Online documentation and API reference can be found here

https://github.com/k1lly0u/Blackout-Curve-Editor-Docs/

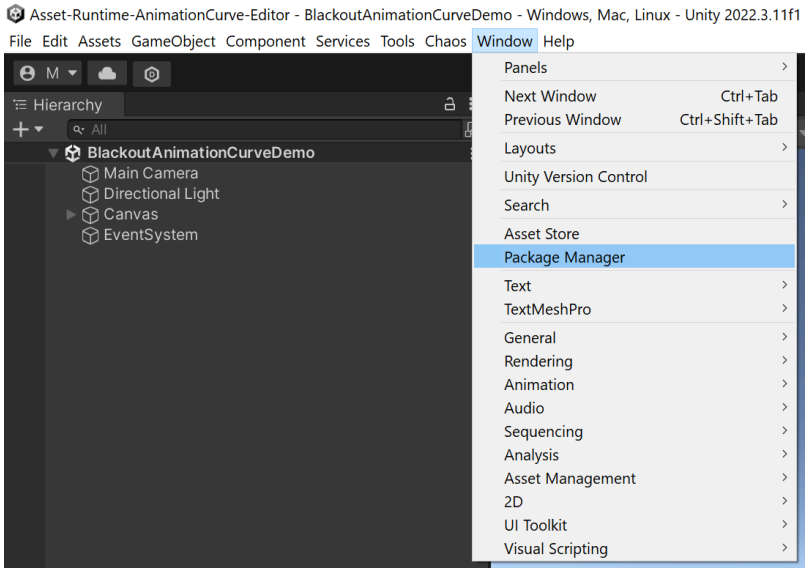
Installation

Install using a downloaded Unity package

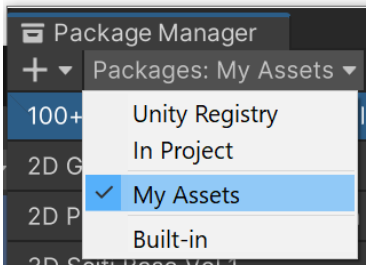
1. Download the package from the Asset Store
2. Open your Unity project
3. Double-click the downloaded Unity package
4. Click the *Import* button when prompted

Via Package Manager

1. In the editor, go to **Window** -> **Package Manager**

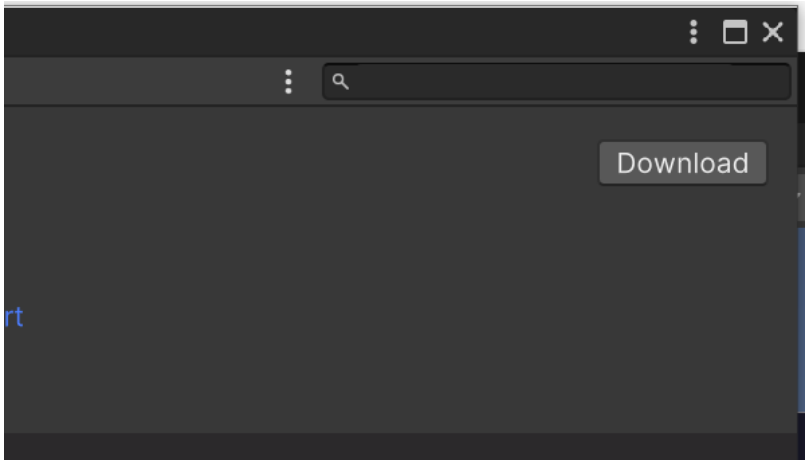


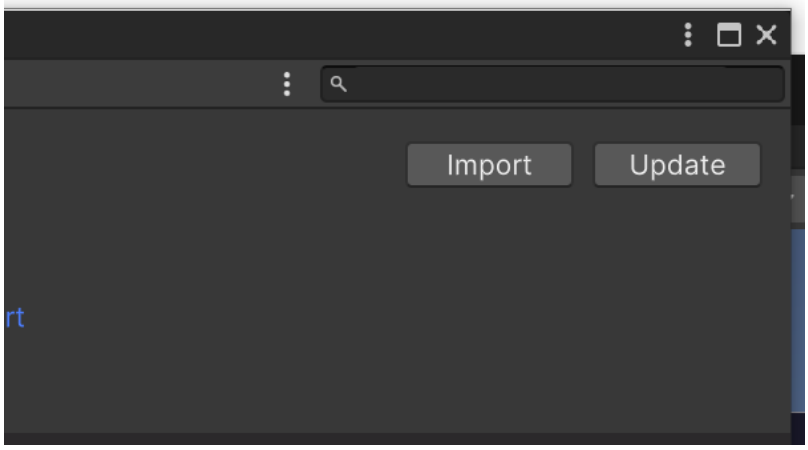
2. In the top left of the Package Manager window, select *My Assets*



