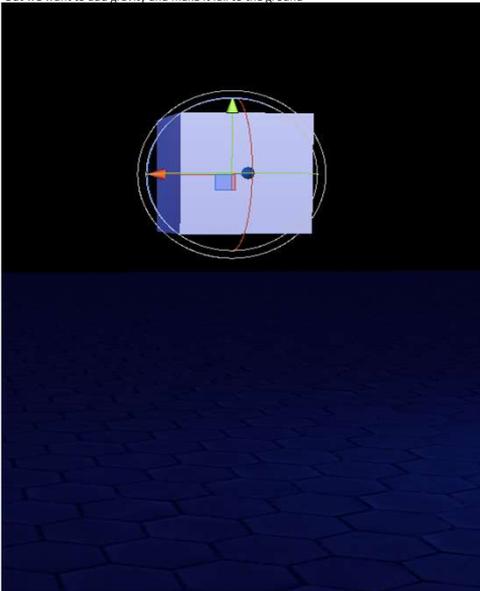


VAM Add gravity to an object

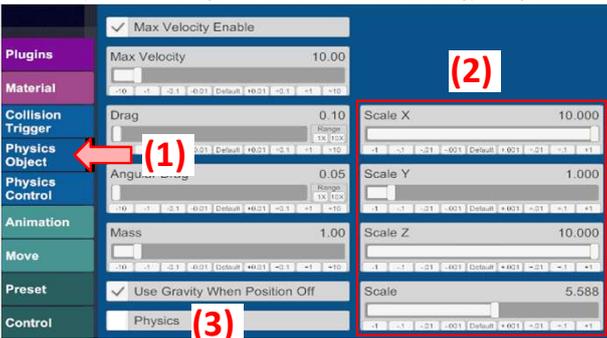
If you add an object to the scene, in this case a cube, it will stay midist in the air where he was put
 But we want to add gravity and make it fall to the ground



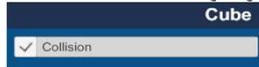
()

Ok, first add a cube by click on Open Add Atom Menu 
 then select Shapes on the left side and Cube on the right
 then click Add Atom
 (Described in more detail, how to create a cube in my give an object a texture tutorial)

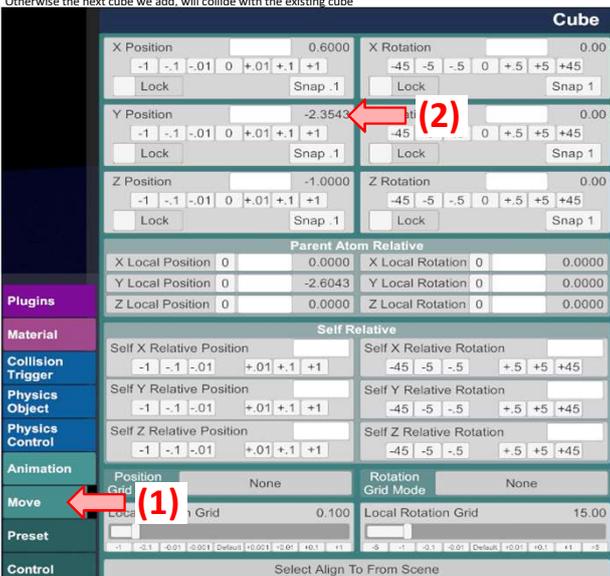
The first cube will be the ground, so we make it bigger
 For that, got to the Physics Objects Tab (1) and set the Scale X, Y, Z as shown (2), more ore less
 Also disable Physics (3) this makes the ground solid, otherwise he will move if something presses against it



In the upper right corner you'll find a Collision Field
 Make shure it is activated. (It normally is)
 Otherwise our new cube will fall through the ground

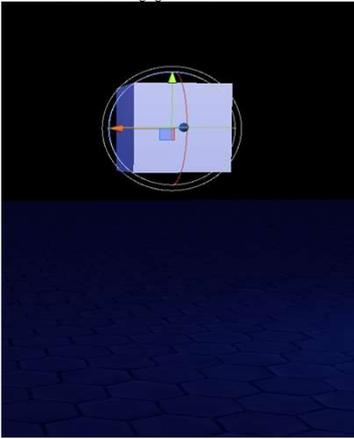


Go now to the Move Tab (1), then we lower the Y Position (2)
 Otherwise the next cube we add, will collide with the existing cube



In my case, the cube is layered with a texture, but this is not necessary
 If you want to give it a texture, there i already made a tutorial how to do that.

The new Cube is now hanging in the air



Go now to Physics Object (1) and make sure, Collision, Use Gravity When Position Off and Physics are activated.
If Collision or Physics are inactive, the cube will fall through the ground, if Use Gravity When Position Off is inactive Gravity wont work

Cube02

Static Friction 0.600 Collision

Dynamic Friction 0.600 Bounciness 0.000

Friction Combine Average Bounce Combine Average

Max Velocity Enable

Max Velocity 10.00

Drag 0.10 Scale X 1.000

Angular Drag 0.05 Scale Y 1.000

Mass 1.00 Scale Z 1.000

Use Gravity When Position Off Scale 1.000

Physics

Go now to the Control Tab (1), and activate Position Off (2)

As soon as you activate it, you will see the cube falling to the ground

You can lift him up and let go again and he will fall to the ground again. Gravity is now activated.

Cube02

On Hidden Interactable In Play Possessable Remove

Load Preset... Save Preset... Reset Pose Reset Look

Load Look... Save Look... Load Pose... Save Pose...

Select Parent Atom From Scene Parent Atom Filter... X | 1 / 1

Select Link To From Scene Link To Filter... X | 1 / 1

Link To Filter... X | 1 / 1

	On	Comply	Off	Parent Link	Physics Link	Hold	Lock	Allow Possess/Grab
Position	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>				
Rotation	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Comply Position Threshold 0.0010 Comply Rotation Threshold 5.0

Comply Speed 10.0