Humanoid Animation Timeline Editor Tool

Descripción

Files: CGFHumanoidAnimationTimelineEditorTool.cs

Path: "CGF/Editor/Tools/HumanoidAnimation"

Menu: "CGF/Animation/Humanoid Animation Timeline"

Description

Authors retargetable Humanoid muscle curves while reusing the CGF Tween timeline interaction model.

Reference

- **Show Bones** – Show or hide Humanoid bone gizmos in the Scene view.
- **Samples** – Number of animation frames represented by one second.
- **New** – Create a new Humanoid Animation Clip asset and open it in this timeline.
- **Save** – Write the current humanoid animation model back to its source AnimationClip asset.
- **Save As** – Create a new AnimationClip asset from the current humanoid animation model.
- **Animation Event**
  - **Function** – Method invoked by Unity when the event is reached.
  - **Time** – Time, in seconds, at which this animation event is invoked. Controls how Unity handles a missing animation event receiver.
  - **Delete** – Delete every selected animation event from this clip.
  - **String** – String argument available to the animation event receiver.
  - **Float** – Floating-point argument available to the animation event receiver.
  - **Int** – Integer argument available to the animation event receiver.
- **Muscles**
  - **Events**
  - **M** – Mute every Muscle in this group.
  - **S** – Solo every Muscle in this group.
  - **M** – Mute this Muscle.
  - **S** – Solo this Muscle.
  - **Select a Muscle to display and edit its curve.**
  - **+1**
  - **0**
  - **-1**
- **Preview** – Evaluate the displayed clip on the selected scene Animator.

Use

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