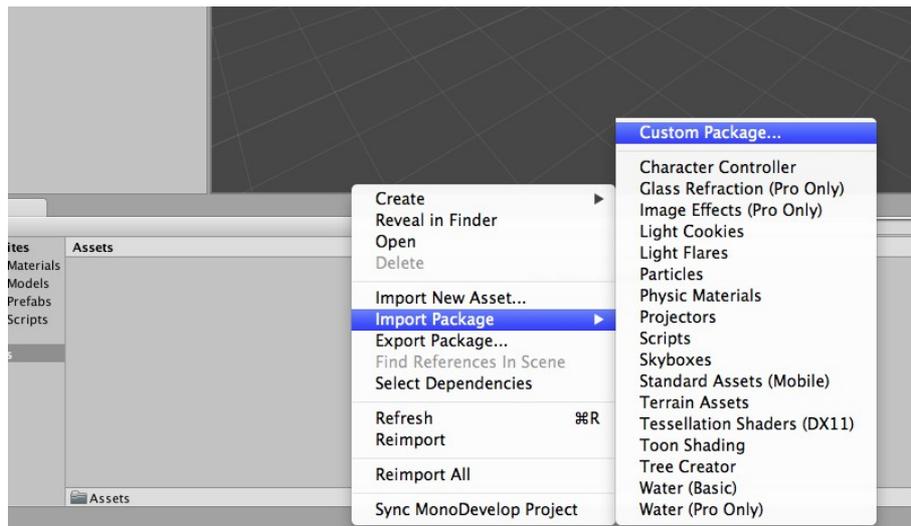


Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package" "Custom Package", then select ObiRope.unitypackage.



2.- Generate a blueprint asset for the rope you want to simulate. Right click on your assets folder, Create->Obi->Rope Blueprint.

3.- Go to GameObject->3D object->Obi->Obi Rope. This will create an Obi Rope object a solver, properly set up. Select the Obi Rope object and drag the blueprint asset you just created to its "Blueprint" slot. You're done!

For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, contact the developer at:

<http://obi.virtualmethodstudio.com>