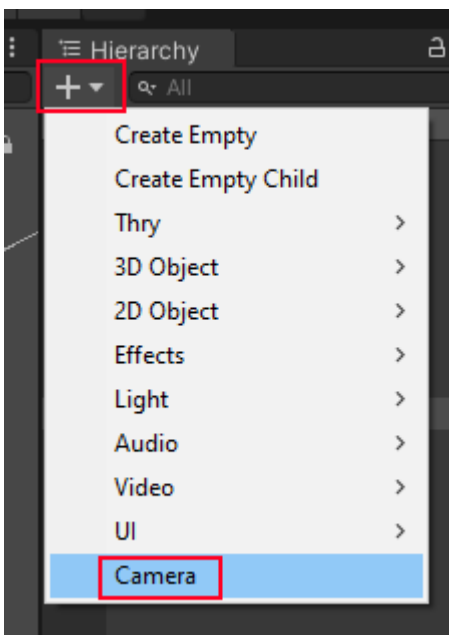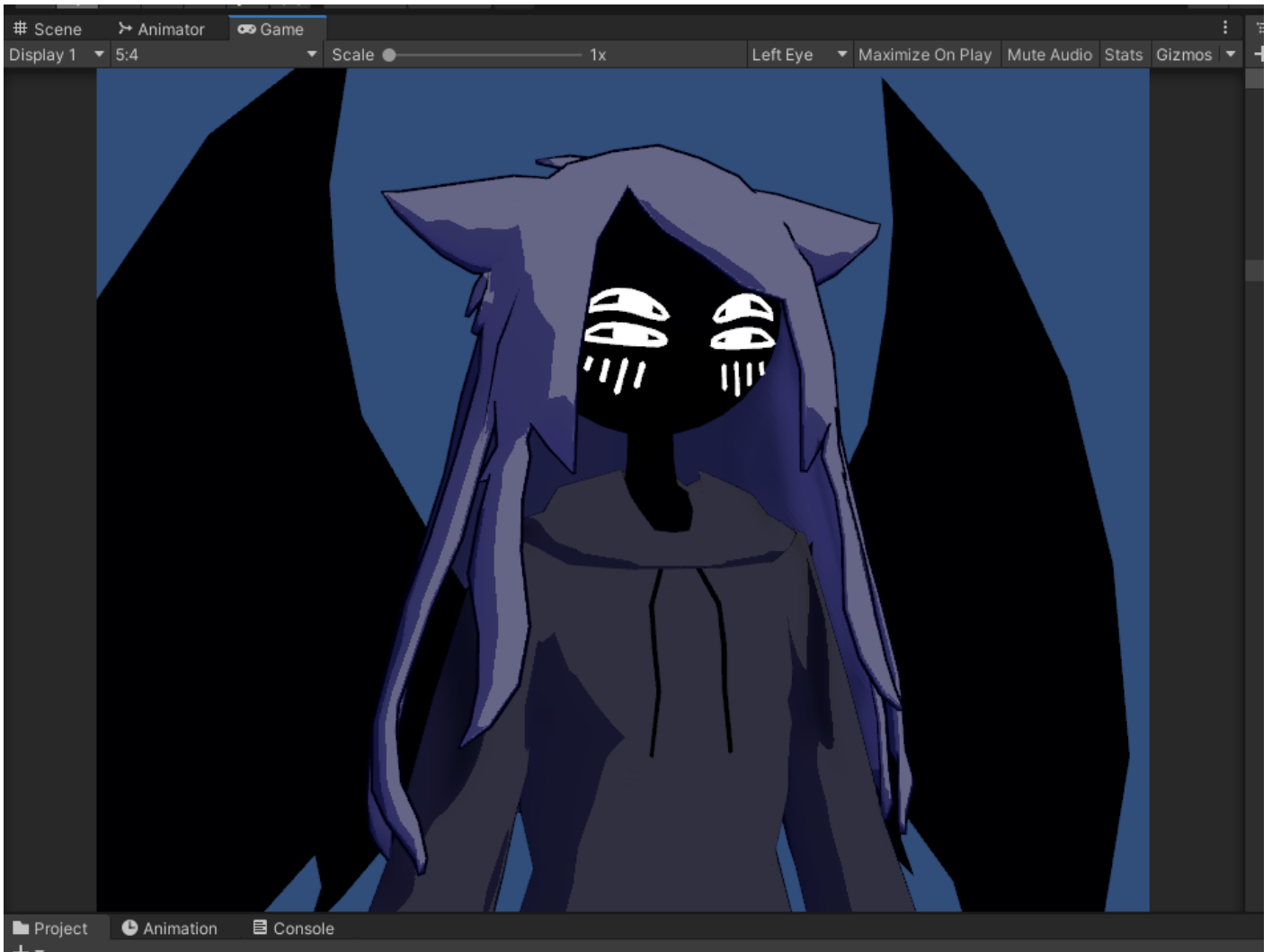# Physbones: How to Grab Them in The Editor

