

[Float Spring Control v1.0 for Max 5.0](#)

[Float Spring Control v1.0 for Max 6.0](#)


[Source Code](#)

[Sample File](#)

This plugin is what I define as charityware and can be freely distributed. If you find it useful make what you feel as an appropriate donation to your favorite charity. You cannot charge or make any money from this routine by reselling or bundling them with another package/cd/web page without my permission.

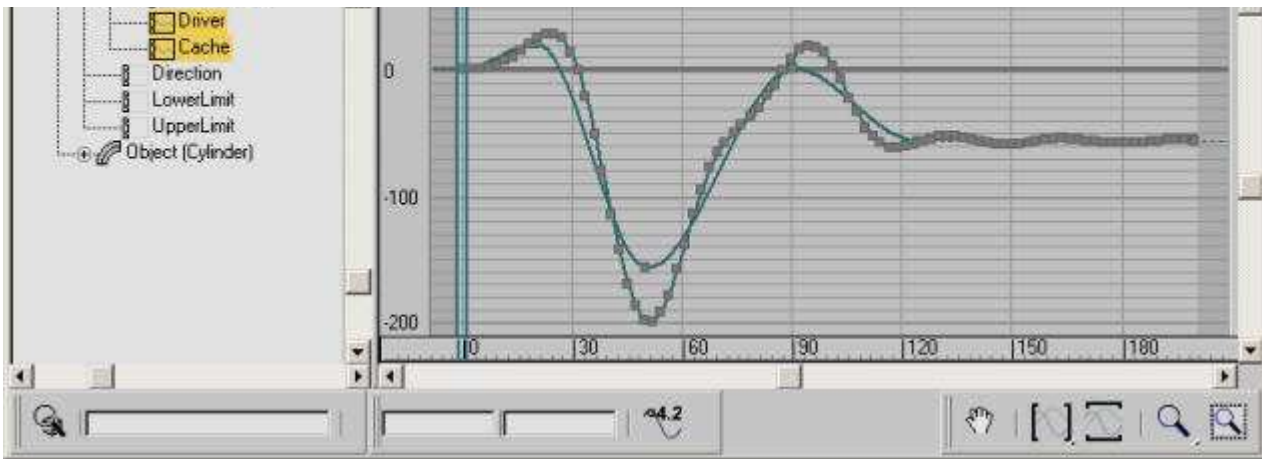
To install this routine just copy the files into your 3ds Max plugin directory.

This is a simple float spring controller. Basically it adds secondary motion to a float controller motion curve by attaching a 0 length spring to the curve positional data.

<p>Mass is the mass of the particle attached to the curve.</p> <p>Strength is the strength of the spring.</p> <p>Dampening is how fast the spring loses energy.</p> <p>Sample Rate is how often per frame the curve is sampled. The higher the sample rate the more accurate the solve will be but the longer it takes to solve.</p> <p>Enable Spring Motion turns on or off the secondary motion.</p> <p>Manual Solve when on will only rebuild the secondary motion when the Solve button is pressed</p> <p>Solve will force the system be solved.</p> <p>About brings you to this help page.</p> <p>OK closes the dialog.</p>	
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An example of usage is to create a sphere. Animate the radius and then assign the float spring controller to the radius. In track view notice that besides the Mass, Dampening and Strength curves there is a Driver and Cache curve. The driver curve was the original animation and the cache curve is the driver curve with the secondary motion applied.





Note this utility has not been fully tested in a production environment so use at your own risk. If you encounter any problems please contact me at

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