

What is it?

A great collection of procedural and parametric primitives ranging from standard primitives such as a tube to more advanced objects such as stairs, windows and doors, included primitives are:

Standard Primitives

1. Box
2. Capsule
3. Cone
4. Cylinder
5. Ellipse
6. Plane
7. Pyramid
8. Ring
9. Sphere
10. Torus
11. Tube

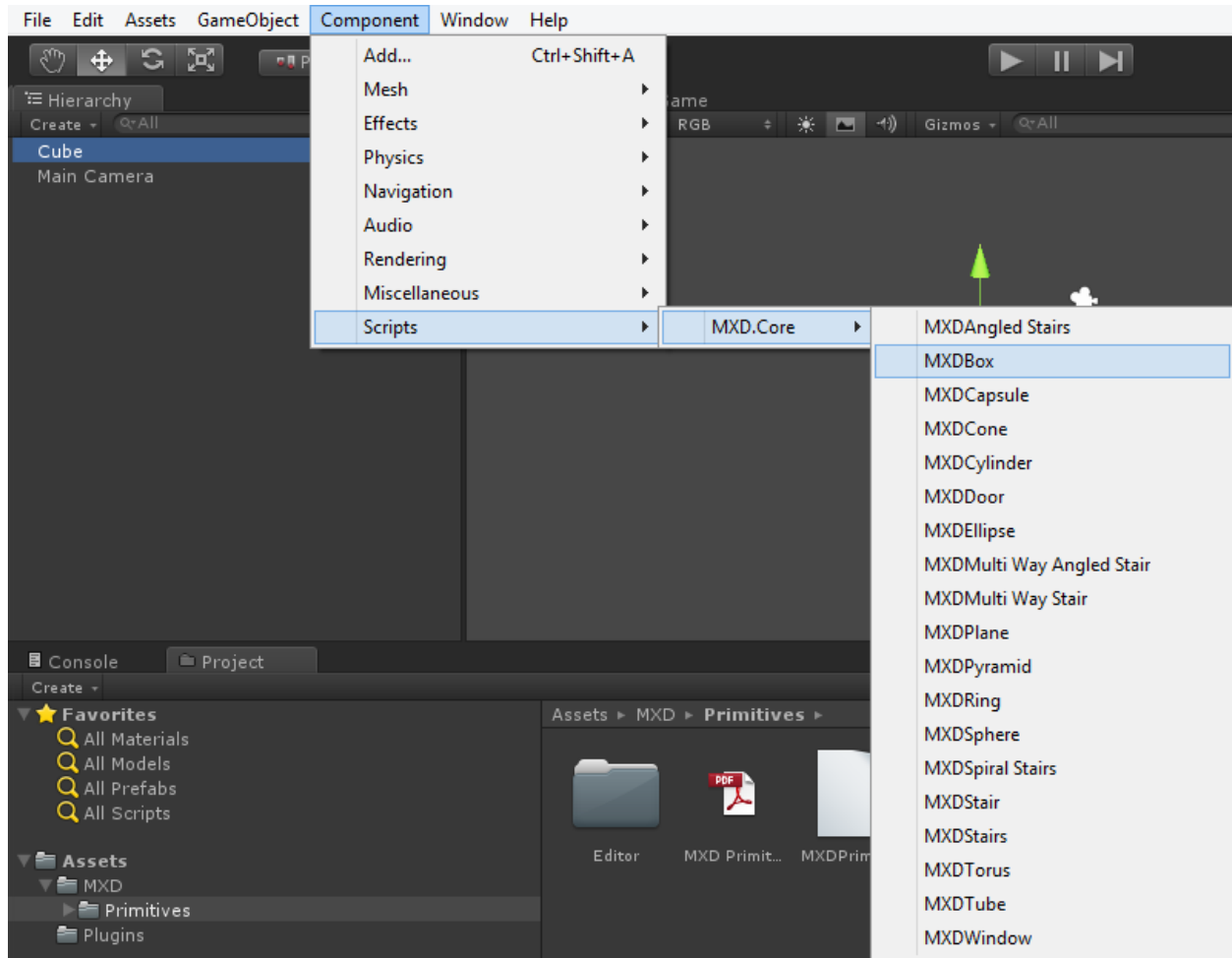
Level Creation Primitives

1. Stair
2. Two way stair
3. Angled stair
4. Multiway angled stair
5. Spiral stair
6. Door
 - a. Single
 - b. Double
 - c. Sliding
7. Window
 - a. Single
 - b. Double
 - c. Sliding



Using MXD Primitives

To add a primitive shape component to your object just go to Components/Scripts/MXD.Core/"Name of the primitive".



Once you add a primitive component then you can modify the parameters and click on "Build" to construct the geometry or you can simply toggle on "Auto Change" and whenever you change the value of the fields the geometry will update automatically,

Contact Details

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