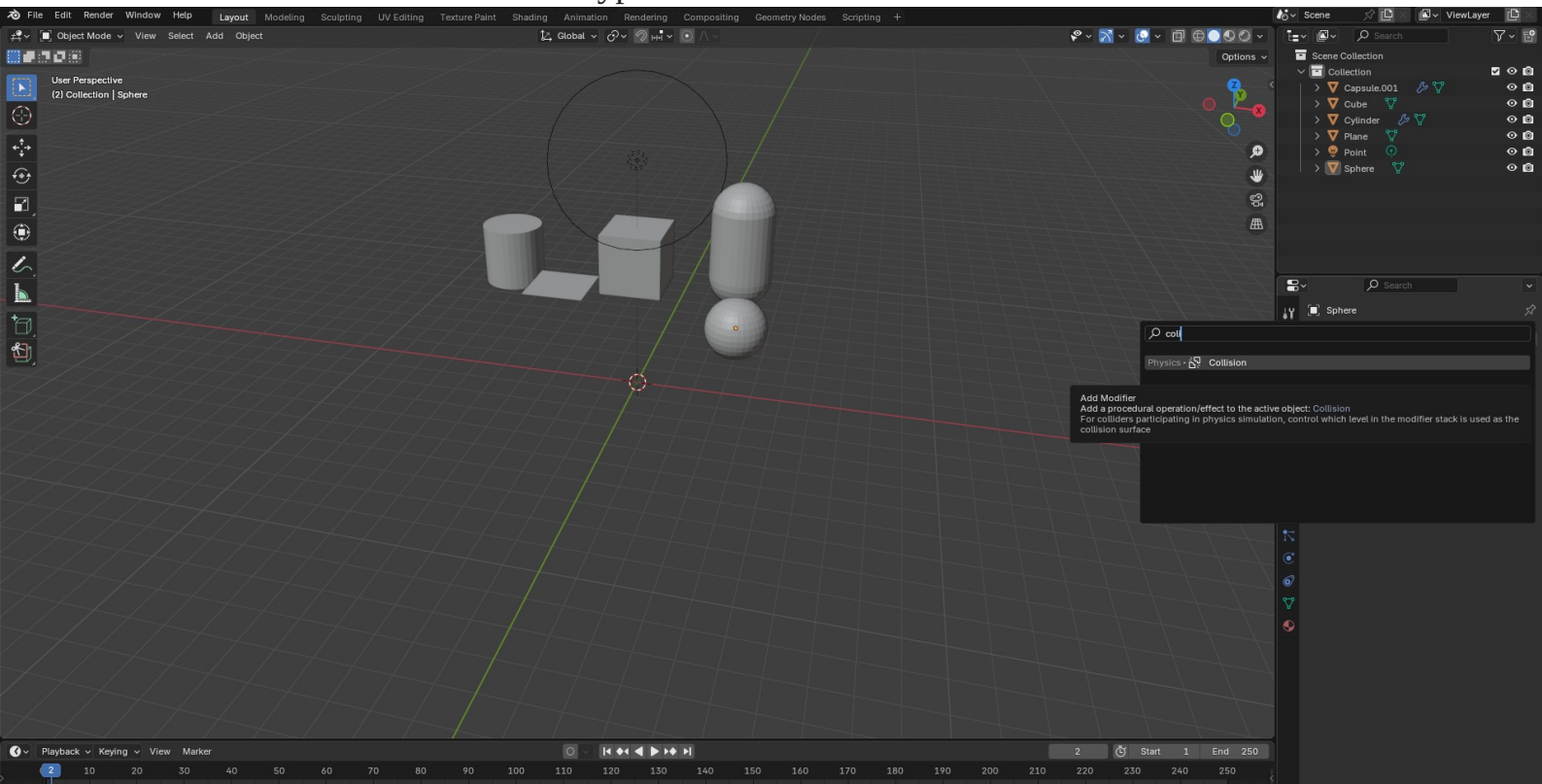

Turning Collisions Off:
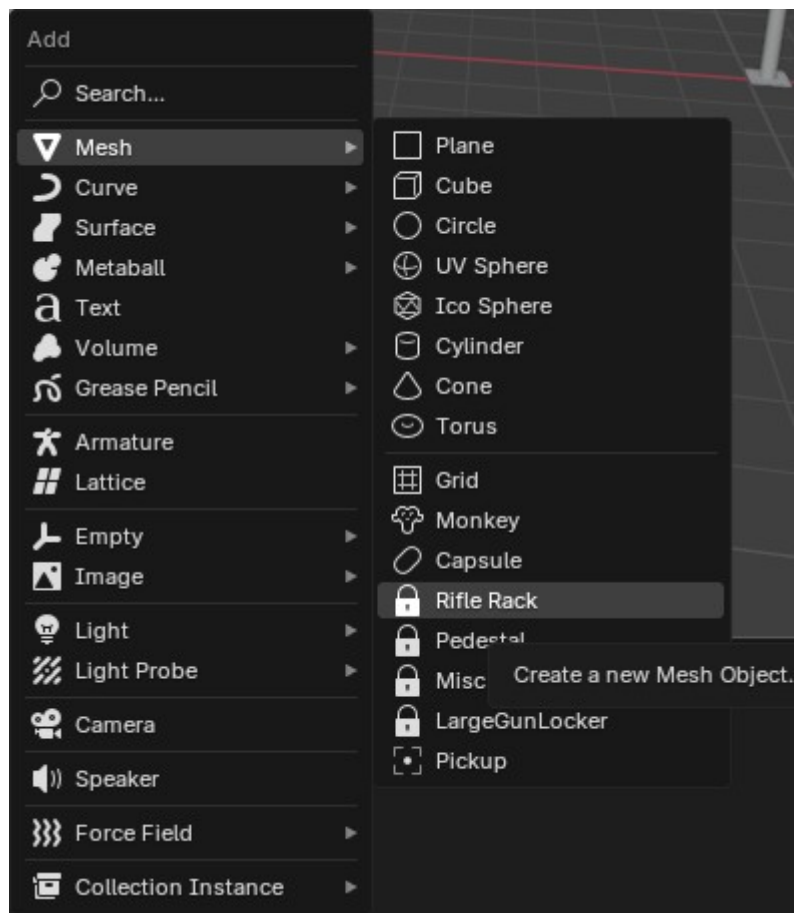-Go to Right Bottom panel and click modifiers

