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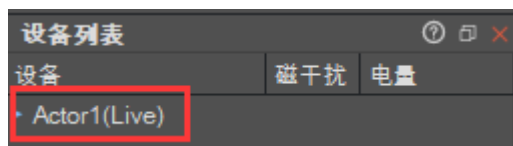
如何使用Unity3D反向控制MotionVenus?

一、简介

在某些预先编译完成的Unity3D工程运行时，不方便在MotionVenus与Unity3D之间反复切换，这时可以使用我们提供的Unity3D脚本实现反向控制MotionVenus完成人物校准动作。

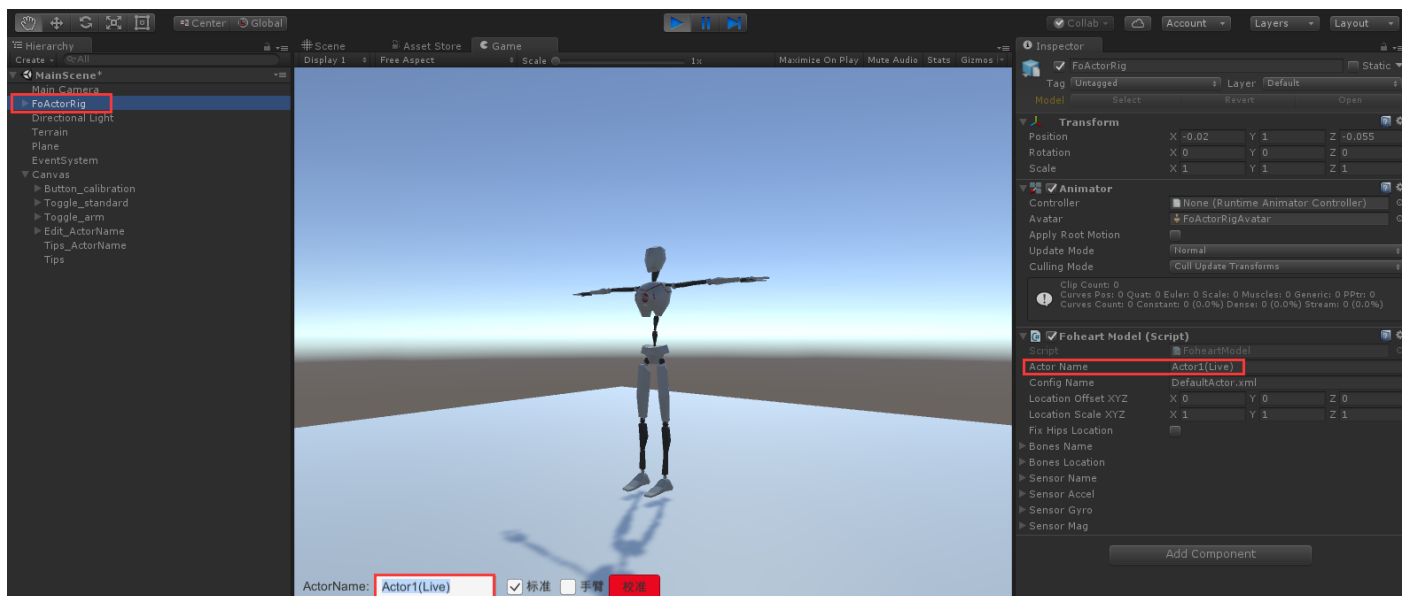
二、使用准备

穿戴准备好FOHEART C1套装，并打开MotionVenus软件，可以看到左侧设备栏出现套装Actor1(Live)，如下：



三、Unity3D端配置

点击运行Unity3D工程，在Edit_ActorName控件中填入第二步中的套装名称Actor1(Live)，然后点击校准按钮并依照提示做出相应校准动作即可：



四、注意事项

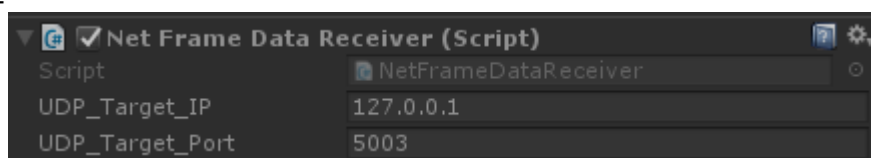
需要确保Unity3D中的NetFrameDataReceiver中的UDPTargetIP与UDPTargetPort与运行MotionVenus的主机的IP与端口相同。其中UDPTargetPort在MotionVenus中的设置->选项->命令接收中配置。

选项

功能

UDP_Target_IP 反向控制MotionVenus，代表对方运行MotionVenus的PC机的IP地址

UDP_Target_Port 反向控制MotionVenus，代表对方运行MotionVenus的PC机的Port端口





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