

Animation Curve Manager

Reference Guide

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Animation Curve Manager

Sincere thanks for your purchase of Animation Curve Manager (ACM) for Unity. We are a small software development team here in Australia and it is only with your valued support and patronage that we can continue to enhance and expand our line of products. We genuinely appreciate your interest and of course are happy to assist in any way we can.

Introduction

So then, what is ACM? It is a Unity Editor add-on that simplifies and significantly enhances the use and management of Animation Curves. Its powerful features include

- Permanently stores all your Animation Curves
- Fully manage your library of Animation Curves, add, delete, copy, paste, name, use
- Reusable across ALL your Projects using a common external JSON file
- Name and rename your Animation Curves, finally give those wavy lines an identity
- Centralized view of your Animation Curves including points count, time, and value ranges
- Conveniently sort by Name, Time or Duration
- Automatic import of Unity default curves library along with your added user curves too
- Data is stored outside of Unity in simple JSON format
- Easily share your Animation Curve library with team members (single JSON file only)
- Safely store in your Version Control software (single JSON file only)

What is included with ACM?

A set of Editor scripts located in the **ACM/Editor** folder that contain the core logic and functionality that enables ACM to do its thing behind the scenes.

A custom editor for fully managing new and existing Animation Curves.

Full source code included.

Simple ACMDemo script for use in the Getting Started section below

This fancy pants Reference Guide, lovingly written and hand-crafted just for you :)

Quick Start

The key design principle when creating ACM was that of simplicity. ACM must be easy to use, it must be readily accessible and it must not add any overhead to existing workflows. With that in mind, setting up and using ACM could not be simpler (pretty sure anyway).

Once the ACM package asset has been installed into your project you are literally ready to begin using the power and convenience of ACM.

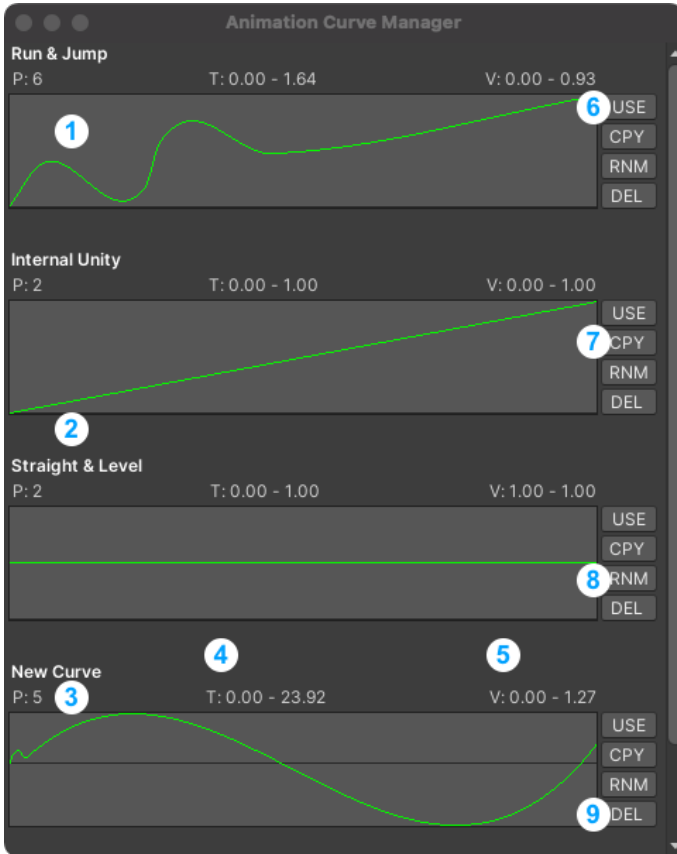
1. Create a new empty GameObject and add it to your project
2. Add the demo script ACMDemo to the game object
3. Right click on one of the Animation Curves and choose **Set Using ACM**
4. When the ACM Manager Window appears, click the **USE** button on any of the Animation Curves in the list

Behold, the Animation Curve in your project is now configured!

The Manager Window

The management of your Animation Curves is performed using the Animation Curve Manager window. This window can be launched in three different ways.

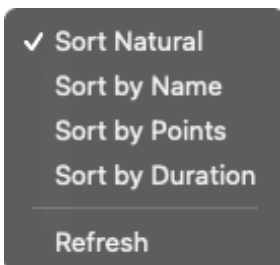
1. From the Unity menubar, select the ACM menu, then select **Show Manager Window**
2. Right click on any Animation Curve in your project and select **Show ACM**
3. Right click on any Animation Curve in your project and select **Set Using ACM**



1. The Animation Curve
2. Custom name of the Animation Curve
3. Number of points in the Animation Curve
4. Time range of the Animation Curve
5. Value range of the Animation Curve
6. USE button, transfer the Animation Curve data to a previously set destination
7. CPY button, copy the Animation Curve data to internal clipboard
8. RNM button, name or rename the Animation Curve
9. DEL button, delete the Animation Curve from the library

Sorting Your Animation Curves

Right clicking anywhere inside the Manager Window will show a popup menu containing sorting options for the list.



