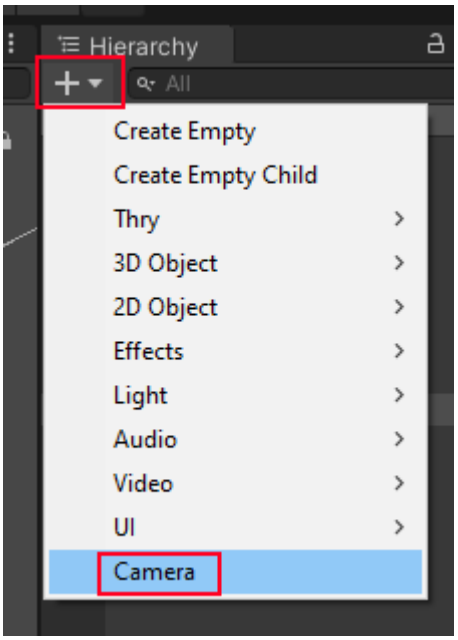
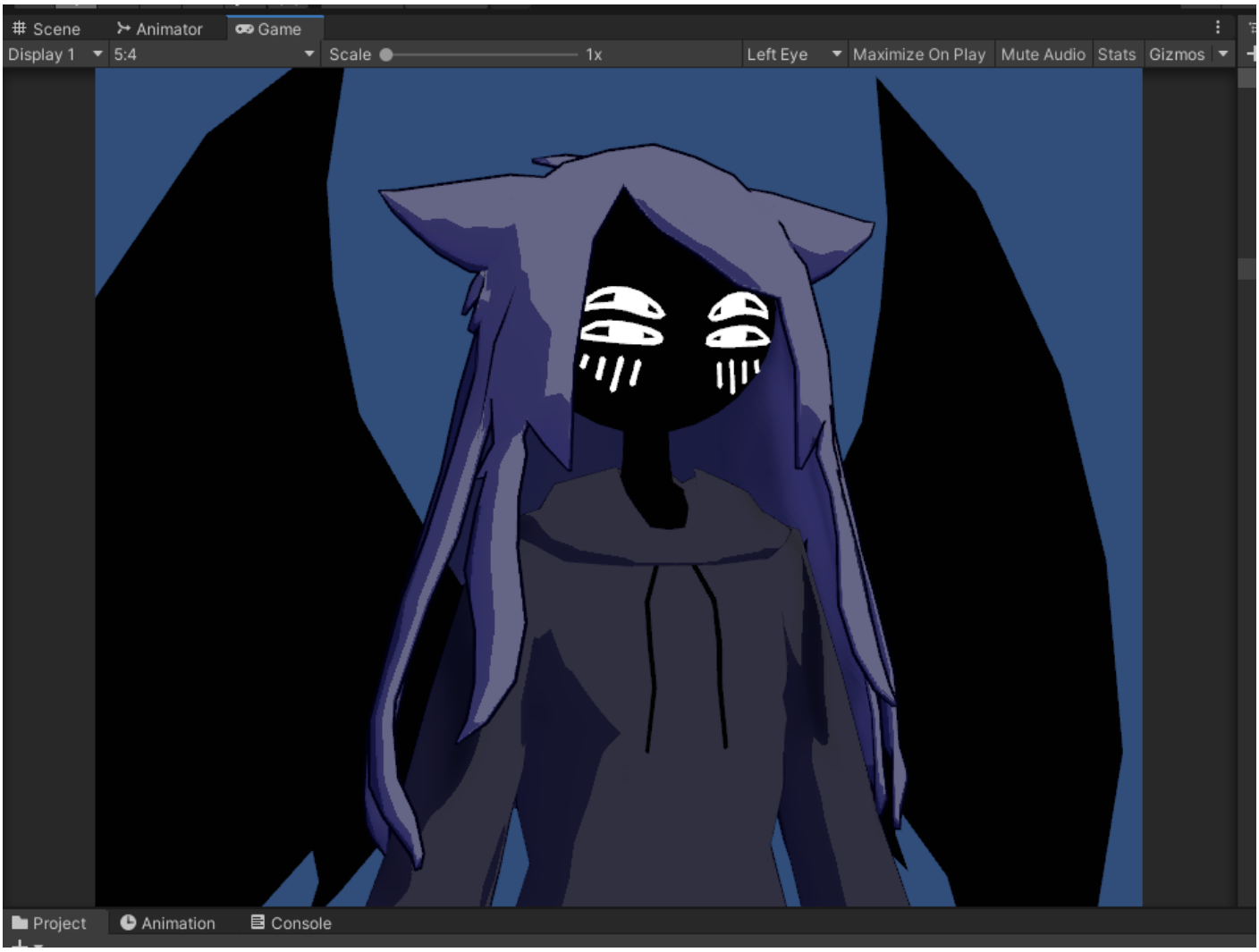
Physbones: How to Grab Them in The Editor

