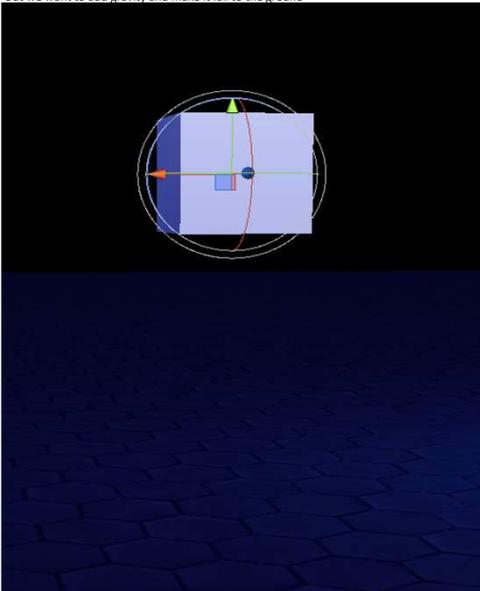


VAM Add gravity to an object

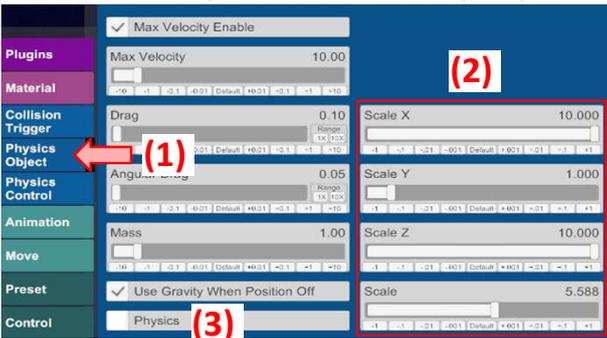
If you add an object to the scene, in this case a cube, it will stay midist in the air where he was put
 But we want to add gravity and make it fall to the ground



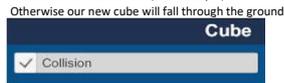
()

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)

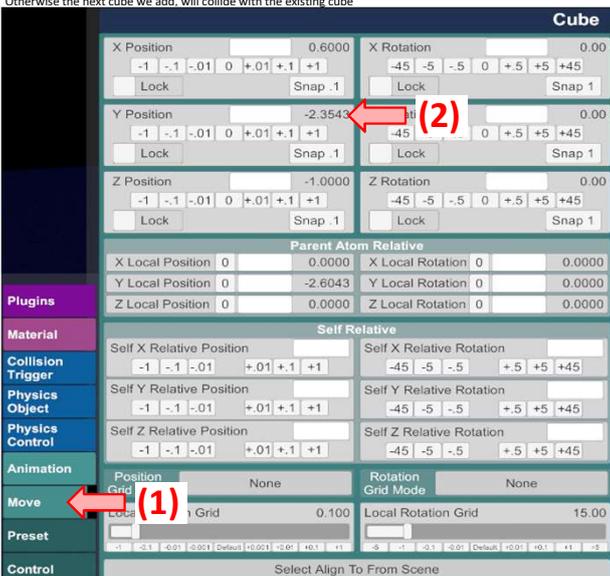
The first cube will be the ground, so we make it bigger
 For that, got to the Physics Objects Tab (1) and set the Scale X, Y, Z as shown (2), more ore less
 Also disable Physics (3) this makes the ground solid, otherwise he will move if something presses against it



In the upper right corner you'll find a Collision Field
 Make shure it is activated. (It normally is)

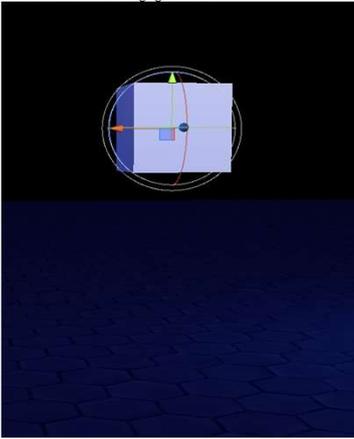


Go now to the Move Tab (1), then we lower the Y Position (2)
 Otherwise the next cube we add, will collide with the existing cube

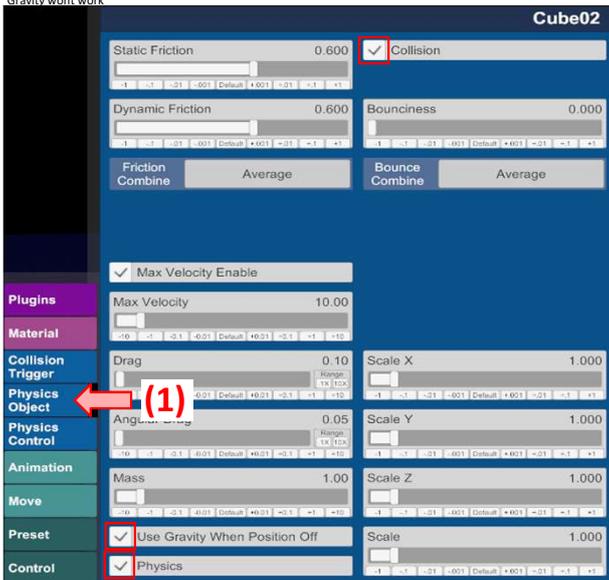


In my case, the cube is layered with a texture, but this is not necessary
 If you want to give it a texture, there i already made a tutorial how to do that.

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



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.

