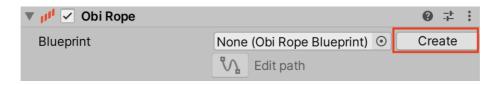# Quickstart Guide

1.- Follow the setup guide in our webpage for steps on how to install Obi:
http://obi.virtualmethodstudio.com/tutorials/setup.html

2.- To create a rope, click on GameObject->3D Object->Obi->Obi Rope.

3.- Rope data is stored in *blueprints*. Create a blueprint asset for your rope by clicking the "create" button in the ObiRope component inspector and saving the blueprint file somewhere in your project.

4.- You're done! click play, you should see your rope falling due to gravity.

There's so much more you can do with Obi: get your rope to collide against objects in the scene, other ropes or even itself, attach parts of it to other objects, set rope properties in the path editor, simulate aerodynamics, completely customize the appearance your rope, simulate rigid rods, etc. 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