Tween Animation Hierarchy Editor Tool

Descripción

Files: CGFTweenAnimationHierarchyEditorTool.cs

Path: "CGF/Editor/Tools/TweenAnimation"

Menu: "CGF/Animation/Tween Animation Hierarchy Editor"

Description

Tool that remaps hierarchy paths stored by CGF tween animation property tracks.

Reference

- **Source** – A CGFTweenAnimatorBehavior, controller or tween animation clip.
- **Controller** – Tween Animator Controller assigned to the selected Tween Animator and explored by this hierarchy view.
- **Hierarchy Root** – Root transform used to resolve animation binding paths.
- **Bulk Replace**
  - **Find** – Exact hierarchy path currently stored by the animation bindings to change.
  - **Replace** – New hierarchy path written to every animation binding that matches the Find path.
  - **Replace** – GameObject that replaces the matching binding target.
  - **Replace** – Prepare path changes for every displayed binding that targets the selected path or GameObject.
- **Apply All** – Write every pending hierarchy-path change to the current Tween Animation Clip.
- **Revert All** – Discard every pending hierarchy-path edit and restore the paths stored in the current clip.
- **Apply** – Save this edited hierarchy path to the track's animation binding.
- **Revert** – Discard this unsaved path edit and restore the binding's stored hierarchy path.
- **Animator** – Scene Tween Animator whose hierarchy is used to resolve the displayed animation bindings.
- **Find** – GameObject currently referenced by matching animation bindings.

Use

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