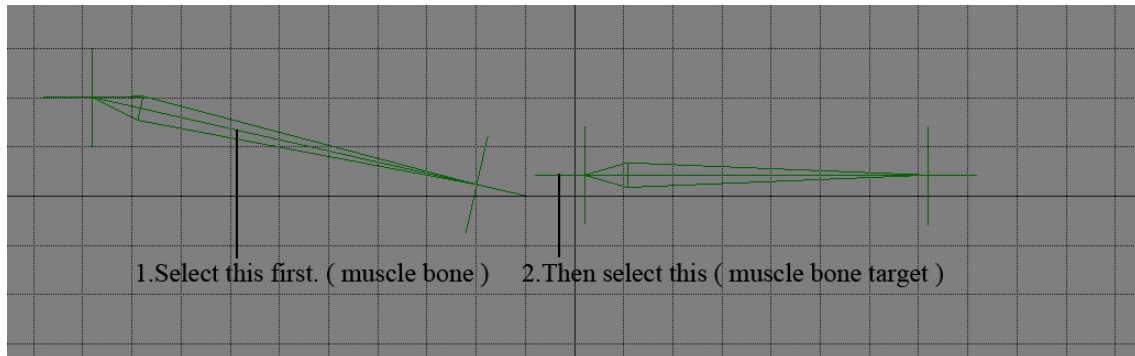


Muscle bone Script v1.0

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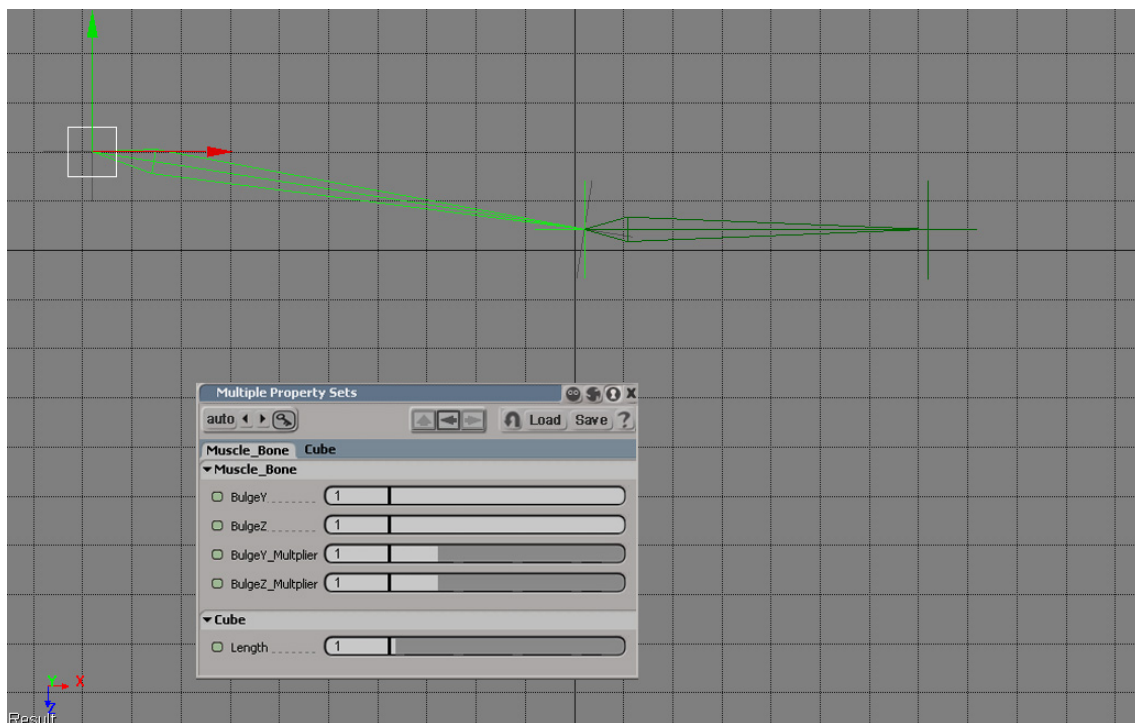
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This script turns normal bone into a muscle bone.

How to use this script.

1. Select the muscle bone first.
2. Then select the muscle bone target.



What this script does.