3. Scroll down your list of assets until you find Runtime Animation Curve Editor

4. In the top right of the Package Manager window, select *Download*, then select *Import*



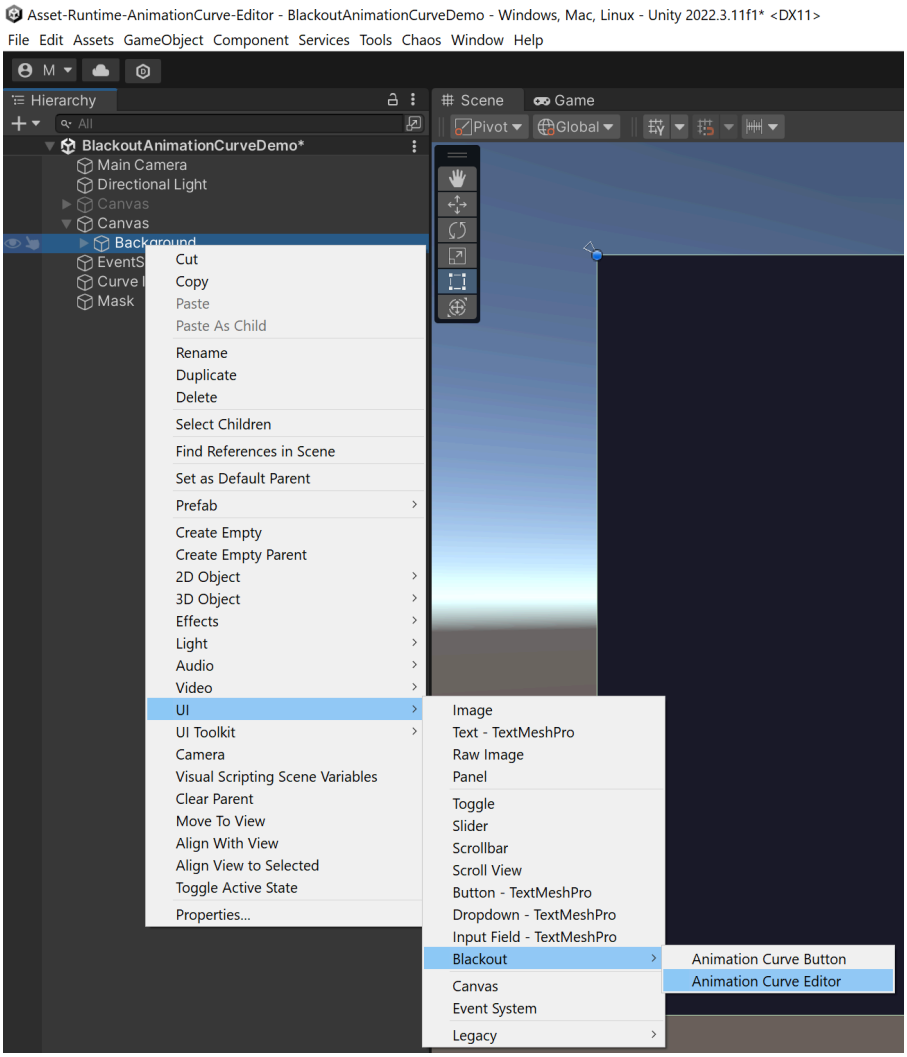


5. When prompted, import the assets in to your project

Getting Started

There are 2 parts required to use the curve editor, the *Animation Curve Button* and the *Animation Curve Editor*.

