

# PhysBones



VRChat SDK-Utilities-Convert DynamicBones to PhysBones

Dynamic Bones PhysBones (bug)



## PhysBones

VRChat SDK-Utilities-Convert DynamicBones to PhysBones

VRChat SDK-Utilities-Convert DynamicBones to PhysBones



## Transforms



# Root Transform

# Ignore Transforms

[illegible]

	"	"	
--	---	---	--




# Endpoint Position

[illegible]

□□□□□□(□□□□)	□□□□□(□□□□)
□□“Hips”□□“Skirt_A1_L”□□□	□□“Hips”□□“Skirt1”□□

# Multi Child Type

																		"		"		
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---	--	---	--	--

- 
- First 
- Average 

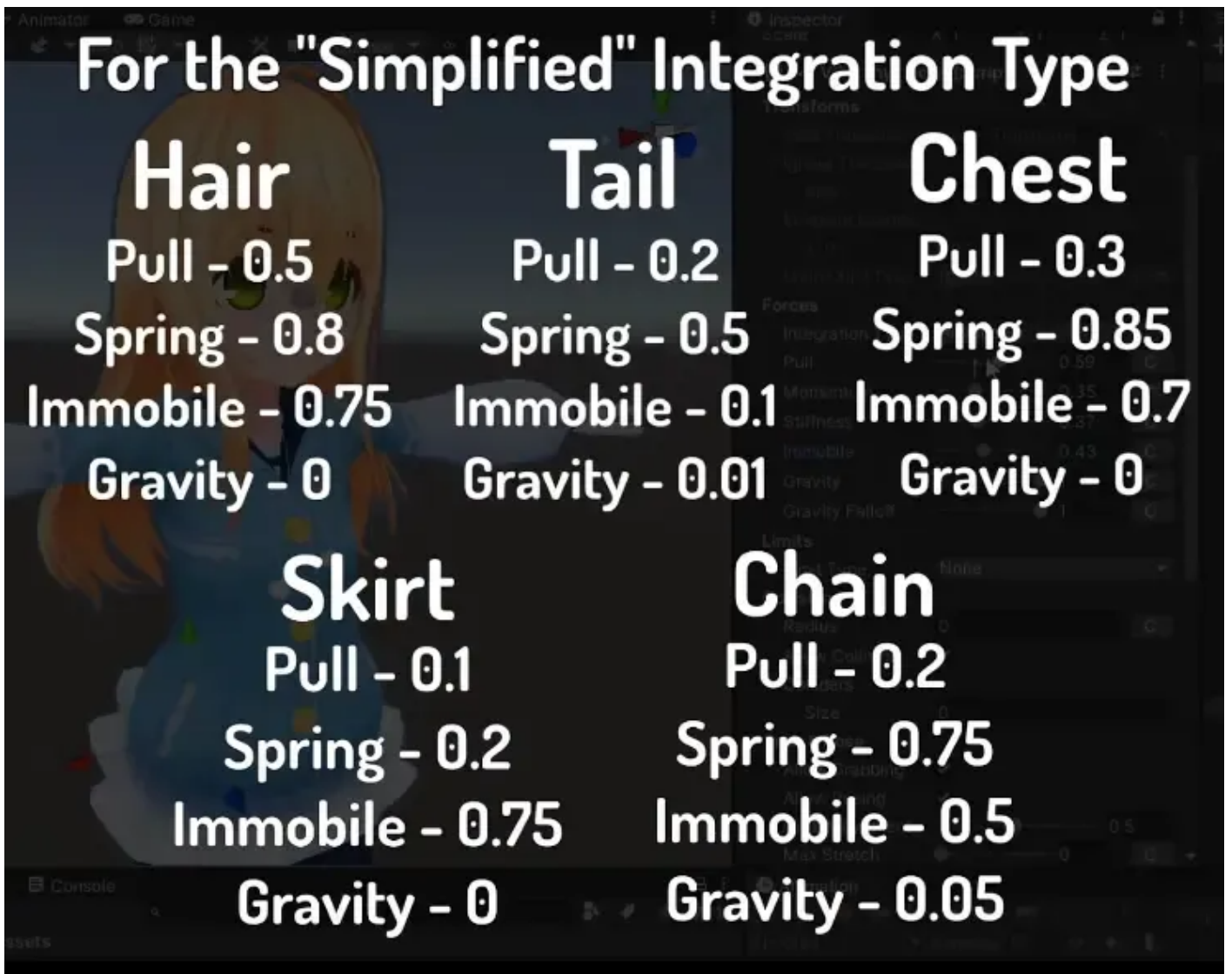
# Forces

# Integration Type



<div><div>簡易(Simplified)</div><div><div>Forces</div><div><div>Integration Type</div><div>Simplified</div></div><div><div>Pull</div><div><div></div></div><div>0.2</div><div>C</div></div><div><div>Spring</div><div><div></div></div><div>0.2</div><div>C</div></div><div><div>Immobile</div><div><div></div></div><div>0</div><div>C</div></div><div><div>重力</div><div><div></div></div><div>0</div><div>C</div></div><div><div>Gravity Falloff</div><div><div></div></div><div>0</div><div>C</div></div></div></div>	<div><div>高度(Advanced)</div><div><div>Forces</div><div><div>Integration Type</div><div>高級</div></div><div><div>Pull</div><div><div></div></div><div>0.2</div><div>C</div></div><div><div>Momentum</div><div><div></div></div><div>0.2</div><div>C</div></div><div><div>硬度</div><div><div></div></div><div>0.2</div><div>C</div></div><div><div>Immobile</div><div><div></div></div><div>0</div><div>C</div></div><div><div>重力</div><div><div></div></div><div>0</div><div>C</div></div><div><div>Gravity Falloff</div><div><div></div></div><div>0</div><div>C</div></div></div></div>
<div><div>簡易モード</div></div>	<div><div>高度モード</div></div>
<div><div>Pull(簡易)</div></div>	
<div><div>簡易モードで「重力」を調整する(簡易モード)</div></div>	
<div><div>Spring(簡易)</div></div>	<div><div>Momentum</div></div>
<div><div>簡易モードで「Spring」を調整する</div></div>	<div><div>Spring</div><div><div></div></div></div>
	<div><div>簡易(Stiffness)</div></div>
	<div><div>簡易モードで「簡易」を調整する</div></div>
<div><div>Immobile</div></div>	
<div><div>簡易モードで「Immobile」を調整する(簡易モード)</div></div>	
<div><div>重力(Gravity)</div></div>	
<div><div>簡易モードで「重力」を調整する(簡易モード)</div></div>	
<div><div>Gravity Falloff(簡易)</div></div>	
<div><div>簡易モードで「Gravity Falloff」を調整する(簡易モード)</div></div>	





