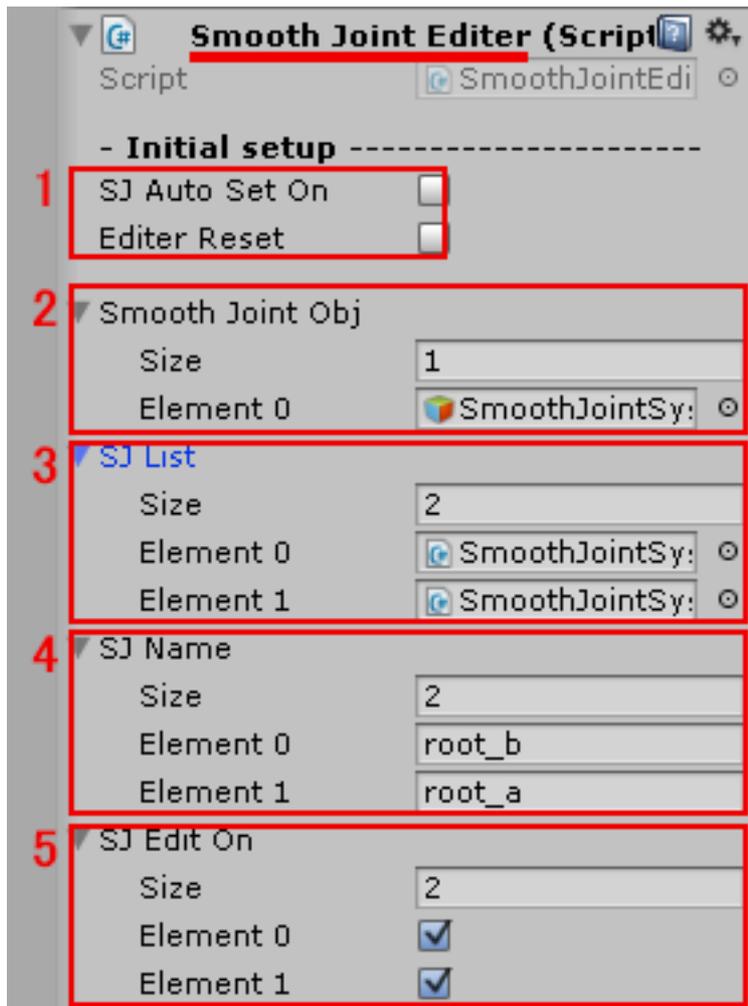


About the Smooth Joint Editer component

If you have more than one hierarchy to control by Smooth Joint, you may use Smooth Joint Editer to set to the same value or configure data within the selected group.

Setting of Smooth Joint Editer (script edited bringing Smooth Joint together)

Initialization.



Initial setup -

- 1 SJ Auto Set On

Button to acquire Smooth Joint component from GameObject that manages Smooth Joint

- 1 Editer Reset

The content of the array list on Smooth Joint Editer is returned to the initial state.

- 2 Smooth Joint Obj

When GameObject that manages Smooth Joint is registered, it sets it.

- 3 S J List

It is a list of the acquired Smooth Joint component. (There is no thing that the customer uses.)

- 4 SJ Name

3 To indicate which hierarchy the Smooth Joint registered with the List controls, the GameObject name of the hierarchy root is shown in the List.

- 5 SJ Edit On

You can specify an object to edit by the Smooth Joint Editer by using the button; turn the button ON to edit, or OFF not to overwrite.

The Element number synchronizes with SJList and SJ Name. It sets it with this button after it confirms it with SJ Name.

Smooth Joint Editer component use procedure

1 To acquire the Smooth Joint component from GameObject that manages Smooth Joint, it registers.

(It is no problem that more than one Smooth Joint Component is applied within the GameObject that controls the Smooth Joint) 2 Please set it after specifying the number of GameObject in which Smooth Joint is managed for Smooth Joint Obj with Size.

2 Click the SJ Auto Set On button to automatically acquire Smooth Joint Component(s) from GameObject that controls the Smooth Joint and update the List on Smooth Joint Editer according to the quantity thereof.