Both of these objects can be found in your Asset Menu under **UI** -> **Blackout**

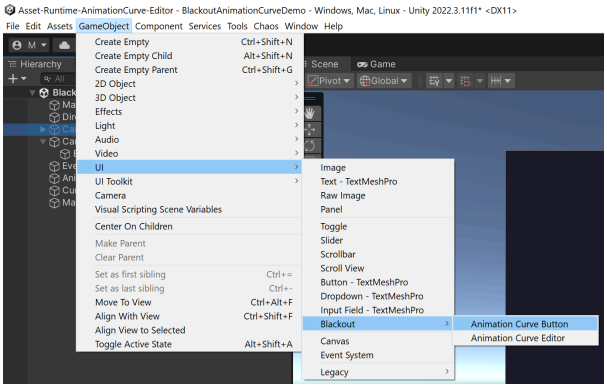


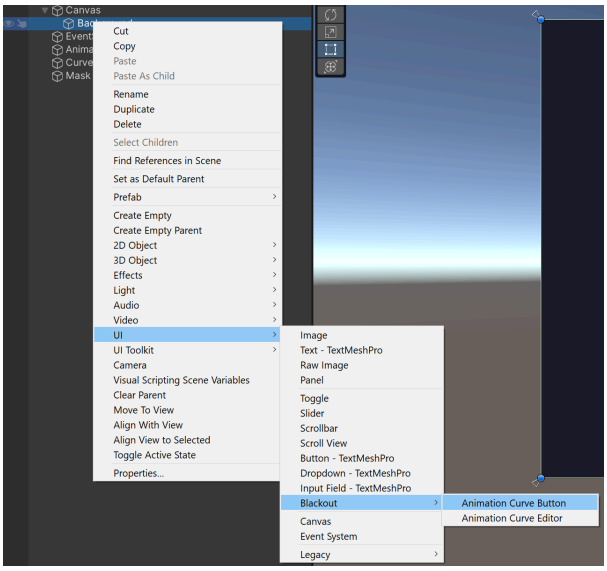
Animation Curve Button


The animation curve button is a simple button with a renderer to render the animation curve. It is what you will use in your user interface that will allows users to open the curve editor.

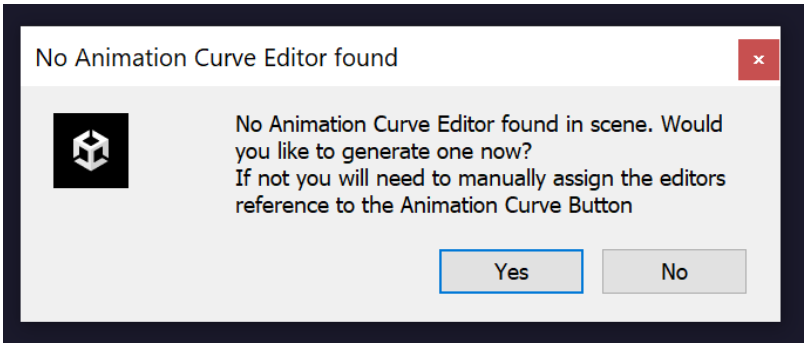
Adding a button to your scene

You can add a *Animation Curve Button* to your scene via the asset menu.

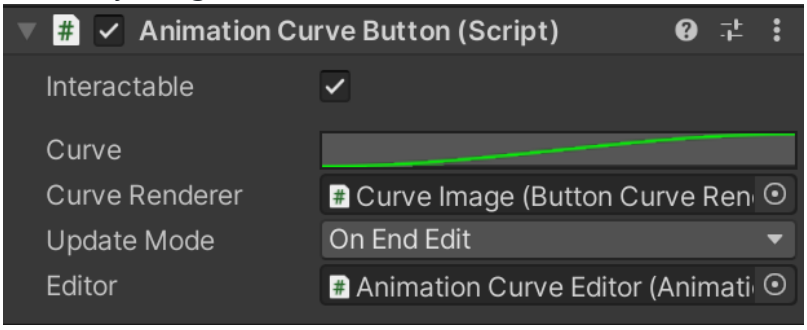




Upon first adding an Animation Curve Button to your scene, the scene will be checked to see if a *Animation Curve Editor* already exists. If not, you will be asked if you would like to generate one.



