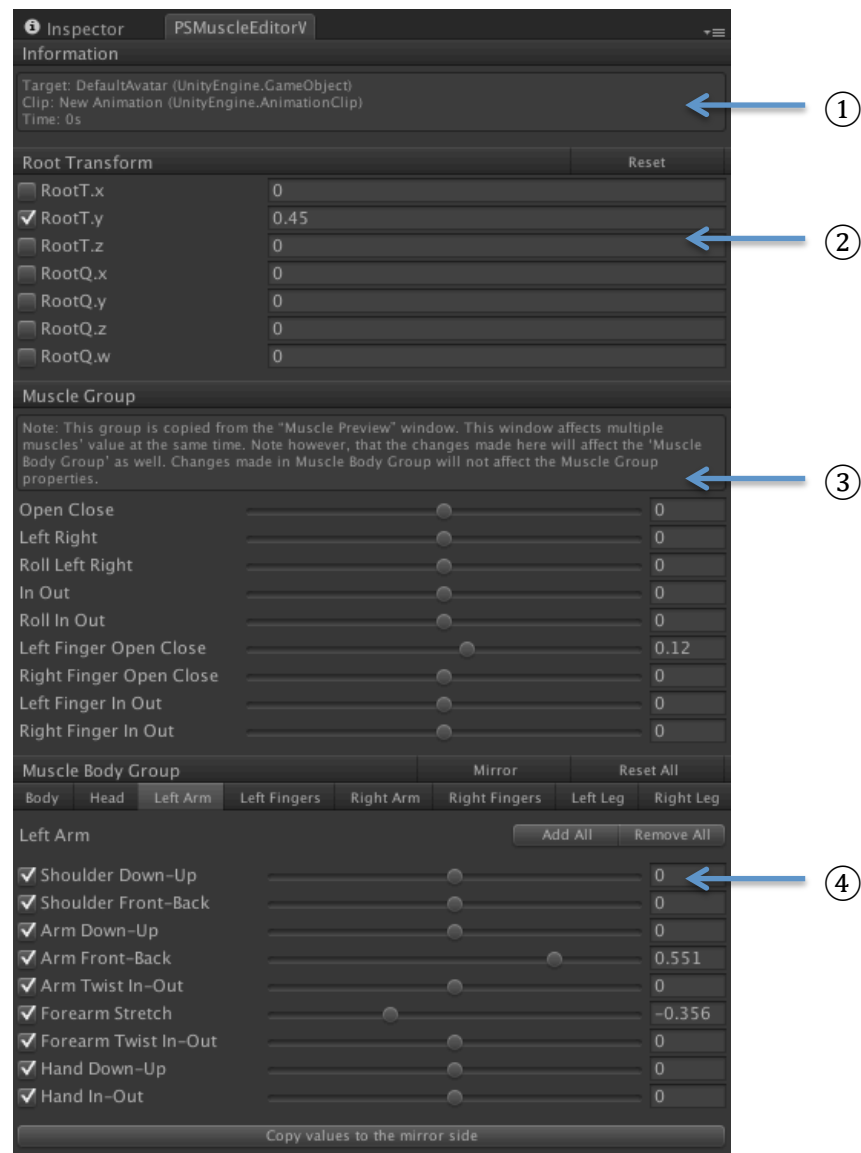## How to use

1. From menu bar click "Window/Muscle Animation Editor", drag and attach it onto any tab.
2. Select any humanoid gameobject you want to animate, you will see the contents below. By default it's not editable, until you enter Animation Mode (Click the record button in the Animation Window)

① **Information**: Displays the current target object, animation clip and current time (The time you're handling in the Animation Window).

② **Root Transform**: Create keyframes for position and rotation. You can toggle or change the value to adjust the keyframes. Click 'Reset' to remove all root properties from the animation clip.

③ **Muscle Group**: This group is copied from the muscle setup window. This window affects multiple muscles' value at the same time. Note however, that the changes made here will affect the 'Muscle Body Group' as well. Changes made in Muscle Body Group will not affect the Muscle Group properties.

④ **Muscle Body Group**: You can change all the muscle values here. You can also add or remove muscle properties here.
Here are the button explanations:

Mirror: When switched on, you can control the values for both sides even if you change just one side (i.e. left/right arm, left/right leg etc.).
Reset All: Remove all muscle properties from the animation clip.
Add All: Add all muscle properties of the selected group (i.e. head, body, left arm, etc.)
Remove All: Remove all properties of the selected group (i.e. head, body, left arm, etc.)
Copy values to the mirror side: This is useful for when you forget to switch on the 'Mirror' button and you wish to set the same values on both sides.