

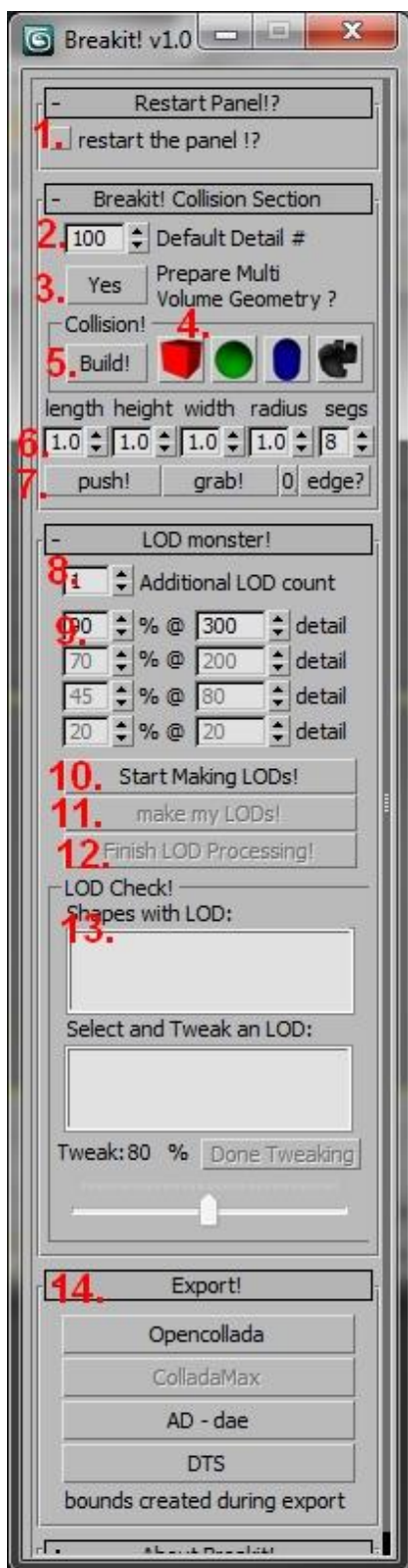
Breakit! (part of the Physit! Package)

Warning: Contains Black Magic to make your physics modeling "baby's-candy easy" !

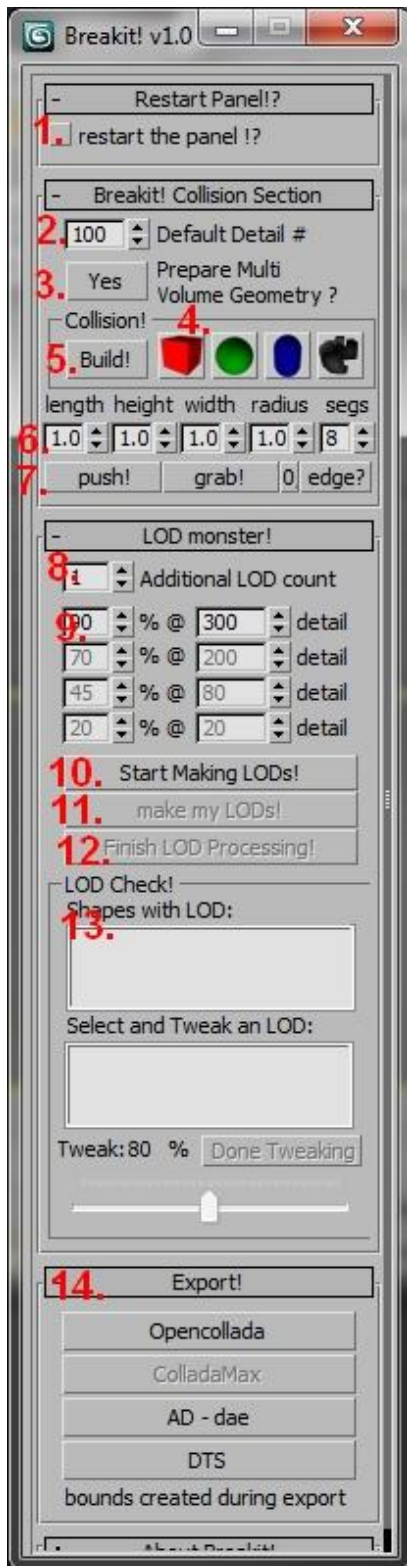
- A 3dsMax Powertool to use in easily creating objects to use with T3D's abstract physics layer in T3D v1.1+.