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



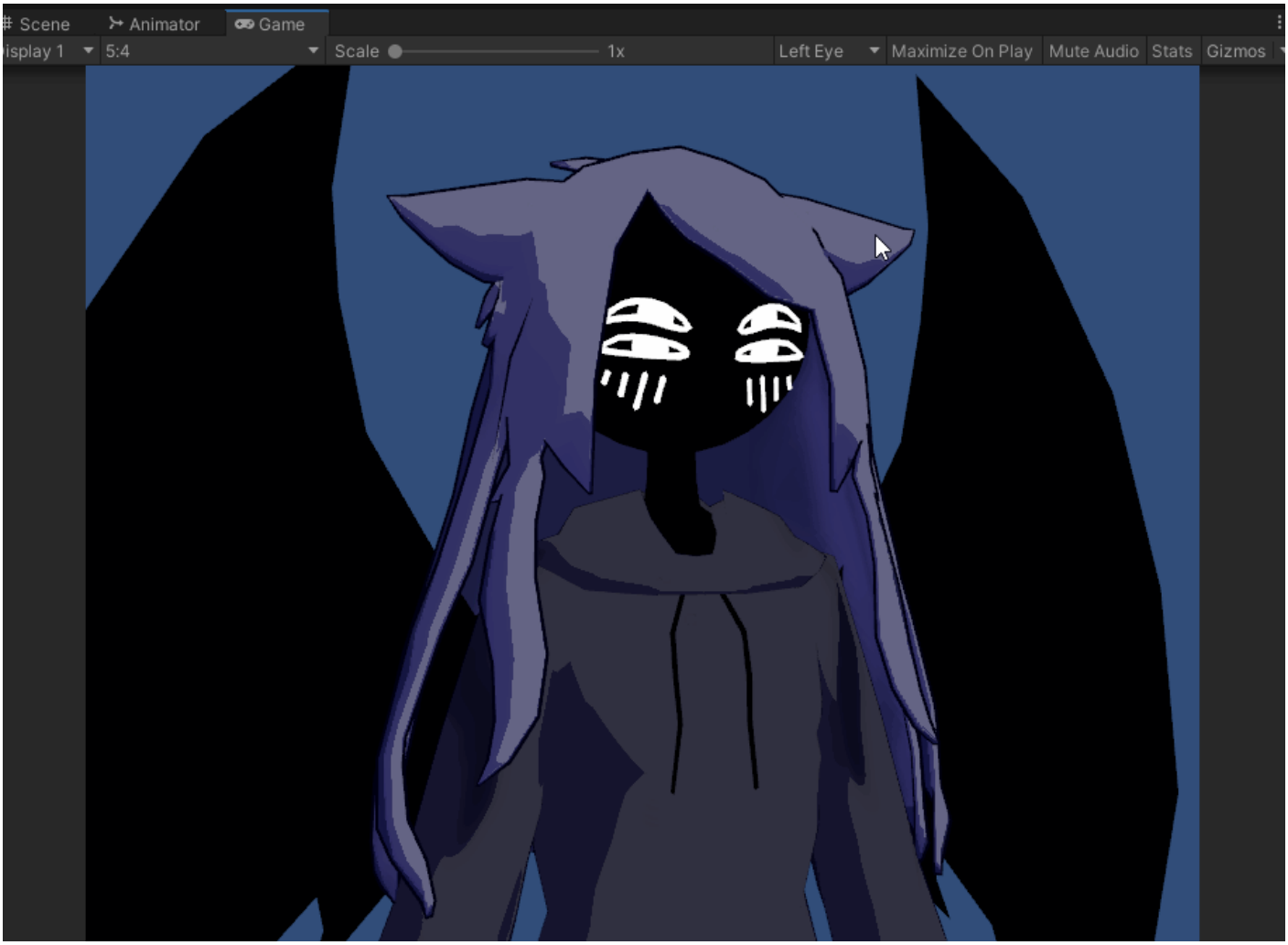
Position the camera however works best for what you're doing, the shortcut **Ctrl+Shift+F** will align the camera with your current scene view.



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



Step 3. Go into PlayMode and Test!



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