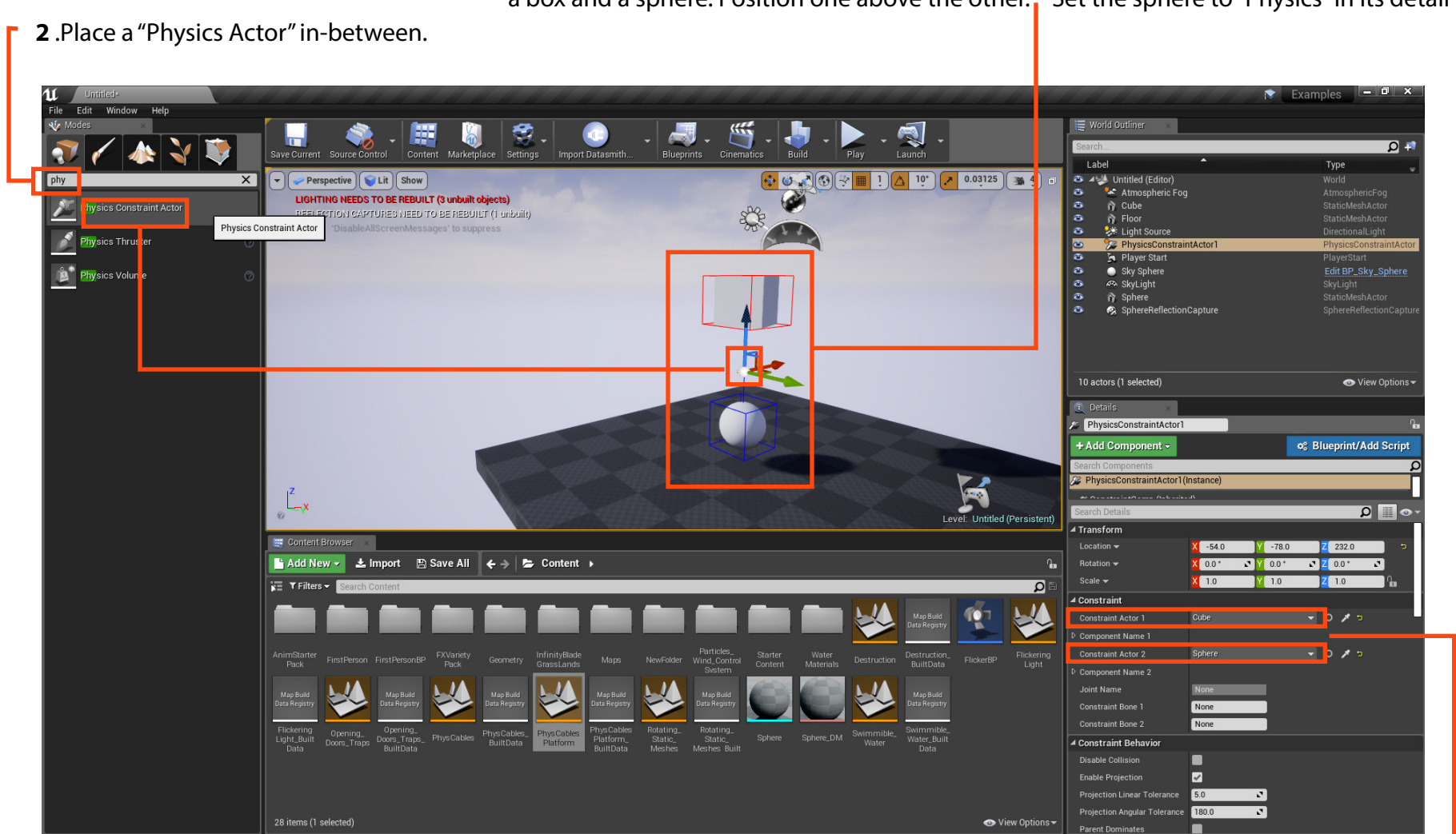


Using physics actors in your level gives you access to many tricks and effects.

1. Place two static meshes into your level. It doesn't matter what. In this example we'll use a box and a sphere. Position one above the other. Set the sphere to "Physics" in its detail panel.