<https://youtu.be/PTTnWUkswkU>

`Limits()`

`Limit()`

`Limit()`

`(None)`

`1(Angle)`

Limits

Limit Type

角度

Max Angle45

C

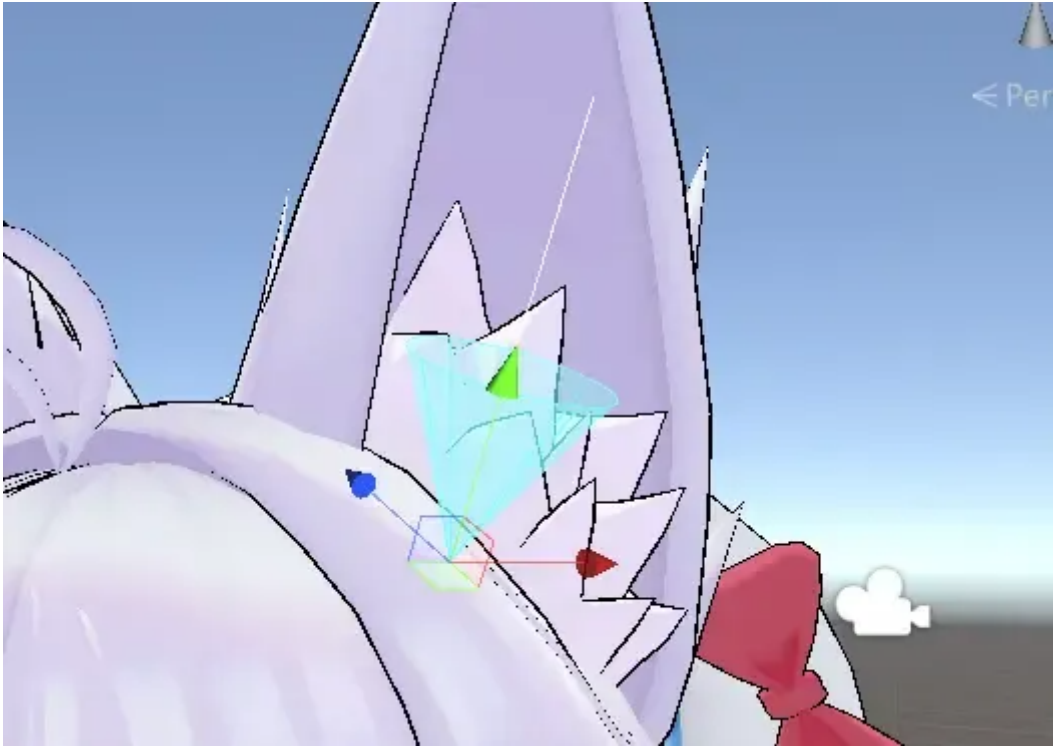
Rotation

Pitch 0

Roll 0

Yaw 0

C



- Max Angle
- Rotation
- Pitch()

Y-Z
- Roll()

X-Z
- Yaw()

X-Y

## 2Hinge( )

Limits

Limit Type

Hinge

Max Angle26

C

Rotation

Pitch 0

Roll 0

Yaw 0

C



- Max Angle
- Rotation  (Angle)

