Tween Animation Timeline Editor Tool

Descripción

Files: CGFTweenAnimationTimelineEditorTool.cs

Path: "CGF/Editor/Tools/TweenAnimation"

Menu: "CGF/Animation/Tween Animation Timeline"

Description

Editor window that provides timeline authoring and scene preview for CGF tween animation clips.

Reference

- **No clips** – The current source does not provide any Tween Animation Clips that can be edited.
- **Samples** – Number of animation frames represented by one second.
- **Properties**
  - **Events**
  - **M** – Mute every animated property in this group.
  - **S** – Solo every animated property in this group.
  - **?** – Apply the edited full binding path to this animated property.
  - **×** – Discard the binding path edit and keep the current property binding.
  - **M** – Mute this animated property.
  - **S** – Solo this animated property.
  - **M** – Mute this animated property channel.
  - **S** – Solo this animated property channel.
  - **Select a numeric property track to display its curves.**
  - **This property is discrete and is edited in Dopesheet view.**
- **Name** – Display name of the property group.
- **Highlight** – Color used to identify this property group in the hierarchy and timeline.
- **Group** – Existing property group to assign to the selected tracks, or an option to create a new group or leave them ungrouped.
- **Name** – Display name of the new property group.
- **Highlight** – Color used to identify the new property group in the hierarchy and timeline.
- **Highlight** – Current highlight color of the selected property group.
- **Cancel** – Close this popup without changing group assignments or appearance.
- **Apply** – Apply the selected group assignment, name and highlight color to the affected animation properties.
- **Preview** – Evaluate the displayed clip on the selected scene animator.

- **Copy** – Copy the selected keys so they can be pasted at another time or track.
- **Duplicate** – Create copies of the selected keys while preserving their relative time offsets.
- **Delete** – Delete every selected key from its animation track.
- **Delete** – Delete the selected animation event from this clip.
- **Name** – Animation event name sent to listeners when the playhead reaches this event.
- **Time** – Time, in seconds, at which this animation event is invoked.
- **Time** – Time, in seconds, of this key on the clip timeline.
- **Ease** – Easing function used to shape interpolation from this key to the next key.
- **Ease Preset** – Choose a commonly used easing function and apply it to the selected key segment.
- **Custom Ease** – Custom curve that maps normalized segment time to interpolation progress.
- **Move Time** – Time offset, in seconds, added to every selected key while preserving their spacing.
- **Apply** – Move every selected key by the time offset entered on the left.
- **Ease** – Easing function applied to every selected tween segment.
- **Ease Preset** – Choose a commonly used easing function and apply it to every selected tween segment.
- **Value** – Float value written to the animated property at this key.
- **Value** – Double value written to the animated property at this key.
- **Value** – Integer value written to the animated property at this key.
- **Value** – Long integer value written to the animated property at this key.
- **Value** – Boolean value written to the animated property at this key.
- **Value** – Vector2 value written to the animated property at this key.
- **Value** – Vector3 value written to the animated property at this key.
- **Value** – Vector4 value written to the animated property at this key.
- **Value** – Euler rotation written to the animated property at this key.
- **Value** – Color value written to the animated property at this key.
- **Value** – Rectangle value written to the animated property at this key.
- **Value** – String value written to the animated property at this key.
- **Value** – Enumeration value written to the animated property at this key.
- **Value** – Stored integer value used when the bound enumeration type cannot be resolved.
- **+** – Add an animated property.
- **?** – Apply the edited display name to this property group.
- **×** – Discard the group name edit and keep the current display name.

Use

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