

Models (Source)

Models in the source is easy to memorize, think of a **model** you want to code in, in this example we will be using a **plane**. So if you want to code in a **plane** you put

- **<Plane collision="1"static="1"/>**

it is that simple and if you want to edit it's properties you add more for example, lets say you want to make it **effected by a light** you put

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