



## Welcome to Quick Anim !!!

The easiest way to create and play animations inside Unity !!!

Create and bind Animation Clips within the component. Thus animation clips no longer need to be maintained in the project folders.

## Requirements

Quick Anim requires **Unity 2019.3** or above and has been tested up to **Unity 2019.4**.

## Support

Contact email :

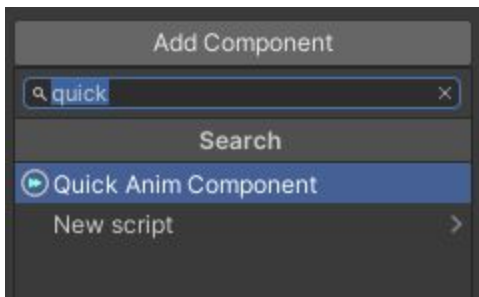
[redlabsgames@gmail.com](mailto:redlabsgames@gmail.com)

Support form :

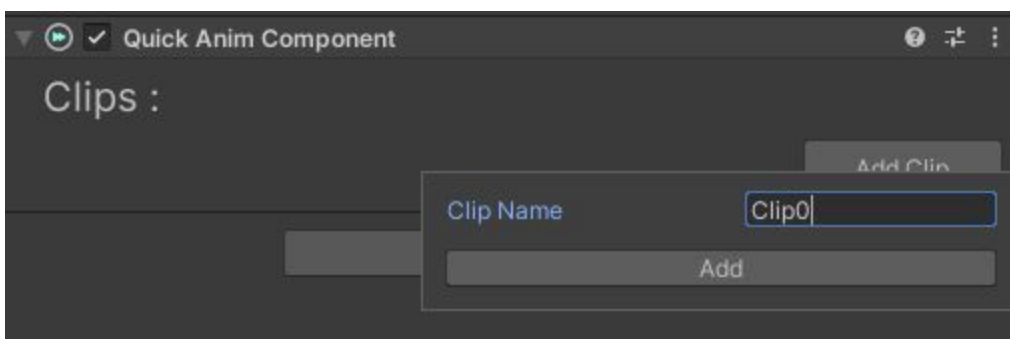
[https://docs.google.com/forms/d/e/1FAIpQLSe0b6PDSGY6YmyJZCVM3fZMYjZiUtw\\_\\_tBs\\_Hlu93aYjdOluQ/viewform](https://docs.google.com/forms/d/e/1FAIpQLSe0b6PDSGY6YmyJZCVM3fZMYjZiUtw__tBs_Hlu93aYjdOluQ/viewform)

# How To Use

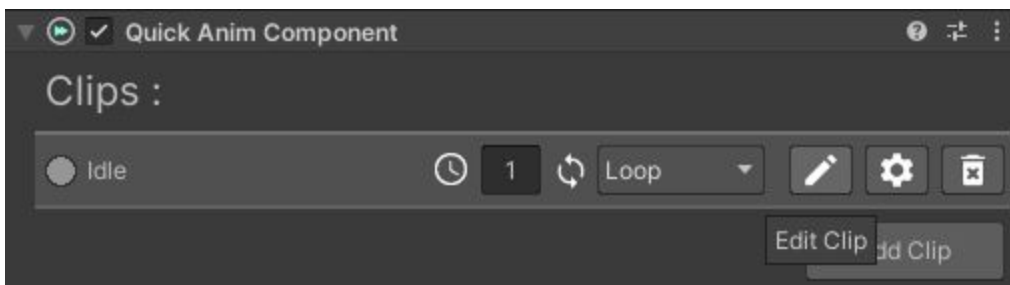
- Add a Quick Anim component to the gameobject that needs to be animated.



