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,

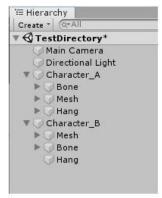
so FluX Dynamic settings already created with version 1.0 will work with the latest version.

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

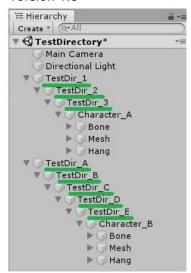
< 1.1 Flexibility in placing HangManager >

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.

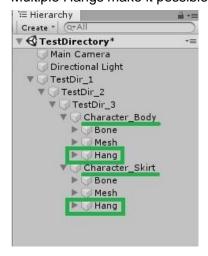
version 1.0



version 1.5



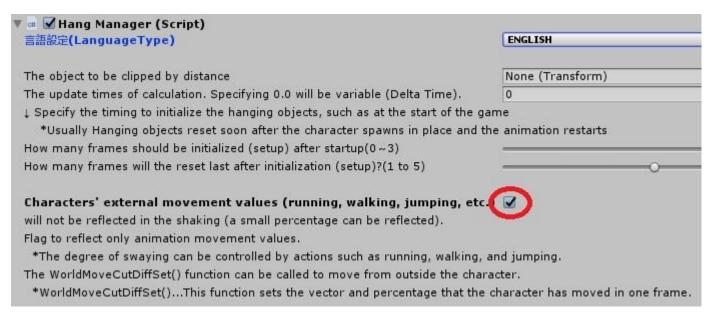
This allows to create multiple characters such as "Character_Body", "Character_Skirt" within a single character. Multiple Hangs make it possible to create custom parts.



< 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

Example of calling a WorldMoveCutDiffSet function externally.

```
// CharaPosDiff...Vector moved in one frame.

CharaPosNow = CharaObj.transform.position;

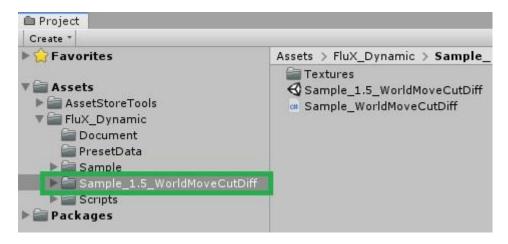
CharaPosDiff = (CharaPosNow - CharaPosOld); // _slider.value... 0.0 - 1.0 coefficient

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.

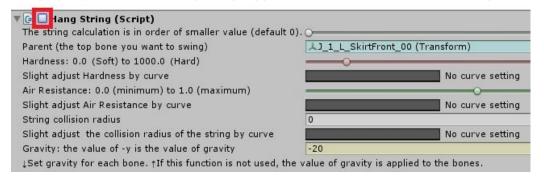
By pressing the right arrow button, the program make the character move from left to right.

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 = YUp

□ ✓ Hang Manager (Script)	
言語設定(LanguageType)	ENGLISH
The object to be clipped by distance	None (Transform)
The update times of calculation. Specifying 0.0 will be variable (Delta Time).	0
↓ Specify the timing to initialize the hanging objects, such as at the start of the game	
*Usually Hanging objects reset soon after the character spawns in place and the animation restarts	
How many frames should be initialized (setup) after startup(0 ~3)	
How many frames will the reset last after initialization (setup)?(1 to 5)	
Characters' external movement values (running, walking, jumping, etc.)	
will not be reflected in the shaking (a small percentage can be reflected).	
Flag to reflect only animation movement values.	
*The degree of swaying can be controlled by actions such as running, walking, and jumping.	
The WorldMoveCutDiffSet() function can be called to move from outside the character.	
*WorldMoveCutDiffSet()This function sets the vector and percentage that the character has moved in	n one frame.
Change the direction of the axis (If you have a model with a different direction of the axis, FluX can han	dle it) PRIMARY_AXIS_XYZ
PRIMARY AXIS X YZPrimary Axis X (PrimaryAxis) *This is the normal axis.	✓ PRIMARY AXIS X YZ
Y-axis is the axis that swings back and forth Z-axis is the axis that swings left and right	
PRIMARY_AXIS_X_ZYPrimary Axis X (PrimaryAxis)	PRIMARY_AXIS_X_ZY
Z-axis is the axis that swings back and forth Y-axis is the axis that swings left and right	PRIMARY_AXIS_Y_XZ
PRIMARY_AXIS_YXZPrimary Axis Y (PrimaryAxis)	
X-axis is the axis that swings back and forth Z-axis is the axis that swings left and right	





PRIMARY_AXIS_Y__XZ ... Blender







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