

FluX_Dynamic_Version1.5

Beyond interactive, inc. 2022 3/18 - 2022 3/22

<<<< Introduction >>>>

FluX Dynamic 1.5 functions have been added since version 1.0,

so FluX Dynamic settings already created with version 1.0 will work with the latest version.

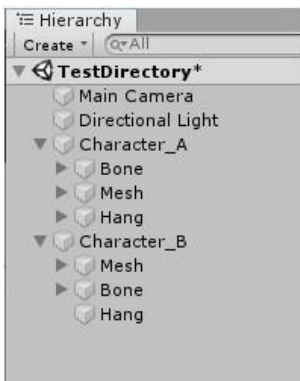
We recommend that you back up your existing development environment before upgrading, just in case..

< 1.1 Flexibility in placing HangManager >

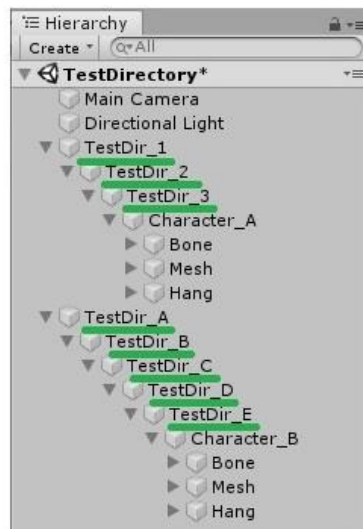
Before update, characters had to be placed at the root of the Hierarchy. But now,

it is possible to place characters under folder structure or hierarchical structure.

version 1.0



version 1.5



This allows to create multiple characters such as "Character_Body", "Character_Skirt" within a single character.

Multiple Hangs make it possible to create custom parts.

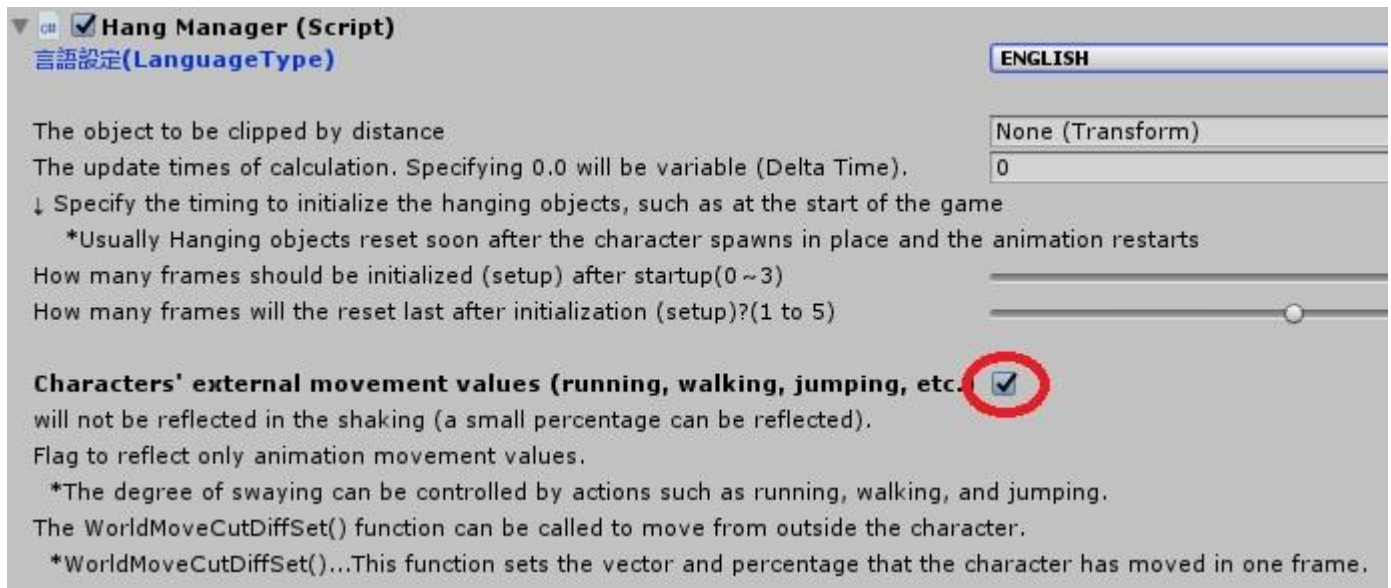


< 1.2 Enable to exclude the external factors of movement and to set the ratio of reflection >

When a character runs at high speed or jumps, swaying movements can be controlled and suppressed.

To use this function, enable the checkboxes **circled in red** in the figure below in the HangManager.

If enabled, the WorldMoveCutDiffSet function can be used.



In HangManager.cs.

Use an external call to the WorldMoveCutDiffSet function.