You can grab and test physbones in play mode, how one may ask? It's pretty simple!
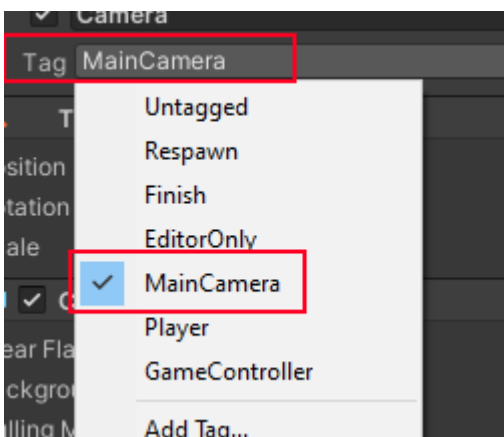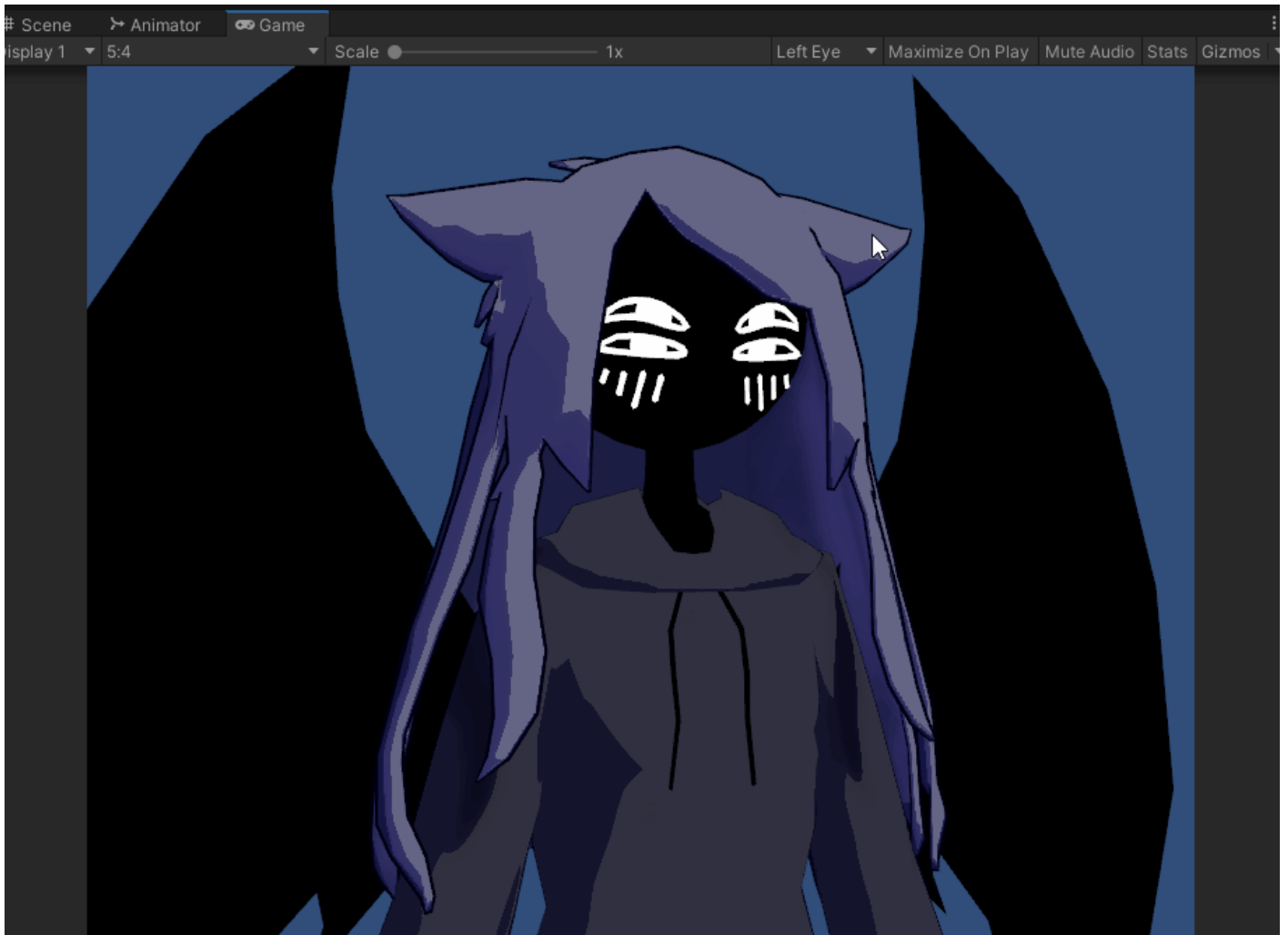
Step 1. Add a camera to the scene

Position the camera however works best for what you're doing, the shortcut **Ctrl+Shift+F** will align the camera with your current scene view.

Step 2. Change the Camera's Tag to "MainCamera"

Step 3. Go into PlayMode and Test!