

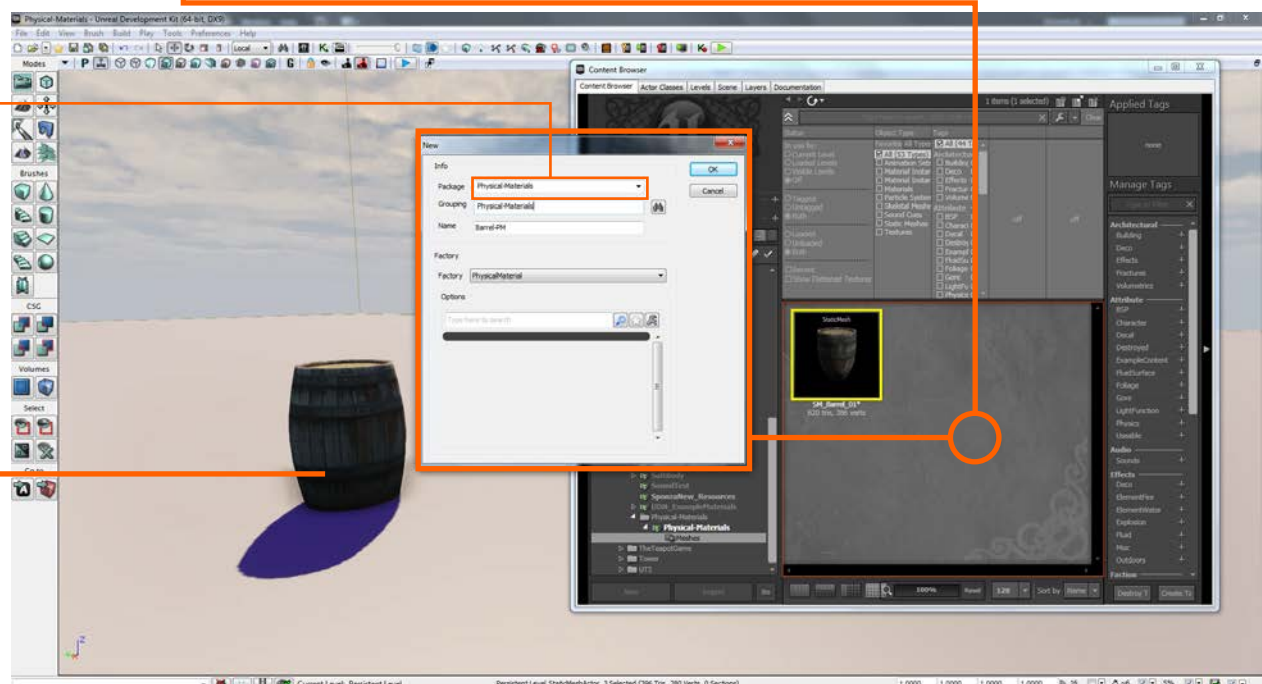
When you place a Rigid Body (a bottle, a barrel etc.) into your level it comes with a set of default characteristics. These include: mass, how much it will bounce when hit by a projectile, etc. You can enhance and override these default settings with a “Physical Material”.

Adding a “Physical Material” to your scene lets you change the weight of the mesh, add a sound effect when hit, control the amount of friction applied when the object slides across the floor, and more.

1. First place a “UT Rigid Body” mesh into your level/package. If you don’t have one available, just use the “Barrel” mesh from the UDK library.