## 3 Polar

**Limits**

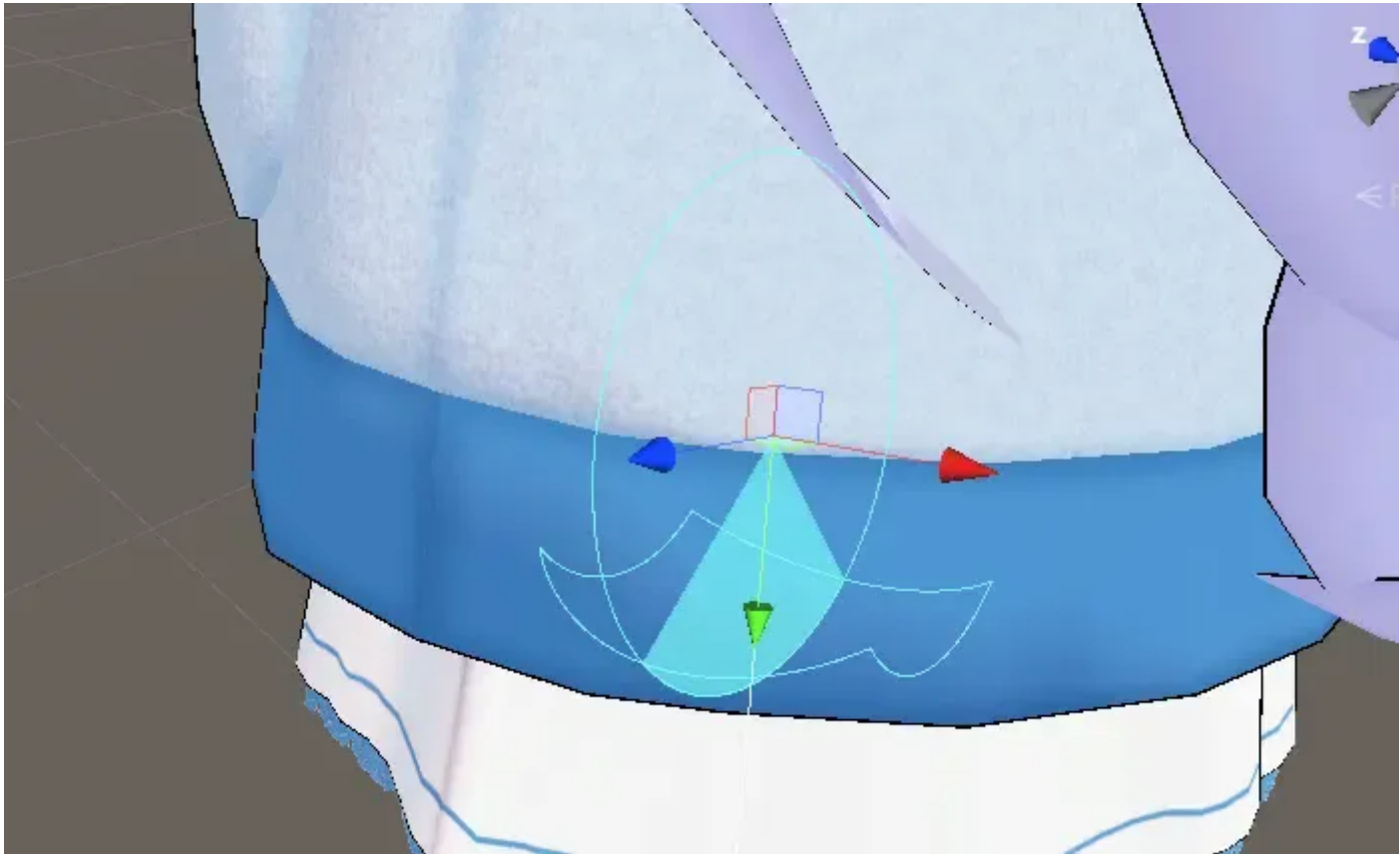
Limit Type
Polar

Max Pitch
26
C

Max Yaw
45
C

Rotation
Pitch  0
Roll  0
Yaw  0
C

"Hinge()"



- Max Pitch  “Hinge( )” “Max Angle”
- Max Yaw
- Rotation  (Angle)

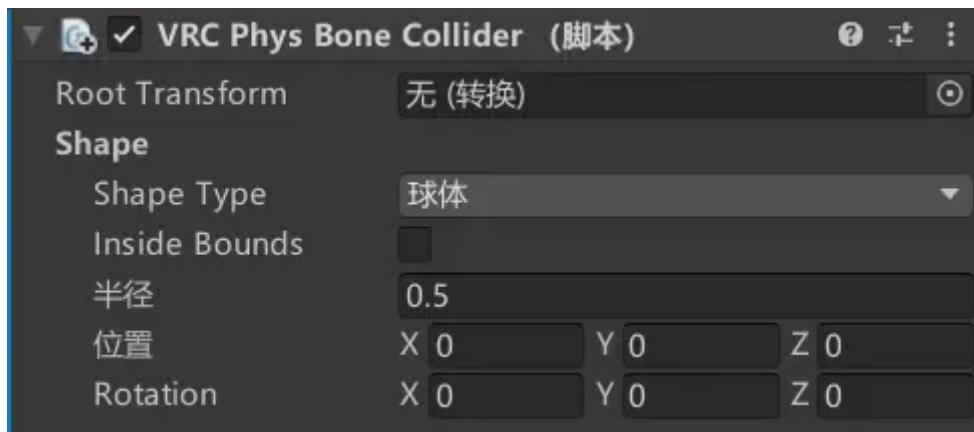
