

Sketchy Physics Toolbar

- Play/Pause Physics Simulation**
- Reset Physics Simulation**
- Show UI**
- Joint Connector**
Hold CTRL and click left mouse button to **connect** a Group with a Joint.
- Joint Disconnector**
Hold SHIFT and click left mouse button to **disconnect** a Group from a Joint.
- Joint Disconnector (All)**
SHIFT + Double click to **disconnect all** from object/joint

Sketchy Solids Toolbar

- Create a Box**
- Create a Sphere**
Ctrl to change its centering
- Create a Cylinder**
- Create a Cone**
- Create a Capsule or Chamfer**
- Create a Solid Floor**
- Create a Wheel. A capsule with a Hinge or Servo** (press Ctrl) **at center**
- Create a Door. A box with a Hinge or Servo** (press Ctrl) **at the first corner**
- Create a Lift. A capsule with a built in Slider or Piston** (press Ctrl) **at center**

Sketchy Joints Toolbar

- Hinge Joint**
- Slider Joint**
- Servo Joint**
- Piston Joint**
- Motor Joint**
- Gyro Joint**
- Corkscrew Joint**
- Spring Joint**
- Ball Joint**
- Universal Joint**

Camera

Only when the simulation is running. Right Click and you can select:

- Camera Track
- Camera Follow
- Camera Clear

Dragging

- Only when scene is playing
- Press and hold left mouse button to drag **horizontally**
- Press and hold left mouse button + Hold SHIFT to **lift** up and down

References

Mouse

- = click left button
- = double click left button
- = click right button

Keyboard

- = hold shift button
- = hold ctrl button

Joystick

controller: joyLX controller: joyRY controller: joyLY controller: joyRX

You can control with a Joystick:

Copy Body

Only when scene is playing Right Click and you select: - Copy Body