

BISHAMON Corporate Version for Smart Phones

Functional Limitations



Updated
July 28, 2017

Matchlock Corporation

Matchlock Corporation

■ 1) About BISHAMON Functional Limitations for Smartphones

Matchlock sincerely thanks you for choosing BISHAMON.

We would like to inform you that there are some BISHAMON functions that cannot be currently used with the following smartphone platform packages due to graphic library, hardware, and game engine constraints.

● Platform Packages for which Limitations Apply

- BISHAMON SDK v1.8 for Unity iOS / Android (referred to below as “Unity Package”)
- BISHAMON SDK v1.8 for OpenGL ES2.0 iOS / Android (if using Cocos2d-x) (referred to below as “Cocos2d-x Package”)

■ 2) Mass Particle/Emitter Limitations

For smartphone platforms (iOS / Android), battery consumption issues and inability to use some libraries, the BISHAMON mass particle function is currently masked and cannot be used.

Attempting to play back effect data that is being used by the mass particle function will result in the effect data not displaying.

■ 3) Simple Particle/Emitter Limitations and Note of Caution

Depending on hardware limitations, the size of simple particles may change from the size of simple particles viewed with the BISHAMON tool.

■ 4) Distortion (Deformation) Function and Backgrounds

For the Unity Package, attaching the BishamonCameraPlugin script to the camera object within the scene and checking ON for Enable Render Texture will enable use of the distortion function on backgrounds.

Since rendering textures results in some additional processing load, check ON or OFF as necessary.

To use BISHAMON effects with texture rendering, please select “@” with the BISHAMON tool for the texture setting. Doing so will apply texture rendering to BISHAMON effects.

■5) Soft Particle Function and Note of Caution

For the Unity Package, attaching the BishamonCameraPlugin script to the camera object within the scene and checking ON for Enable Depth Texture will enable use of the soft particle function.

For the Cocos2d-x Package, the soft particle function cannot be used since BISHAMON is not currently compatible with the hand-off of the depth buffer.

(Soft particle function can be used with OpenGLES3.0)

■6) Inquiries

Please direct questions or other inquiries to the following e-mail or phone number and the Sales person in charge.

Inquiries

info@matchlock.co.jp

MATCHLOCK TEL:+81-3-6274-8008

END