# Collision( )



- (Radius)
- Allow Collision ☒ ( )
- (Colliders)



“VRC Phys Bone Collider” (  “ ” )



- Root Transform[ ]
- Shape Type[ ] " " " " " "
- Insider Bounds[ ]

[ ]\*\*Insider Bounds([ ])\*\*[ ]

[ ]

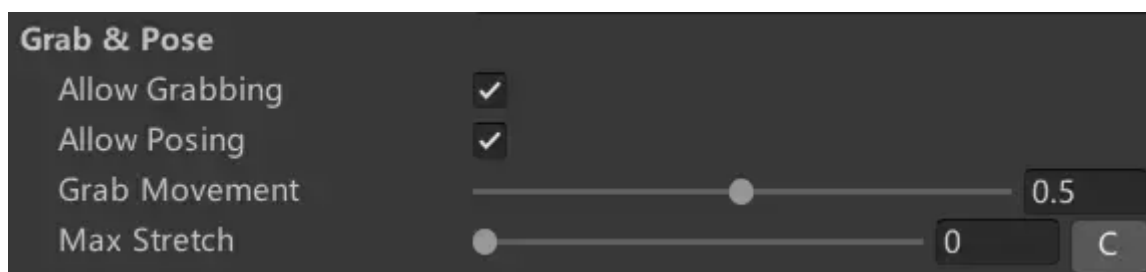
[ ]

[ ]([ ])

