

For Smooth Joint Catch component

Smooth Joint Catch is a component that controls the behavior of the Fixed Target in the case of setting the IK at Smooth Joint.

Fixed control objects on the world coordinates (Fixed Target)

Smooth Collider Obj can be set to a child at the moment of the collision to.

It is control of the movement by its own weight on the collision surface.

Smooth Joint Catch asset use procedure

1 The setting of setting a collision relationship of IK at Smooth Joint.

(Referring to the setting of the collision-related process for the setting of IK processing)

Please enable Fixed Target On and IK Range On at IK setting.

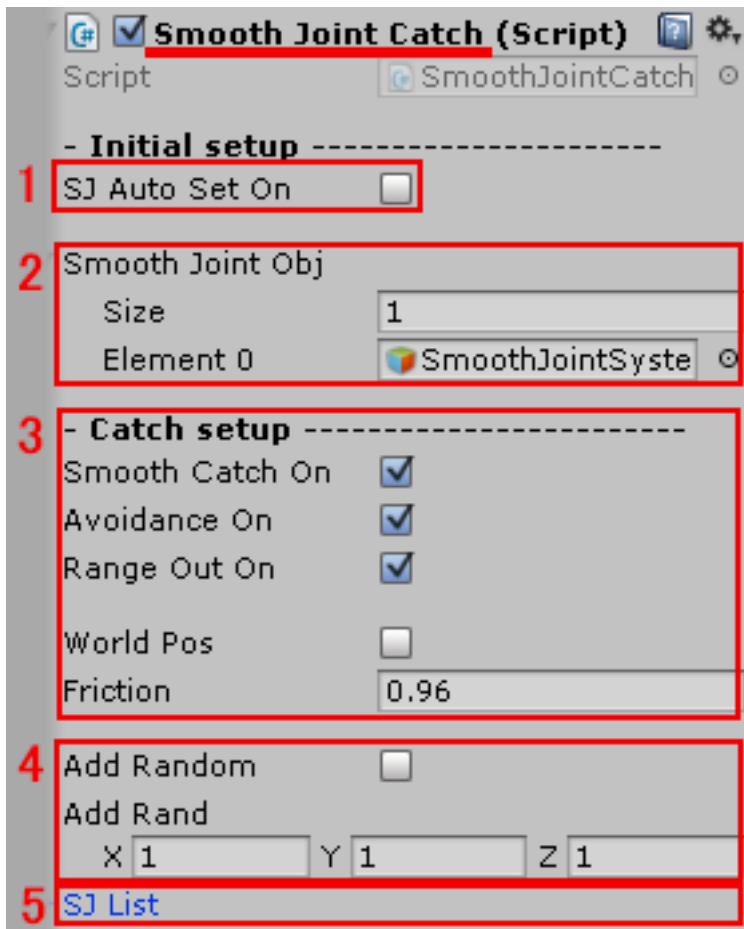
2 Add GameObject to your Project. (Used to manage the Smooth Joint Catch)

Add the Smooth Joint Catch in the Add Component to GameObject.

The GameObject was Smooth Joint add you want to control to Smooth Joint Catch is set to Element Register in SJ Auto Set On.

3 Smooth Joint Catch handles the fixed control object (Fixed Target) and collides with the collision objects that are registered with the Smooth Joint.

Item Description



– Initial setup –

1 SJ Auto Set On

Button to automatically search registration from GameObject you add a Smooth Joint who finished the settings that IK control.

(Registered in the component automatically from Smooth Joint searching the set are the contents of the IK.)

If the Smooth Joint Catch of your use dispense the IK setting of Smooth Joint.)

2 Smooth Joint Obj

Set the GameObject you add a Smooth Joint controlled by Smooth Joint Catch.

(If there is more than one IK set to GameObject, all of IK processing will be processed by the control the contents of this Smooth Joint Catch.)

– Catch setting –

3 Smooth Catch On

Process at Smooth Joint Catch.

3 Avoidance On

Smooth Collider Obj fixed control objects at the moment of collision in (Fixed Target) is treated as not to sink into.

3 Range Out On

At a fixed control object (Fixed Target) is the range within the IK, diminish the force drawn at a distance.

3 World Pos

Place fixed control object after collision (Fixed Target) on the world coordinate.

3 Friction

Frictional resistance between the collision surface when fixed control object (Fixed Target) slides down by its own weight after the collision.

(Stops at the 1, no frictional resistance at 0)

4 Add Random

It adds the value by a random number to the collision position.

4 Add Random

Addition ratio of variable to be added to the collision position.

5 SJ List

It is auto-registered Smooth Joint.

For your confirmation (there is no matter that your setting to)