Diff..... Vector moved by the character in one frame

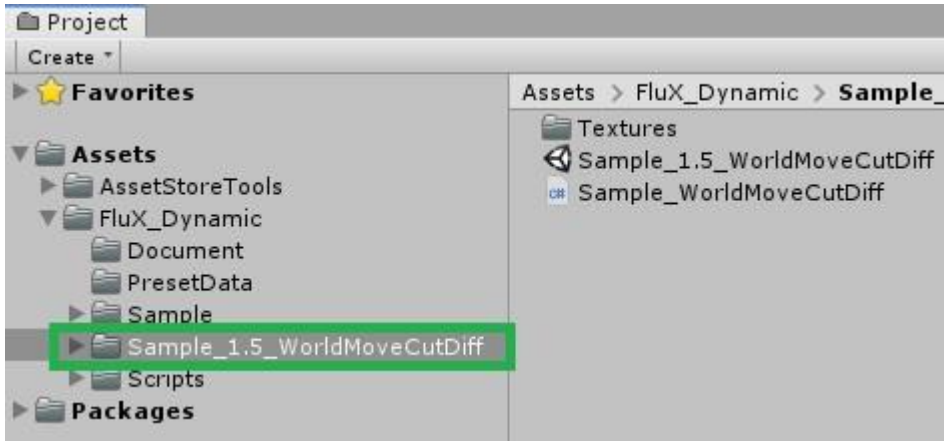
Rate...ratio Shake (0.0f - 1.0f) Still

```
/* ***** */
/* キャラクターの外部からの移動値のみを無視する。 */
/* アニメーションの移動値のみが垂れ物に反映される。 */
/* (外部参照用) */
/*
/* ※Rateで、どれだけ 外部からの移動値を反映させるか指定が出来る
/*
/* Diff...キャラクターが1フレームで移動したベクトル
/* Rate...無視する割合    無視しない 0.0~1.0 無視する
/*
/* ***** */
public void WorldMoveCutDiffSet(Vector3 Diff,float Rate){
```

Example of calling a WorldMoveCutDiffSet function externally.

```
// CharaPosDiff...Vector moved in one frame.
{
> CharaPosNow = CharaObj.transform.position;
> CharaPosDiff = (CharaPosNow - CharaPosOld); // _slider.value... 0.0 - 1.0 coefficient
> CharaPosOld = CharaPosNow; // Update the previous coordinates.
> script_HangManager.WorldMoveCutDiffSet( CharaPosDiff , _slider.value ); // Newly added Flux functions.
}
```

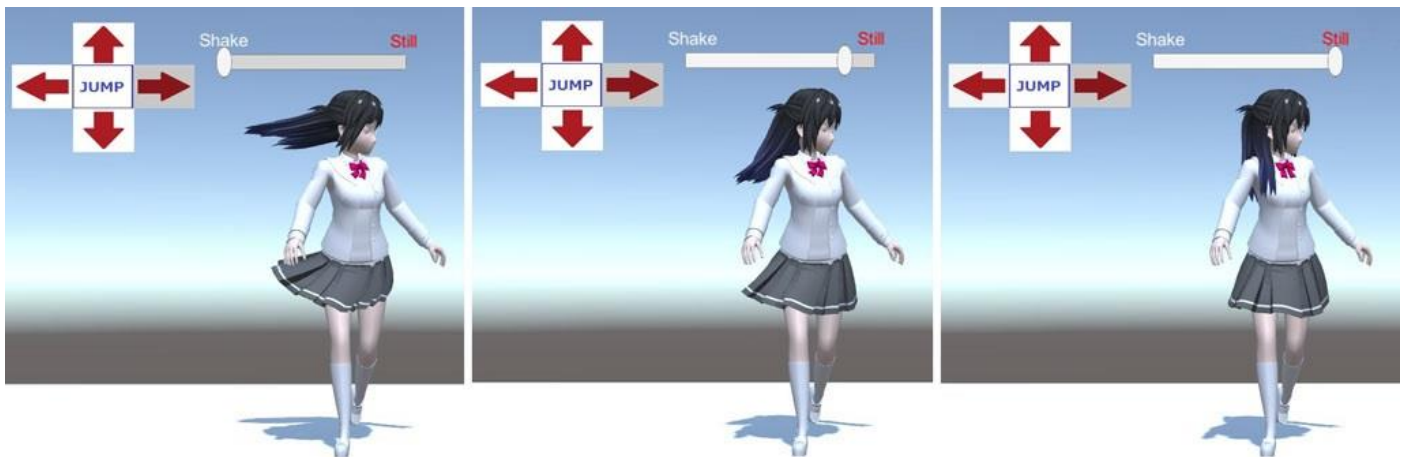
Please review the sample scene “Sample_1.5_WorldMoveCutDiff” using WorldMoveCutDiffSet.
The script of this sample is Sample_WorldMoveCutDiff.cs.



The following image shows a scene of Sample_1.5_WorldMoveCutDiff in action.

