Tween Animation Conversor Tool

Descripción

Files: CGFTweenAnimationConversorTool.cs

Path: "CGF/Editor/Tools/TweenAnimation"

Menu: "CGF/Animation/Tween Animation Conversor"

Description

Editor tool that converts Unity and CGF tween animation assets in both directions.

Reference

- **Source** – AnimationClip or compatible animation source to convert.
- **Optional Root** – Supplies values for channels omitted by a Unity AnimationClip.
- **Samples** – Number of samples generated for each second of animation.
- **Output** – Project-relative Assets folder where converted Tween Animation Clip assets are created.
- **Browse** – Choose the project folder where converted Tween Animation Clip assets will be created.
- **Convert** – Convert the selected Unity animation source into CGF Tween Animation Clip assets in the output folder.

Use

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