AnimatorEvents for Mechanim

Version 1.0

AnimatorEvents is a simple plugin to add callback events for Mechanim Animator.

Introduction

Mechanim is awesome in so many ways and as much as it is really good for artist, it doesn't share the same thing for programmers. Just trying to get what state the animator is currently playing can come as so many lines of code. This script wants to simplify the whole process and make it easier for programmers by giving them the power of C# Events and Delegates.
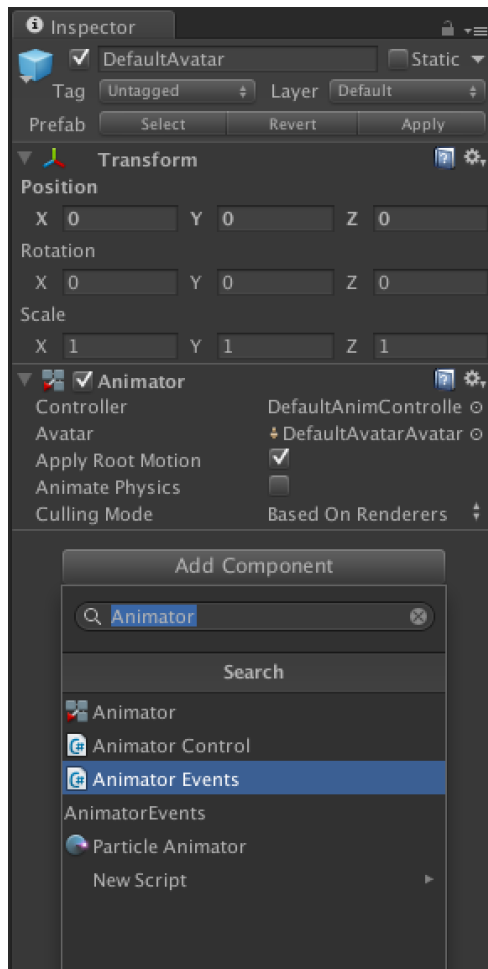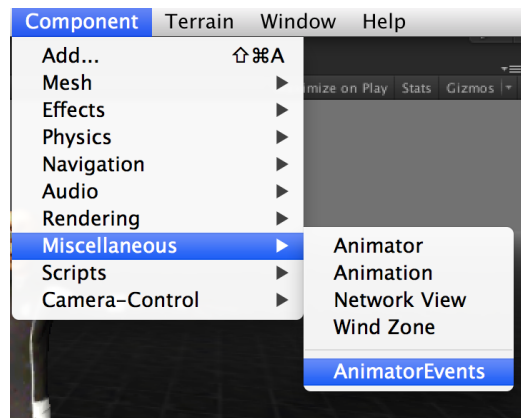
Installation

Download the latest version from Github.

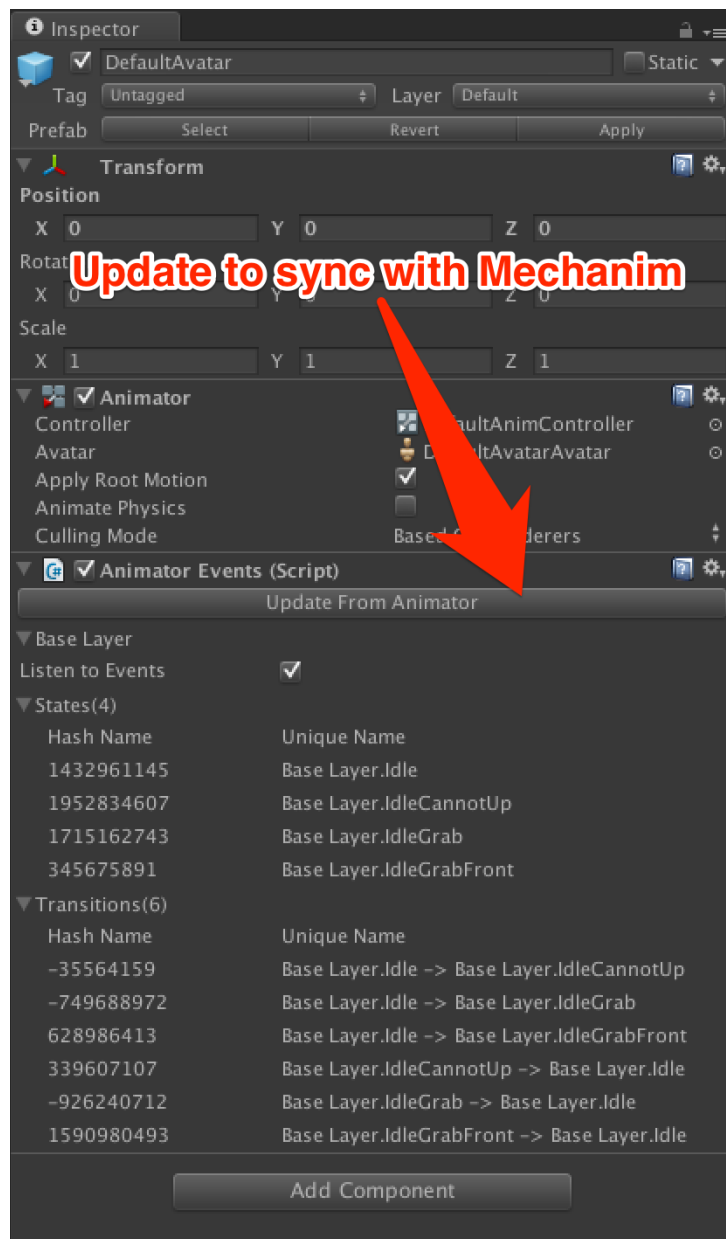Copy paste the "AnimatorEvents" folder to your Unity Project.

Usage

Step 1: Add AnimatorEvents component to the GameObject that contains the Animator component.

or

Step 2: Click on "Update from Animator" to get all the state info and transition info from Animator. [Note: You have to update every time you make changes to Mechanim]

That's it. Now you're ready to have event triggers inside your scripts.

Sample code

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public class AnimatorControl : MonoBehaviour {

       AnimatorEvents animatorEvents;

       void Awake () {
              // Get the Animator Event Component
              animatorEvents = GetComponent<AnimatorEvents>();
       }

       void OnEnable () {
              // Event triggers from AnimatorEvents
              animatorEvents.OnStateChanged += OnStateChanged;
              animatorEvents.OnTransition += OnTransition;
       }

       void OnDisable () {
              animatorEvents.OnStateChanged -= OnStateChanged;
              animatorEvents.OnTransition -= OnTransition;
       }

       void OnStateChanged (int layer, AnimatorStateInfo previous, AnimatorStateInfo
current) {
              // This displays the StateInfo of previous and current states.
              Debug.Log ("State changed from " + previous + " to " + current);

              // Animator Events returns a much friendly way than hash names
              Debug.Log ("State changed to " +
animatorEvents.layers[layer].GetStateName(current.nameHash));
       }

       void OnTransition (int layer, AnimatorTransitionInfo transitionInfo) {
              Debug.Log("Transition from " +
animatorEvents.layers[layer].GetTransitionName(transitionInfo.nameHash));
       }
}
```