1. Turns a normal bone into a muscle bone using expression and constrain.
2. Hides the end effector of the muscle bone so that it's easier to select the root of the next bone. You can undo this in the visibility property.

3. Changes the muscle bone's color to bright green so that you can see what's muscle bone.
4. Makes a implicit cube which can make moving a muscle bone a lot easier. And that implicit cube is also not rendered.
5. Adds a transform setup property to that cube. Whenever you select the cube, the translation manipulator turns on automatically.

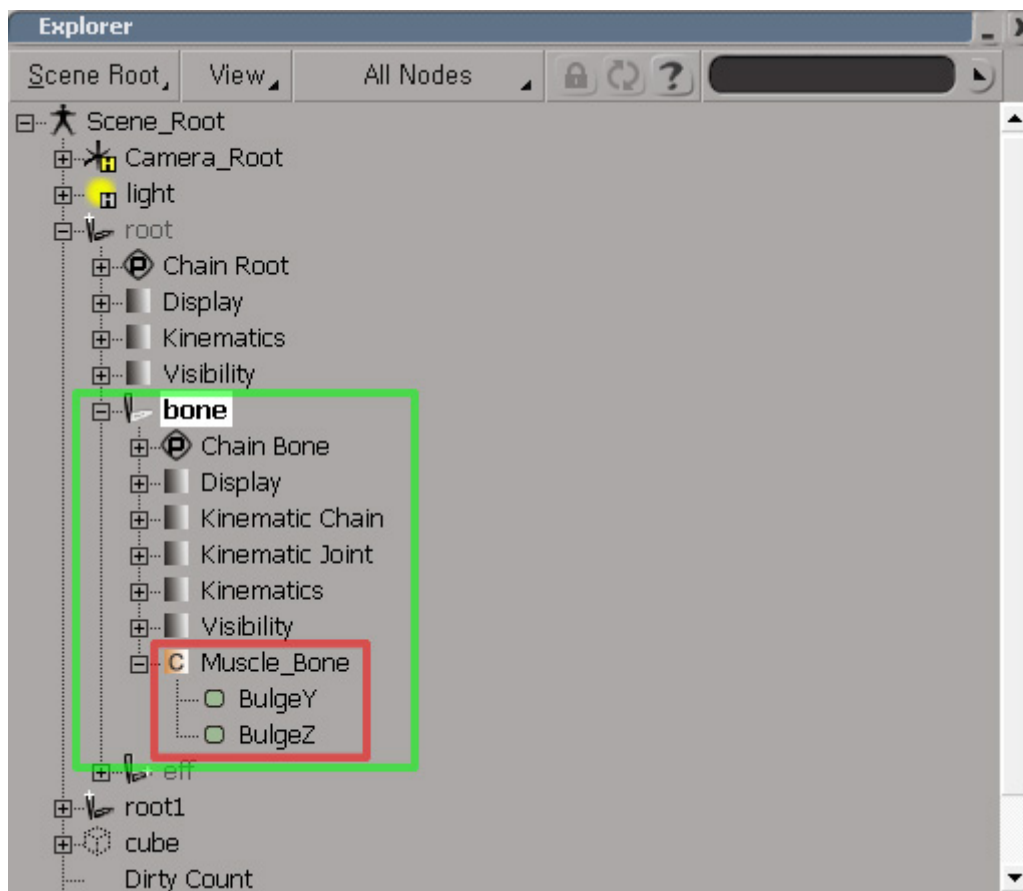
About the property option:

1. Bulge Y & Z: When you shorten the muscle bone, it bulges in Y and Z axis. You can turn this bulge effect on and off for each axis.
2. Bulge Multiplier: Multiplies the bulge effect.
3. Length: the Size of the cube

FAQ:

Q: I closed the property panel for the muscle bone. Where can I find the bulge Y and Z property ?

A: It's a custom parameter for the muscle bone. So select the muscle bone and open the explorer(hotkey: 8) and it's in there.



But you can use a script to launch a property editor for the bulge effect.

```
InspectObj ,siCustomPSetKeyword
```

Type in this line in the script editor and click run.

OR! **Make a custom toolbar button.** I prefer the latter one.

That`s it.

Enjoy.