Tools for Magica Cloth 2

Version 1.0

About this Document

Please find the most recent documentation online at:

[Tools for Magica Cloth 2](#)

Product Overview

Magica Cloth 2 is an exciting and powerful cloth solution. I needed a quick way to create the colliders for Magica Cloth 2 for many humanoid characters. Manual creation would have been slow, so I decided to implement this helper tool to speed up the creation and registration of colliders for humanoid characters.

Quick Start

Open the Humanoid Collider Creator at

> Rowlan > Magica Cloth 2 > Humanoid Collider Creator

Then assign a humanoid with an animator. Assign a Magica Cloth gameobject or have one created using the Create button. Optionally change the name prefix which will be used for the colliders that are created.

A list of bones shows up for which you can create colliders. These options are available:

- Select
  Selects the created collider gameobject in the hierarchy

- Create
  Create a Magica Cloth gameobject with a capsule collider. The collider dimensions are roughly estimated, you likely need to adjust it a bit to meet your requirements

- Remove
  Removes the collider gameobject

- Use Mirror
  This is available for bones which have a mirror object like the left and right upper arm. If you create a left upper arm and adjust it, you can mirror the data to the right upper arm

- Register
  Registers the collider with the Magica Cloth gameobject

- Unregister
  Unregisters the collider from the Magica Cloth gameobject