

Overview

Session Plugins

Plugin		Origin	
<div>Save Config</div>	<div>Load Config</div>	<div>As Default</div>	<div><input checked="" type="checkbox"/> Always draw origin</div>
<div><input type="checkbox"/> Enable Debug</div>		<div><input checked="" type="checkbox"/> Draw origin box</div>	
<div>Range</div>		<div><input type="checkbox"/> Draw origin angles</div>	
Values Source		Motion Target	
<div>L0 0.500</div> <div>L1 0.500</div> <div>L2 0.500</div> <div>R0 0.500</div> <div>R1 0.500</div> <div>R2 0.500</div>		<div>Select motion target</div> <div>Physics Link</div>	
<div>Select values source</div> <div>Udp</div>		<div>Select Person</div> <div><div></div>Person</div>	
<div>Port</div> <div>8889</div>		<div>Select Target</div> <div><div></div>hipControl</div>	
<div>Start</div> <div>Stop</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>

Revision #3

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