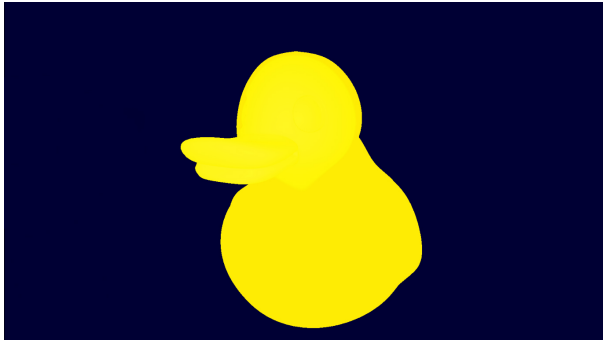


Model

A model is one of the many code blocks that allows the user to import their own models, either custom made or from a website. [The Cyberix3D engine](#) currently supports .obj .awd, here are a few examples.

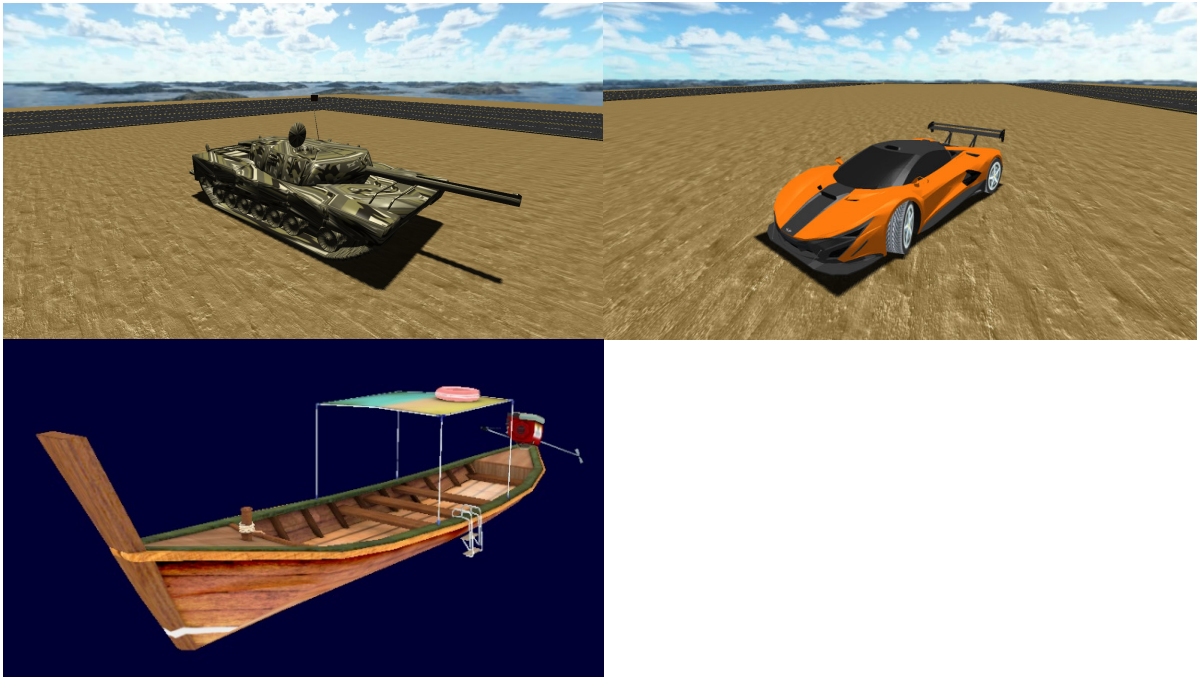
Default Models





Custom Models





you can upload an animated model to cyberix with the help of [blender](#), the only supported format to upload an animated model to cyberix are (md5 mesh and md5 anim).

Parameters

* **Name** - This is the name of the object. You need to give an object a name when you want to use it later with different commands like Set, [If Collision](#), etc... The Name must be unique with no spaces or special characters and could not start with numbers.

- **Sub Model Number** - The separate meshes within the **Model**.
- **Auto Center** - The **Model** center
- **Secondary UV File** - The separate mesh that contains the other UV file
- **Width** - The width of the object
- **Height** - The height of the object
- **Depth** - The depth of the object
- **X** - The X location of the object
- **Y** - The Y location of the object
- **Z** - The Z location of the object
- **X Axis** - The X axis of the object
- **Y Axis** - The Y axis of the object
- **Z Axis** - The Z axis of the object
- **Texture** - The Texture of the object
- **Texture Alpha** - The object's texture alpha. 0 for fully transparent and 1 for opaque
- **Scale X** - The X scale of the object. 1 for normal scale
- **Scale Y** - The Y scale of the object. 1 for normal scale
- **Scale Z** - The Z scale of the object. 1 for normal scale
- **Scale U** - The object's texture U scale. 1 for normal scale
- **Scale V** - The object's texture V scale. 1 for normal scale
- **Offset U** - The object's texture U offset

- **Offset V** - The object's texture V offset
- **Segments Width** - The object's geometry width segments number
- **Segments Height** - The object's geometry height segments number
- **Visible** - The object's visibility. 1 for visible. 0 for hidden
- **Rotation X** -
- **Rotation Y** -
- **Rotation Z** -
- **Local Rotation X** -
- **Local Rotation Y** -
- **Local Rotation Z** -
- **Axis Collision** -
- **Polygon Collision** -
- **Collision** -
- **Static** -
- **Mass** -
- **Friction** -
- **Restitution** -
- **Translate X** -
- **Translate Y** -
- **Translate Z** -
- **Gravity X** -
- **Gravity Y** -
- **Gravity Z** -
- **Linear Velocity X** -
- **Linear Velocity Y** -
- **Linear Velocity Z** -
- **Angular Velocity X** -
- **Angular Velocity Y** -
- **Angular Velocity Z** -
- **Play Animation** - The **Model's** animation
- **Animation Speed** - The Animation's Speed
- **Jump** - The **Model** ability to jump
- **Walk** - The **Model** ability to walk
- **Effected By Lights (Texture)** -
- **Shadow Type (Texture)** -
- **Both Sides (Texture)** -
- **Auto Both Sides (Texture)** -
- **Casts Shadows** -



MORE INFORMATION

- [Load Animation](#)
- [Sub Model](#)

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