

# BusDriver

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

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# 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
<div>Values Source</div> <div>L0 0.500 L1 0.500 L2 0.500 R0 0.500 R1 0.500 R2 0.500</div>	<div>Motion Target</div> <div>Select motion targetPhysics Link</div> <div>Select Person<div></div>Person</div> <div>Select Target<div>hipControl</div></div> <div>Reset origin</div>
<div>Select values sourceUdp</div> <div>Port8889</div>	<div>Refresh</div>
<div>StartStop</div>	

Close

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