[ ]

[ ]([ ])

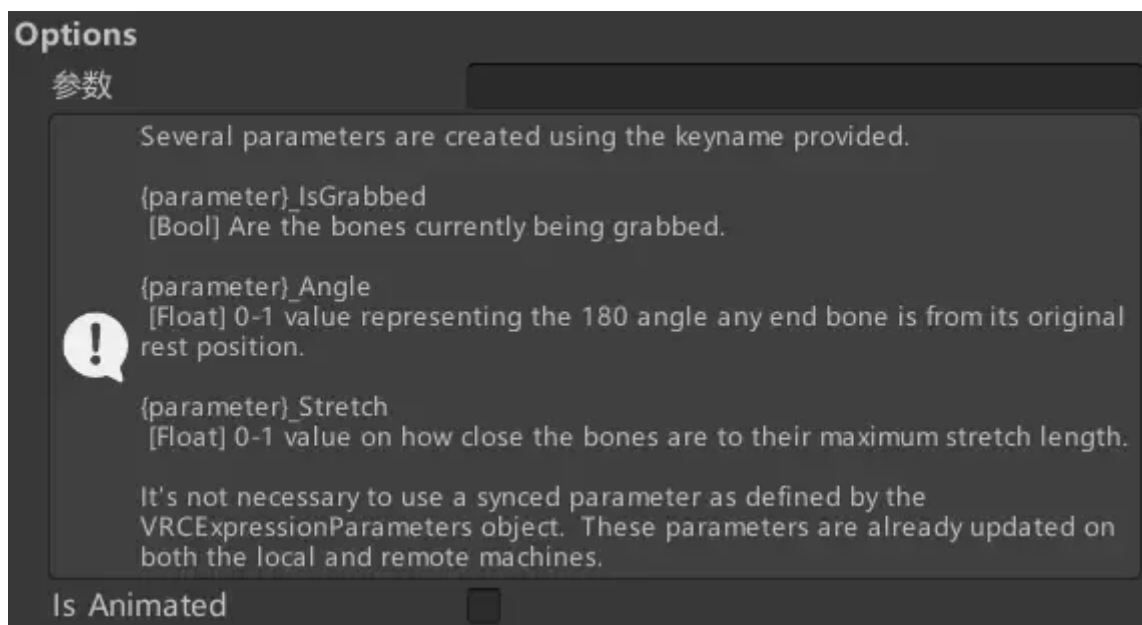
## [ ]Grab & Pose([ ])



- Allow Grabbing[ ]
- Allow Posing[ ]
- Grab Movement[ ] "0" [ ] "Forces" [ ] "1" [ ]
- Max Stretch[ ]



# Options



## (Parameter)

#####(#####{parameter})#####

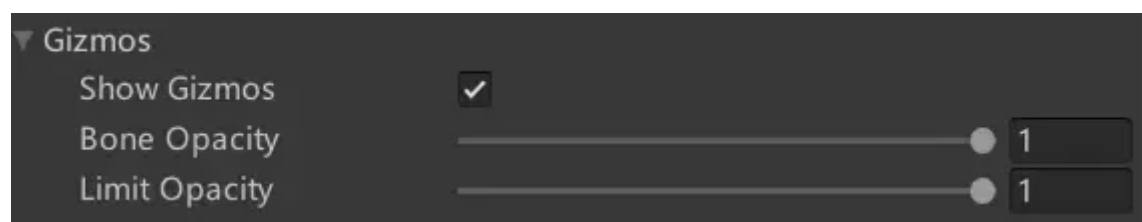
- {parameter}\_IsGrabbed Bool #####
- {parameter}\_Angle Float #####0.0~1.0#####180#####1.0
- {parameter}\_Stretch Float #####0.0~1.0#####10#####5#####0.5

""(Parameter)""""Hello""#####""Hello\_IsGrabbed""""Hello\_Angle""""Hello\_\_Stretch""

## Is Animated

#####""""#####

## Gizmos



- Show Gizmos□□□□□□□□
- Bone Opacity□□□□□□□□0□□(□□□)□□□□1□□□(□□□)
- Limit Opacity□□□□□□□□



---

Revision #2  
Created 3 April 2024 07:34:52 by □□  
Updated 3 April 2024 09:31:29 by □□