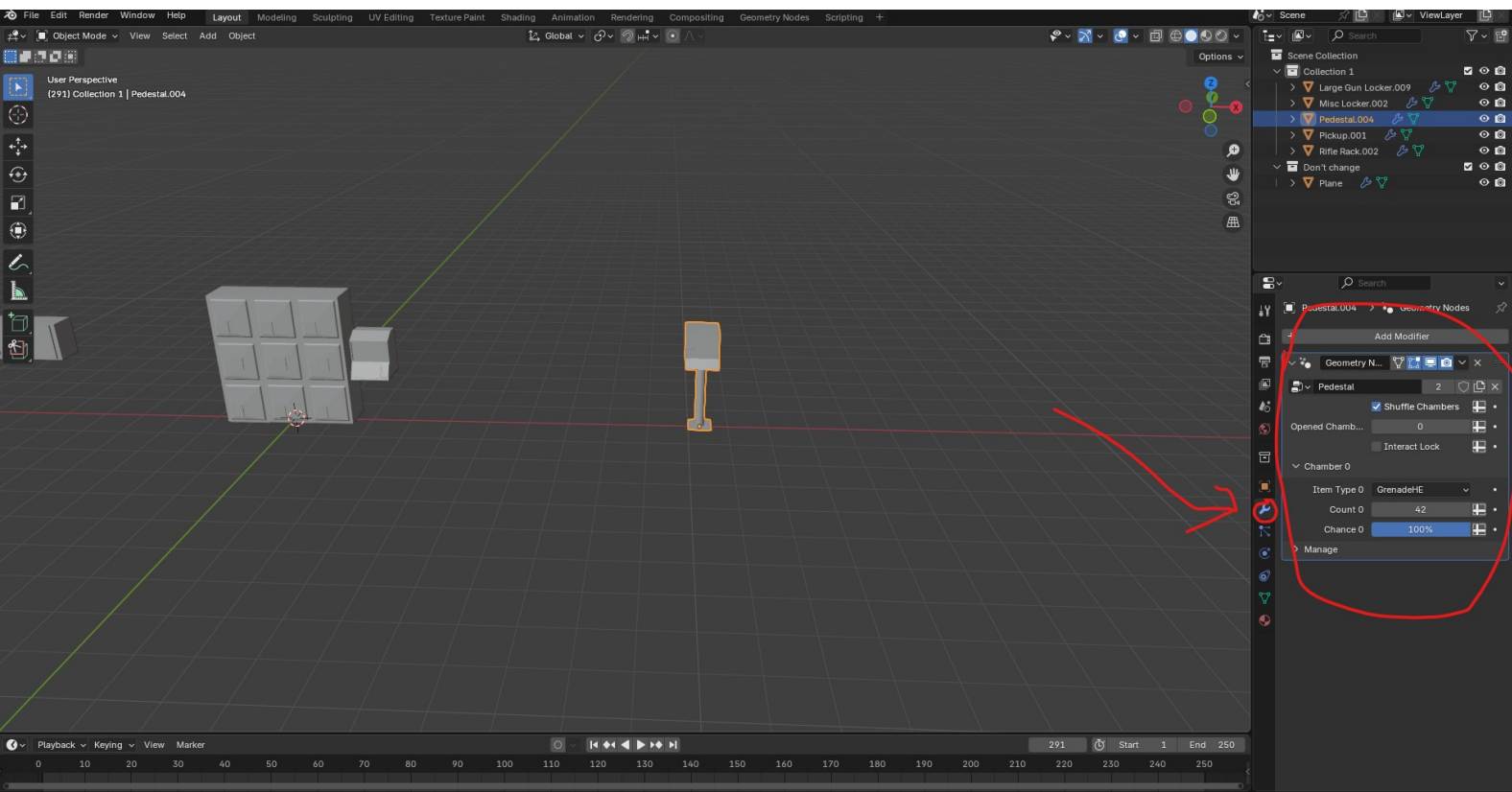Then Click Add Modifier and type Collision

That's all

Adding BMOD specific objects:

Press shift + A and go to mesh. At the bottom of it are lockers and capsule.

How to use Lockers and Pickup

When you add Locker or Pickup, It's settings will be displayed in modifiers

Here you can modify settings of Locker and pickup. All of lockers use MER settings.
There are almost all items (10 items are missing curently) that can be spawned in
total. That's the same with pickup

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!!!