2. Right click in the Asset Browser and select “New Physical Material”.

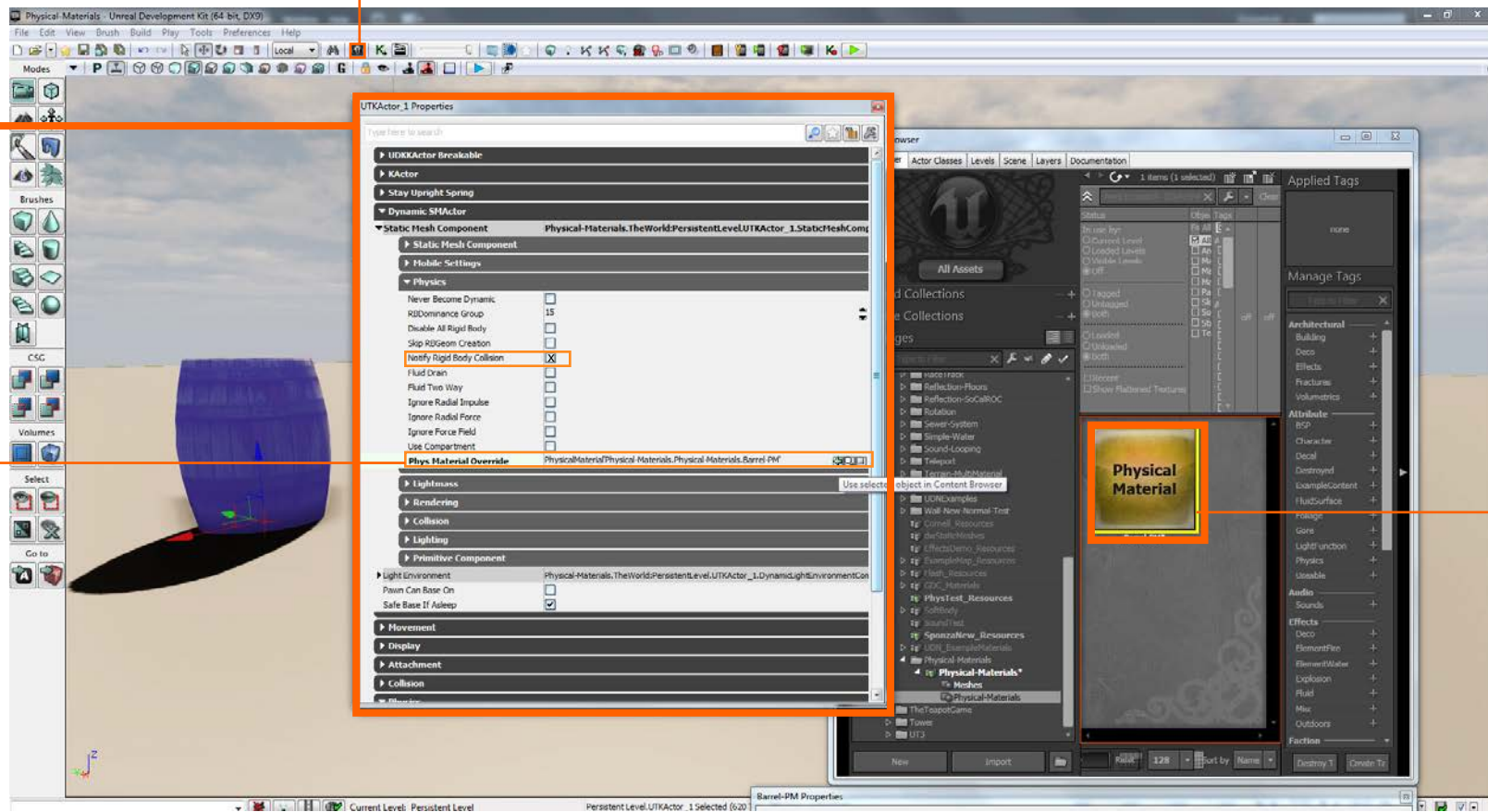
3. In the pop-up box find your level/package. Make a new group and call it, “Physical Materials”. Name the new Physical Material “Barrel-PM”.



