

Introduction to BPLE Unity

Leading Edge(BPLE) is committed to improving the openness of the pigs, paying attention to the diversified development of the pigs, and realizing an advanced and cutting-edge version of the next generation of pigs in the form of experience promotion, mechanism optimization and feature addition.

The BPLE Unity is a set and a container, which is the concrete realization of the new mechanism. At present, it includes four versions: original version, new o version, new a version and new b version, which can be selected by the version selector when entering the game.

1. Version selector operation: click the button corresponding to the version, and then click OK. Press ESC key or the back key on the mobile phone to exit the game, press 0, 1, 2 and 3 numeric keys to select the version, and press Enter key to confirm the selection.
2. The archive folders of the four versions of vehicles are separate. The original carrier archive folder is named contraptions, and the new O/A/B carrier archive folders are named contraptions followed by O/A/B.

BPLE Unity Statement

1. The BPLE position is game module.
2. BPLE is a non-commercial application, and there will be no commercial behavior.
3. Please obtain permission before re-publishing.
4. There are still many shortcomings in the BPLE, so comments and suggestions are welcome.
5. Finally, welcome to experience the new version, and wish you a happy game!

BPLE Unity 2020.1 Features

I. BPLE O/A/B 2020.1 has new features

1. When the construction grid clear button is pressed, the game will save the vehicle archive in advance.(Force to stop the game to load)
2. Fixed Bug of rope lighting knife.

II. BPLE B 2020.1 new features

1. attribute display

- (1) The font and layout of the attribute display have been adjusted.
- (2) The attribute display of the construction interface is added, which can display the position and construction position of pigs, the size and position of visual field and the total number of parts.

2. Construction of lattice mechanism

- (1) Infinite construction grid can be rendered.

(2) Due to performance considerations, there is a size limitation in rendering the infinite building grid, and the maximum height of the rendered building grid is 42 grids.

3. Key press mechanism

(1) The keys of two pumpkin materials are separated.

(2) The keys of the six gearbox materials are separated, and the key colors of the last five are light green/dark green/light blue/dark blue/gold.

(3) Keys can be triggered by keyboard, keys 1-9 can trigger keys 1-9, keys 0 can trigger keys 10, and keys A-Z can trigger keys 11-36.

4. Waters system

(1) When the water area eggs (two-star bird eggs) enter the operation mode, the water area can be generated, and the water surface height is determined by the initial height of the water area eggs (if there are multiple water area eggs, the water surface height takes its minimum value).

(2) The buoyancy coefficient of the water area is set to 2, that is, the assembly of components with an average density of 2 (such as a framed Punch Box) can be suspended in water.

(3) Parts will have water depth rendering effect in water. At the same time, the deeper the dive depth of the assembly, the greater the water pressure, rotation and displacement disturbance.

5. Dyeing box

(1) 118 kinds of dyed frame materials have been added to the iron frame materials, including 108 kinds of color materials (18 kinds of hue division /2 kinds of saturation division /3 kinds of brightness division) and 10 kinds of achromatic color materials.

(2) By pressing the button in the lower right corner of the material selector, you can decide whether the dye box material is displayed in the material selector.

(3) The dyeing frame can dye the time bomb/three-star spring/one-star punch box in its frame, and can also dye the light components generated by the point light source/spotlight in its frame.

(4) The friction coefficient of dyeing frame is 0.

6. Fans and propellers

(1) the upper limit coefficient of fan speed is six times, and the upper limit of full power speed of nuclear power fan is about 90.8m/s ..

(2) The upper limit coefficient of small propeller speed is three times, and the upper limit of full power speed of small propeller is about 242.2 m/s.

(3) The upper limit coefficient of speed of large oars is twice, and the upper limit of full power speed of large oars is about 70.6 m/s.

(4) Framed fans can produce magnetic levitation effect on terrain/light components, while frameless fans can produce magnetic levitation effect on terrain/light components/components.

(5) Three kinds of fan materials of steady-state magnetic levitation one satellite and two satellites can produce steady-state magnetic levitation effect, and the levitation distance is 1m/2m/3m respectively. The framed fan detects terrain/light components, while the frameless fan detects terrain/light components/components.

(6) The framed oar will have a more stable speed limiting mechanism.

7. Obstacle avoidance rocket

(1) Obstacle avoidance rocket (3-star Blue Rocket) can generate obstacle avoidance resistance when obstacles are detected in front.

(2) Obstacle avoidance rocket with frame can avoid parts/beams/terrain, while obstacle avoidance rocket without frame can avoid beams/terrain.

8. umbrellas

(1) Strong stability control umbrella (the second one-star umbrella) can be regarded as the combination of stability control umbrella and directional umbrella, which can provide stronger stability control effect.

(2) The load-bearing umbrella is more stable.

9. Spring

(1) Tough springs (frameless springs without stars/two stars and framed springs made of all materials) have higher stability and will not trigger spring flying knives, and are suitable for armor.

(2) The strength of spring connection is improved.

10. rope

(1) Collision Rope Two-star/three-star rope is collision rope, which can collide with components.

11. balloons

(1) that lift force of the balloon is double.

(2) Ghost Balloon does not explode when it touches the wall.

12. separator

(1) more stable separator connection.

13. Framework mechanism (APBB)

(1) The components that can generate the frame are colorful lamp frame/wooden frame core fist/iron frame core fist, with the spider web frame and frameless punch box removed.

(2) Three different types of frame components will generate frame connections respectively.

(3) The frame generated by the wooden frame nuclear knuckles has a distance limit of 16 grids, and no frame connection will be generated between two wooden frame nuclear knuckles that are more than 16 grids apart.

(4) Frame connection can be generated in the regenerated assembly of parts.

14. component generator

(1) except for starless materials, the framed sucker gun is an assembly type component generator, and the generated components can generate connection points with each other to form a component assembly.

(2) The generation distances of the component generators made of five materials are 1/1/4/7/10 respectively.(Left to right , Up to down)

(3) There will be a delay time when the assembly component generator generates components, and the time required to generate one component is 0.2s, while the time required to generate more assembly of components will be longer.

(4) The assembly component generator installed in the ice frame can generate the frame behind it and the components in the frame at the same time.

(5) The components located behind the component generator will have invalid mechanism and cannot be triggered by keys, and TNT (including nuclear TNT) cannot be detonated by other TNT and machine shells (the generated components will no longer have invalid mechanism).

15. photoelectric system

(1) The algorithm is reconstructed, and bugs such as excessive bounce of optical components are repaired, so that the ability of preventing high-speed penetration is stronger.

(2) Preview mode, in which rendering light components (except nuclear light shield and single light components) can be previewed on the construction interface.

(3) The optical components with infinite power have purple color matching.

(4) Wheels, fans, obstacle avoidance rockets and other components can detect light columns.

(5) The light column will exert sliding friction on the object it touches, and its friction coefficient is related to the friction property of the object itself.

(6) When there is a gearbox (except starless material) in the component assembly, there is a unidirectional light column mechanism, and the default collision surface is upward (if the light column direction is left/right, the default collision surface is right), and the collision surface can be switched by switching the gearbox.

(7) The lightsaber mechanism was cancelled, and the corresponding material was replaced by a light column with a width of 1.

(8) The increase of electric quantity of photoelectric system by medium engine and large engine is equal to that of nuclear power plant.

(9) The radius of nuclear light shield is limited, and its maximum radius is positively related to the number of carrier parts.

Remove properties

(1) explosion-proof frame

(2) Nuclear light shield explosion protection

(3) Suction attribute of suction cup wheel is classified according to material