3 After confirming the list registered by the automatic operation, you may edit it.

To reregister the array list by the automatic operation, Editer Reset is clicked.

(3 S J List、 4 SJ Name、 5 SJ Edit On) Please confirm it after editing the list so that the state that always synchronizes is preferable.

4 Please turn off SJ Edit On when you want to remove from the edit object temporarily in the list.

5 To us a value set by certain Smooth Joint as a reference value, you may use I_Get Data On_I to load settings from Smooth Joint.(Refer to the following)

6 If an individual editing button is OFF, the item associated with the button will not be loaded. Use the button accordingly.

7 I_Set Data On_I(The following reference) The value in specified Smooth Joint is overwritten.

The setting is read. The setting is overwritten.

The setting is read.

1 I_Get Data On_I

The data set with Smooth Joint is read to Smooth Joint Editer.

1 Get Data List No

3 The setting of Smooth Joint is read specifying the Element number of SJ List.

If an individual editing button is OFF, the item associated with the button will not be loaded. Use the button accordingly.

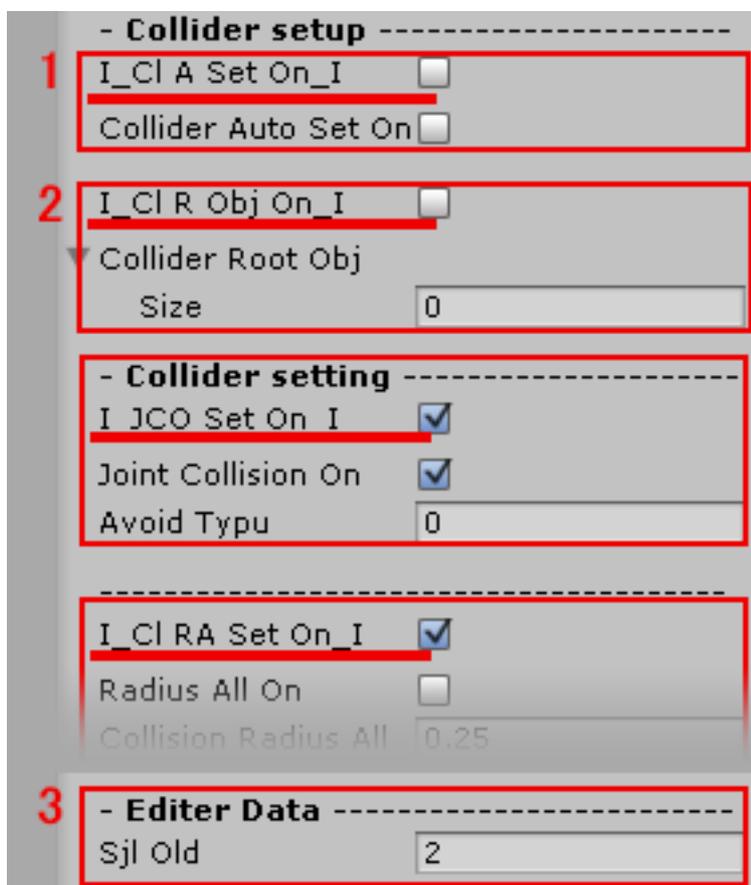
The setting is overwritten.

2 I_Set Data On_I

To rewrite the setting of each Smooth Joint after the edit ends with Smooth Joint Editor, the I_Set Data On_I button is clicked.

If an individual edit button is turning off, the item that is the relation to the button will not become a overwritten. Please use the button according to it.

ON OFF of set item



1 I_*****_I

I_Item name _I < The button of the mark becomes a button for the selection whether to edit the setting of the group under that.

2 The content of each set item is the same as Smooth Joint. Please refer to Smooth Joint.

3 Eder Data

It is Smooth Joint Editor data for the update of. (There is no thing that the customer uses.)

Attention.

The Unity3d is designed to apply changes and settings of values made by the Inspector temporarily in the playback mode in Scene. However, they will be cleared once the playback mode is ended.

To fix the settings, change or adjust settings after the end of playback mode.