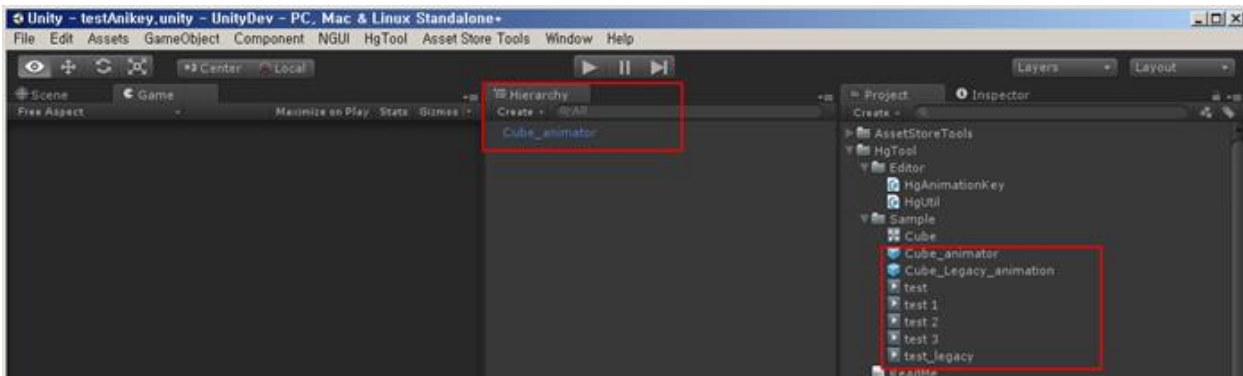


[Open Editor]

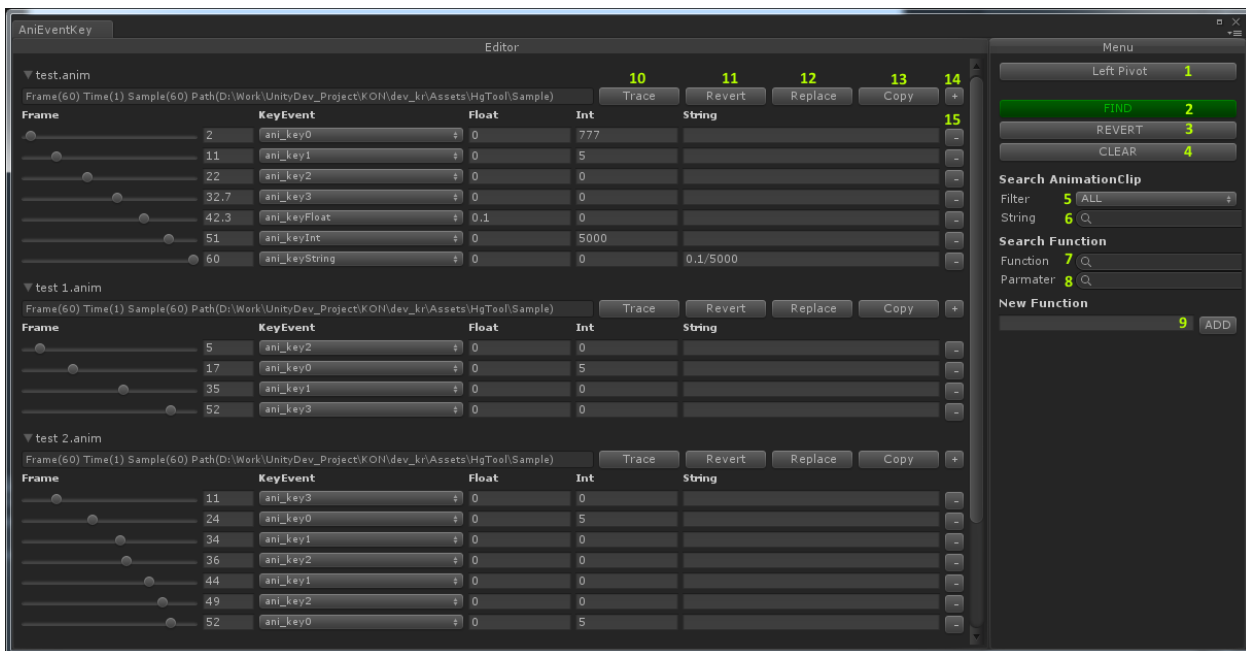
Menu → Window → Animation Event Key Editor

[Manual]



[Red Box] ■ : Game Object (prefab) animation clips, and choose to search

[AniEventKey Editor]



1> Left Pivot : Menu Position (Left Pivot, Right Pivot) changes

2> FIND : Hierarchy, game objects selected in the Project window, prefab, which contains the Animation Event Search

3> REVERT : Changed animation recover the entire event key

4> CLEAR : Full retrieved animation deleted

5> Filter : See the full searched individual and animation (ALL) view options

6> String : Search string, including animation

7> Function : Key events included a string search function

8> Parmater : A string containing the search parameters (float, int, string)

9> New Function Add : Add event function names that are not found in the current combo box

10> Trace : Animated location in the Project Window

11> Revert : Animation Event recovery

12> Replace : Animation Event Updates

13> Copy : Copy Animation Event

14> +(Pluse) : New animation event

15> -(Minus) : Animation Event deleted

[Parameter Value]

There are shortcomings that must be entered for the input parameters of the corresponding KeyEvent. (Float, Int, String)

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