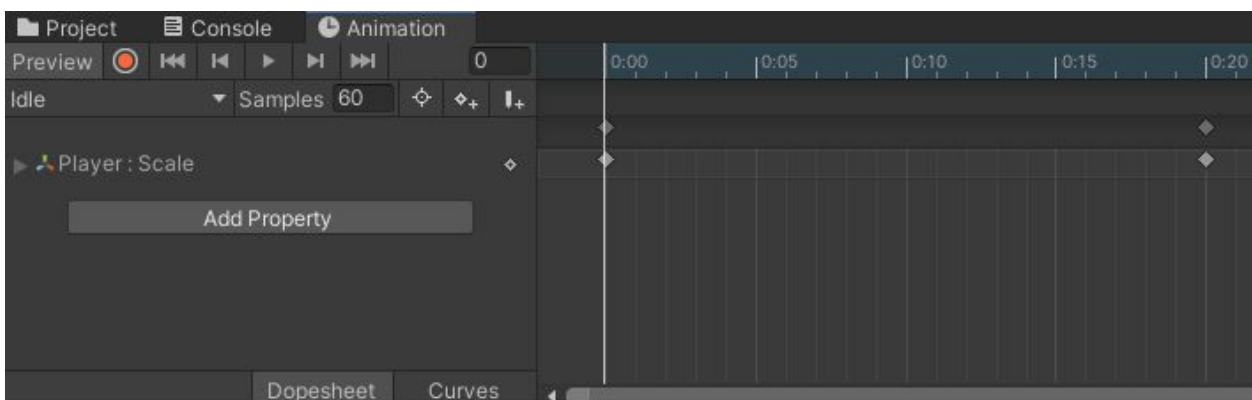
- Press Add Clip button to add animation clips to the component. You can add as many as clips you need.



- To open the animation editor window, click the edit button on the clip you want to edit.



- You can animate the clip now as usual.



# C# API

## Quick Anim Component :

### Properties :

- **SpeedMultiplier** :- Overall speed multiplier for all clips.
- **DefaultCrossFadeDuration** :- Default CrossFade duration.
- **CurrentlyPlayingClipName** :- Name of the currently playing clip.
- **CurrentlyPlayingClipSpeed** :- Speed of the currently playing clip.
- **CurrentlyPlayingClipMode** :- Mode of the currently playing clip (*Eg: Loop, PingPong, Once*).
- **IsPlaying** :- Returns true if an animation is being played.

### Methods :

- **Play** :- Play with clip name.
- **CrossFade** :- CrossFade to given clip name with default crossfade duration.
- **CrossFade** :- CrossFade to given clip name with given duration.
- **GetAnimationClip** :- Returns the animation clip with name.
- **SetClipSpeed** :- Set Speed of a clip with name.
- **GetClipSpeed** :- Returns Speed of a clip with name.
- **SetClipMode** :- Set Mode of a clip with name (*Eg: Loop, PingPong, Once*).
- **GetClipMode** :- Returns Mode of a clip with name (*Eg: Loop, PingPong, Once*).

## Quick Anim Unity Event Component :

### Methods :

- **InvokeQuickAnimEvent** :- Invoke Event with name.
- **GetUnityEvent** :- Get Unity Event with event name.

## Extension Methods for GameObject :

These methods can be called directly from a gameObject without including any extra namespaces.

### Methods :

- **GetQuickAnimComponent** :- Returns the Quick Anim component, null if it doesn't.
- **CrossFadeQuickAnim** :- CrossFade to a clip on QuickAnimComponent if it exists.
- **PlayQuickAnim** :- Play a clip on QuickAnimComponent if it exists.
- **InvokeQuickAnimEvent** :- Invoke an event on Quick Anim Unity Event if it exists.

### Example :

```
// Gathering Inputs.
input.x = Input.GetAxisRaw("Horizontal");
input.y = Input.GetAxisRaw("Vertical");

// Switch Animation Base On Input.
if (input.normalized.magnitude > 0.1f)
{
    // This Function helps to blend current playing animation to the given animation name.
    gameObject.CrossFadeQuickAnim("Move", animationBlendTime);
}
else
{
    // This Function helps to blend current playing animation to the given animation name.
    gameObject.CrossFadeQuickAnim("Idle", animationBlendTime);
}
```