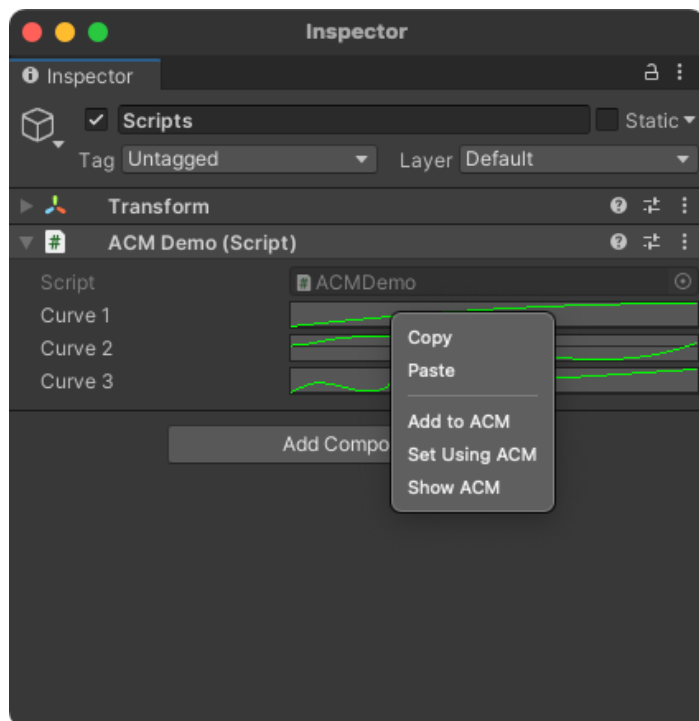
To sort your Animation Curves by name, number of points or duration (time) simply click on the relevant menu option. Clicking the same option again will reverse the sort order.

The current sort criteria is marked with a tick.

Natural sort order is the order in which the Animation Curves were added to ACM, with the newest curve being at the top.

The Context Menu

Right clicking on any Animation Curve anywhere in your project's Inspector window will show the ACM Context Menu (or popup menu). This menu is the interface between the Animation Curves in your ACM library and the Animation Curves in your project.



Copy the selected Animation Curve to the internal ACM clipboard

Paste the Animation Curve from the internal ACM clipboard to the selected Animation Curve

Add to ACM will add the selected Animation Curve to the ACM library, it will appear at the top of the library list

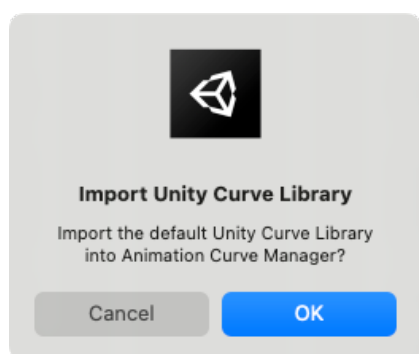
Set Using ACM will mark the selected Animation Curve as the target for the USE button in the ACM Manager Window

Show ACM will make the ACM Manager Window visible

Importing the Unity Curve Library

Unity comes pre-configured with a handful of useful curves stored in its default curve library. In addition to those factory presets, that same default curve library may also contain your own curves that you have perhaps added yourself.

ACM can import the entire contents of that default curve library straight into its own library, very handy particularly if you already have a number of custom curves.



To begin the import, select **Import Unity Curve Library...** from the ACM menu along the top of the Unity window.

If you click on OK the curves from the Unity library will be immediately imported into ACM. It won't check what curves are in your ACM library, it will simply add to what is already there.

The original Unity curve library will remain unchanged, and you can of course continue to use it just like you always have.

How To?

SHOW THE ACM WINDOW

Refer to **The Manager Window** section in this reference guide

ADD AN ANIMATION CURVE TO THE ACM LIBRARY

Right click on any Animation Curve anywhere in your project and select **Add to ACM**

SET AN ANIMATION CURVE IN YOUR PROJECT

There are a few ways to to do this...

Right click on an existing Animation Curve and select **Copy**, then right click on the Animation Curve you want to set and select **Paste**

Click on the **CPY** button in the ACM Manager Window, then right click on the Animation Curve you want to set and select **Paste**

Right click on an existing Animation Curve and select **Set Using ACM**, then click on the **USE** button in the ACM Manager Window

NAME OR RENAME A SAVED ANIMATION CURVE

Click on the RNM button in the ACM Manager Window, enter a new name and press OK

DELETE A SAVED ANIMATION CURVE

Click on the DEL button in the ACM Manager Window, press OK to confirm

SORT THE LIST OF ANIMATION CURVES

Refer to the **Sorting Your Animation Curves** section in this reference guide

IMPORT THE UNITY DEFAULT CURVES

Refer to the Importing the Unity Curve Library section in this reference guide

Frequently Asked Questions

WHERE IS THE ACM DATA STORED

Following from the design principles of simplicity and ease of use, all ACM Animation Curve data is stored in a single JSON file. There are no binary or propriety storage formats used. The benefits to this are obvious and include being able to easy backup and share the file as well as being able to easily add the file to versioning and source control software.

Data is stored in the **ApplicationData** folder

Windows Location Example

C:\Users\\AppData\Roaming\ACM\

Mac Location

/Users/<username>/config/ACM/

WHY IS THE ACM DATA NOT INSIDE MY PROJECT

Simplicity of reuse among multiple projects as well as benefits of file sharing and versioning.

WHY DOES THE USE BUTTON SHOW “- - -“

The **USE** button in the ACM Manager Window is used to transfer the Animation Curve data to the targeted Animation Curve in your project. If an Animation Curve in your project has not been targeted the **USE** button will show “- - -“ as the caption.

To target an Animation Curve in your project, right click on the Animation Curve and select **Set Using ACM**, this will enable the **USE** button back in the ACM Manager Window.

The **USE** button is a one-shot only, once it has been clicked it will need to be set again, and the caption will revert back to “- - -“.

Right clicking on the **USE** button will clear the target and the caption will revert back to “- - -“