Animation Hierarchy Editor Tool

Descripción

Files: CGFAnimationHierarchyEditorTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Animation/Animation Hierarchy Editor"

Description

Tool that allows change the path of hierarchy from a animation from an animation clip.

Reference

- **Selected Animator** – Animator component on the selected GameObject whose animation bindings are displayed below.
- **Bulk Replace Mode** – Choose whether the bulk replacement matches hierarchy path text or the path of a GameObject.
  - **Path** – Available option.
  - **GameObject** – Available option.
- **Selected Animator Controller** – Animator Controller assigned to the selected Animator. Its animation clips are available for exploration below.
- **Path** – Hierarchy path text to find in the displayed animation bindings.
- **GameObject** – GameObject whose hierarchy path should be replaced in matching animation bindings.
- **Selected Animation Clip** – Choose one animation clip to inspect, or All Clips to inspect every clip in the selected controller. Select a GameObject with an Animator and an Animator Controller to list its animation clips.
- **Replacement** – Hierarchy path text that replaces every match when Replace is pressed. GameObject whose hierarchy path replaces the matched path when Replace is pressed.
- **Replace** – Prepare path changes for every displayed binding that matches the configured path or GameObject.
- **Apply All** – Write every pending hierarchy-path change to the selected animation clips.
- **Revert All** – Restore every changed binding to its path from before the last apply operation.
- **Apply** – Write this hierarchy-path change to its animation clip.
- **Revert** – Restore this binding to its path from before the last apply operation.

Use

Open the tool from `CGF/Animation/Animation Hierarchy Editor` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.