

# BusDriver

A Virt-A-Mate plugin that converts TCode from various sources into animation on a selected target in the scene.

- [Overview](#)
- [Guide](#)

# Overview

### Session Plugins

Plugin	Origin
<div>Save ConfigLoad ConfigAs Default</div>	<input checked="" type="checkbox"/> Always draw origin
<div><input type="checkbox"/> Enable Debug</div>	<input checked="" type="checkbox"/> Draw origin box
<div>Range</div>	<input type="checkbox"/> Draw origin angles
Values Source	Motion Target
<div>L0 0.500 L1 0.500 L2 0.500 R0 0.500 R1 0.500 R2 0.500</div>	<div>Select motion targetPhysics Link</div>
<div>Select values sourceUdp</div>	<div>Select PersonPerson</div>
<div>Port8889</div>	<div>Select TargethipControl</div>
<div>StartStop</div>	<div>Reset origin</div>
<div>Refresh</div>	
<div>Close</div>	

BusDriver is a Virt-A-Mate (VaM) plugin that accepts motion data from various sources and animates a selected target in the scene.

- Accepts data from [UDP](#) server in [TCode](#) format.
- Animates target using Physics Link or Force.

**Releases:**

<https://github.com/Yoooi0/BusDriver/releases>

**Github Repository:**

<https://github.com/Yoooi0/BusDriver>

# Guide

TBD