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Computer Programming Using Kivy - **OpenGL 3 - Walkmeshes**

**GOAL: use the Glops 3D engine to use a walkmesh that limits where the player can walk.**

(You must first have a completed and working opengl1.py)

Update the 3D engine:

* Go to your home drive (File Explorer, Computer, T:\*username* or H:)
* Go to your opengl folder, then double-click update-kivyglops

Get the exact name of the floor mesh then call the use\_walkmesh method to make the game engine limit where the player can walk:

* Open Geany
* File, Open, your home drive (such as T:\*username* or H:), opengl, opengl1.py
* File, Save As, go to your opengl folder, then name this file opengl3.py
* Add the following to your load\_glops method:



Execute the program. Now you should be able to walk around and go up and down the stairs!

**BONUS: Find or make your own scene, then set at least one surface as a walkmesh** (remember to name your objects before exporting if you are making your own mesh in a program such as Blender).