Baked Animation Texture Manager

Descripción

Files: CGFBakedAnimationTexureManager.cs

Path: "CGF/Systems/Animation"

Description

Manager that allows the associated Game object to handles of multiple vertex animations and transitions of the mesh based in the baked animation textures.

Reference

- **Animations List** – List of baked animations.
  - **Animation Length** – Animation length (seconds), used by the shader to normalize time.
  - **Animation Loop** – Whether the animation should loop.
  - **Animation Offset** – Offset from animation start (in seconds or shader time units).
  - **Name** – Animation name (used for name-based lookup).
  - **Normal Texture** – Cached Texture reference used by this component.
  - **Position Texture** – Cached Texture reference used by this component.
- **Transitions List** – List of defined transitions between animations.
  - **Duration** – Transition duration (seconds).
  - **Exit Time** – Exit time to start the transition (in seconds or normalized phase [0..1] depending on configuration).
  - **From** – Name of the source animation (From).
  - **Has Exit Time** – Whether this transition has an exit time defined.
  - **To** – Name of the target animation (To).

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.