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1. **“Restart button”**: Restarts the panel and cleans the settings.
 2. **“Default Detail#”**: Set the initial or constant detail level of a model.
 3. **“Prepare Multi Volume Geometry”**: This is for easy-fying the challenge behind a complex geometrical model and creating appropriate collision volumes for the model. It has a dual use..
Shift+click = split all elements into separate objects
click = prepare the model for creating collision volumes that represent each of the elements contained in the complex shaoe without altering the model. (See videos for more info)
 4. **“Collision!”**:
All 4 of the colored buttons are dual purpose. A click will set the selected mesh to that color of wireframe. A shape with that color wireframe will receive the respective collision volume during the “Build!”. If you use Shift& click, the respective shape will be placed into the scene and coupled to the selected shape.(see videos)
Red Box, Green Sphere, Blue Capsule,Black Custom Shape.
**The Red,Gren,&Blue shapes must remain as primitive shapes,..the black shapes can be editable meshes or editable polys.
 5. **“Build!”**: The build button is used after all of the mesh prep is completed. During this stage, we setup the base,start,& ‘default(see#2)’ detail nodes. We also create collisions based upon the prep work.
 6. **“Length,Height,Width,Radius,Segments”**:
If you need to tweak collision-shapes for the model, you would use this panel section. This controls a selected primitive shape adjustment. (See videos) Boxes do not use radius or segments, so those will be ignored, and Spheres do not use heightetc etc, so they will be ignored. The primitive shape uses the numbers for whatever properties it contains. These 5 settings are the 5 that control the 3 main shapes we use for RGB.
 7. **“ Push!, Grab!, 0,& edge?”**:
 - Push! Will force the above numbered settings into a primitive shape’s properties for use.
 - Grab! Will set the numbers by the properties of the selected shape.
 - 0 will move the pivot/transform of the selected objects to 0,0,0.
 - Edge? Will turn on/off the edged setting to view wirecolors.
- LOD MONSTER!:**
8. **Additional detail level count**: You can add detail levels per selected mesh. You can make different LODs for dozens of shapes in 1 model, very very quickly.
 9. **These are the LOD detail level settings**:
the percentage is the vertex percentage count for the detail number level and the detail number level is a pixel sized LOD #.
 10. **“Start Making LODs!”**: after using “Build!”, you can select this to start the LOD processing. Select a shape, set the detail information and click
 11. **“Make my LODs!”**. It’s that simple and you can make LODs for every shape if you want.



12. "Finish LOD Processing": Once you are finished creating LODs, you should click this button to close the LOD creation session. If you do not click this, the ghost monkeys will fling banana mush at you!

13. LODCHECK! Section:

- Any shape that receives at least 2 LODs, will have it's name placed into the "Shapes with LOD" list & the LODs for that shape will be placed into the "Select and tweak an LOD" list. (See videos)
 - These lists are used with the LOD slider for lightning fast LOD tweaking!
- LOD SLIDER!!!: Use this to quickly adjust the vertex count % of a selected LOD level and see the view port update on MouseUp.

EXPORT!

14. The export buttons will self activate if the exporter is found in your max install. Bounds boxes are created during export..if a bounds box exists in the scene, then Breakit! will leave the existing bounds box.

NOTE: In order to have the DTS exporter usable for models with more than 20 dummies in the scene, you will need to grab the DTS exporters I compiled for Max9,2009,2010/2011. Otherwise, you may be better off with Opencollada if you're not already using it.
<http://www.torquepowered.com/community/resources/view/19893>

More information on the T3D 1.1 Physics processes can be found here:
<http://www.torquepowered.com/community/forums/viewthread/119221/>
 and here:
<http://www.torquepowered.com/community/forums/viewthread/119211>

Thanks to Torque Powered for making T3D and to Sickhead for adding some pretty cool physics implementations.