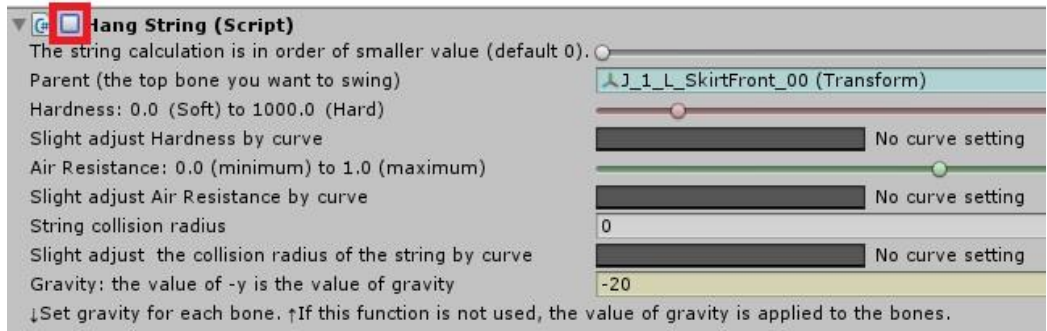
By pressing the right arrow button, the program make the character move from left to right.

In all three images, although the character is moving at the same speed, by setting the slide bar, the intensity of the shaking of the skirt and hair can be adjusted like shaking a lot, a little, or not at all.



< 1.3 When the HangString toggle is “OFF”, the string movement calculation is not performed >

Hanging objects with the HangString toggle “OFF” are not calculated for string movement.



< 1.4 Support changing Axis , 1.5 Support Blender Axis >

The manager (HangManager) can switch the axis settings between the following three types.

-The current setting: PRIMARY_AXIS_X__YZ X-axis is PrimaryAxis,
Y-axis is the axis that oscillates back and forth, Z-axis is the axis that oscillates left and right.

- The newly corresponding setting: PRIMARY_AXIS_X__ZY X-axis is PrimaryAxis,
Z-axis is the axis that oscillates back and forth, Y-axis is the axis that oscillates left and right.

-The Blender Axis Setting: PRIMARY_AXIS_Y__XZ Y-axis is PrimaryAxis,
X-axis is the axis that oscillates back and forth, Z-axis is the axis that oscillates left and right.

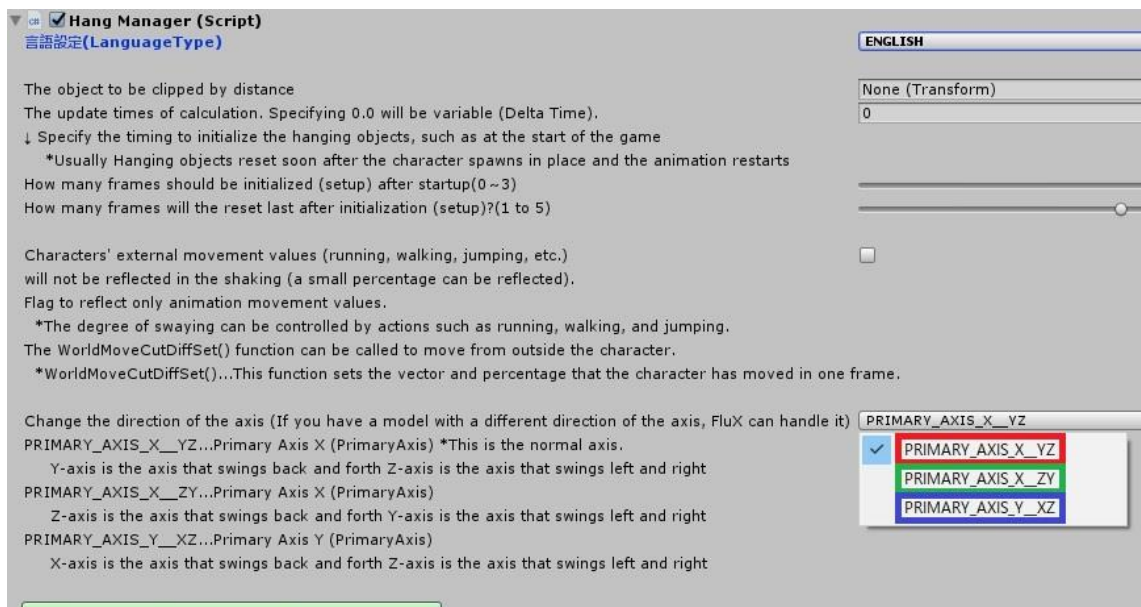
With an FBX exported (default settings) in the model tool (Blender)
FluX Dynamic can be used.

Model tool (Blender) FBX default settings

Transform

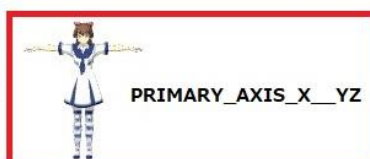
Forward = -Z Forward

Up = Y Up





PRIMARY_AXIS_Y_XZ... Blender



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