2. Place a "Physics Actor" in-between.



3. Connect the Physical Actor to the box and the sphere.

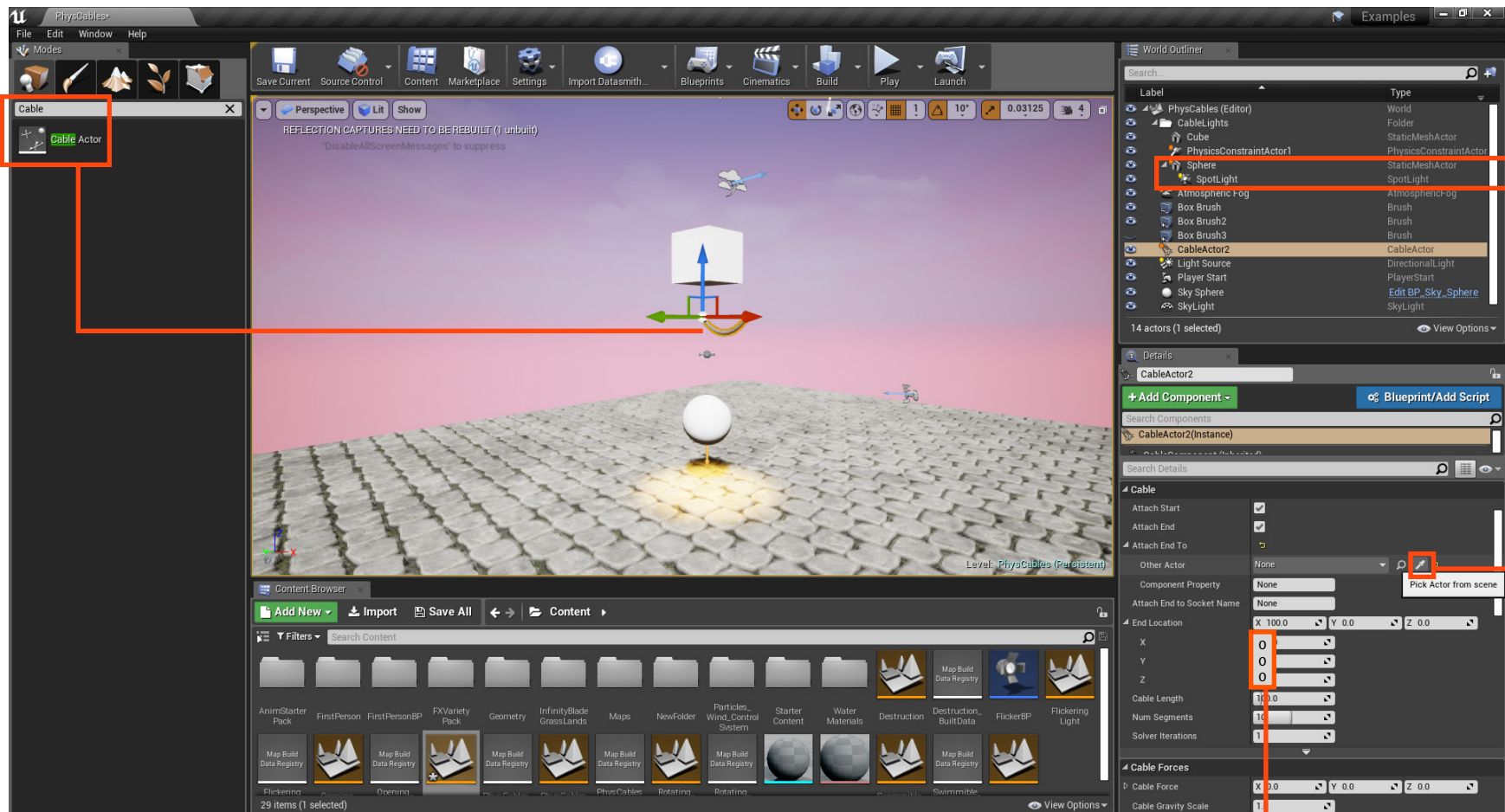
**SAVE AND TEST THE SCENE**

Let's add a cable leading from the box to the sphere for a touch of flare.

What about grouping a lamp to the sphere. A swinging lamp in a dark room is a great effect.

4. Search cable and place into scene.

5. Connect the cable to the sphere using the eyedropper.



6. Set cable locations to 0,0,0,