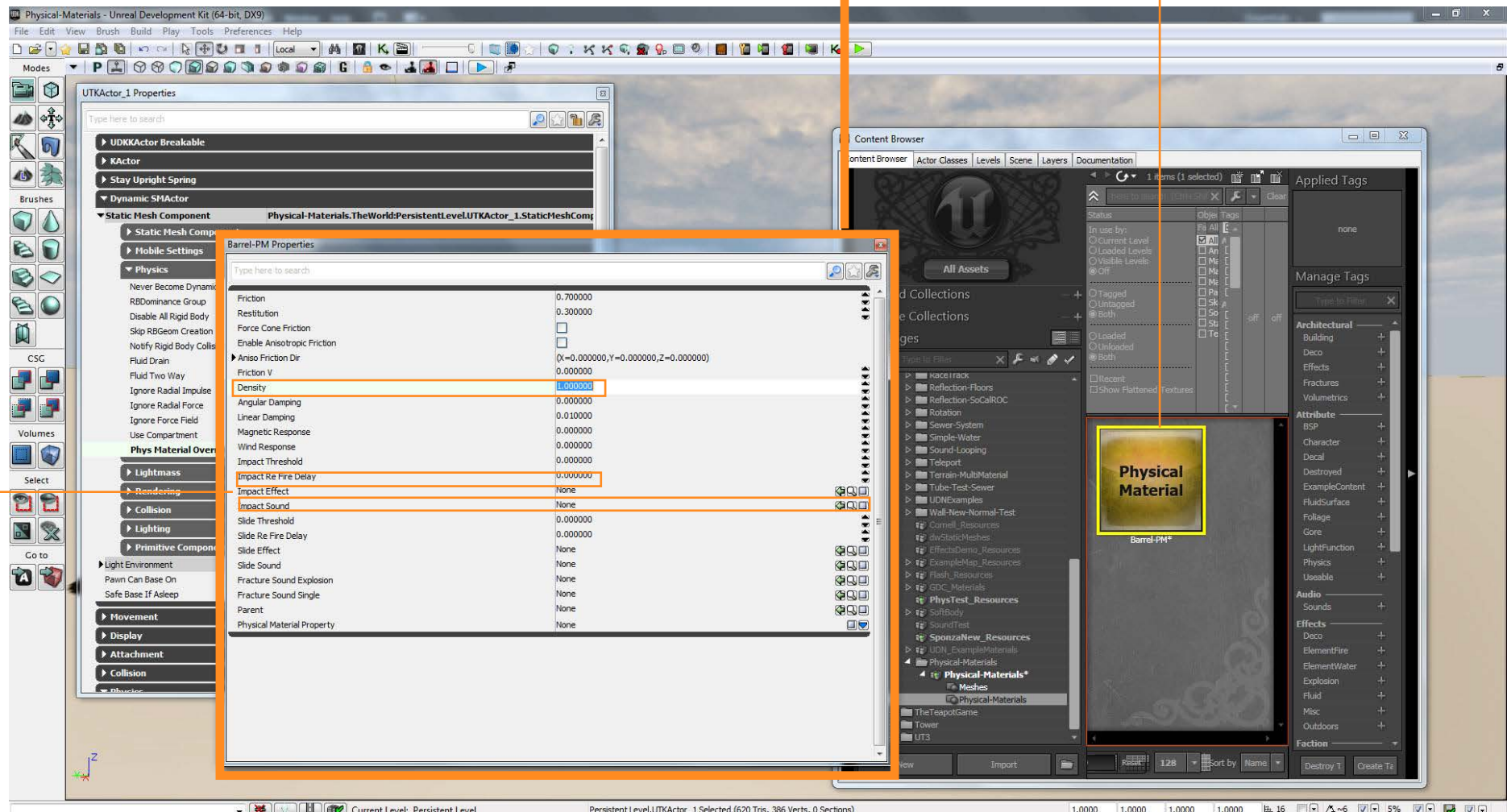
4. Right click on the barrel and select its "UTK Actor Properties".

5. Make sure that the new "Physical Material" is highlighted in the Browser Window

6. Click the green arrow in the Properties window. This will connect the barrel to the new Physical Material. Also click the "Notify Rigid Body Collision".



7. If it isn't already open, double click the "Physical Material" icon to open it's parameters settings.



8. You can change and add a number of parameters.

Density - Increasing this will make the object heavier so when hit it won't go flying off into the distance.

Impact Sound - Add a "Sound Cue" (get one from the library) and place it in the "Impact Sound" slot. Also click "Impact Re Fire Delay". This makes your impact sound trigger after the sound blast of the weapon.