This step is not essential, it only asks so it can automatically assign a editor reference to the button when it is generated. If you opt not to add a *Animation Curve Editor* at this stage, you will need to manually assign the editor reference later.



Assigning a curve to the AnimationCurveButton component

The **AnimationCurveButton** component will already be present on the button when you generate it. Assigning a curve to the button is the only essential coding you will need to do in order to use the *Animation Curve Editor*.

To assign a curve to the button from your code that is using the *AnimationCurve*, you will first need to add a reference to the *AnimationCurveButton* component in your script.

Then at any some stage during the components initialization assign your *AnimationCurve* instance to the *Curve* property of the *AnimationCurveButton*

```
using Blackout.UI;
using UnityEngine;

public class ExampleScript : MonoBehaviour
{
    [SerializeField]
    private AnimationCurve myCurveReference;

    [SerializeField]
    private AnimationCurveButton animationCurveButton;

    private void Start()
    {
        animationCurveButton.Curve = myCurveReference;
    }
}
```

Once you have assigned an AnimationCurve to the *Animation Curve Button* that curve instance will be the only instance edited when the user presses the button unless a different curve instance is assigned to it.
As a AnimationCurve is a reference type, there is no need for you to retrieve the instance after changes have been made to it.

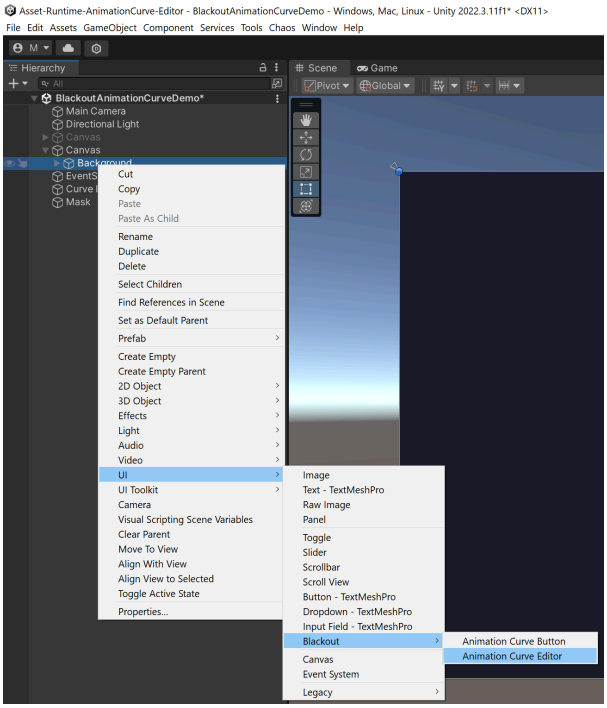
Animation Curve Editor

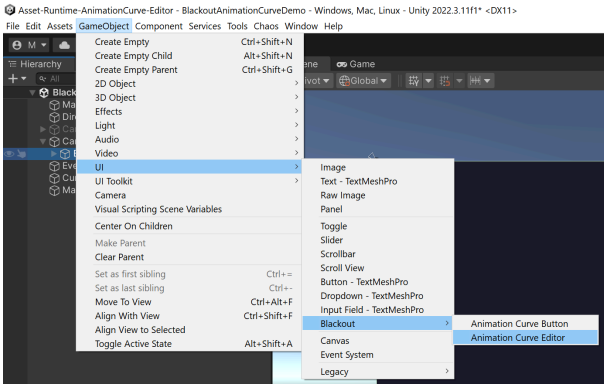
The animation curve editor is what you will use to manipulate an animation curve.

Note: You only need 1 instance of the *Animation Curve Editor* in your scene.

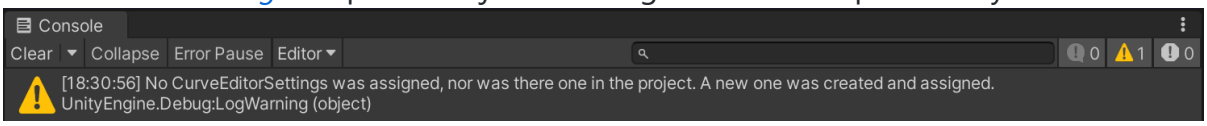
Adding a editor to your scene

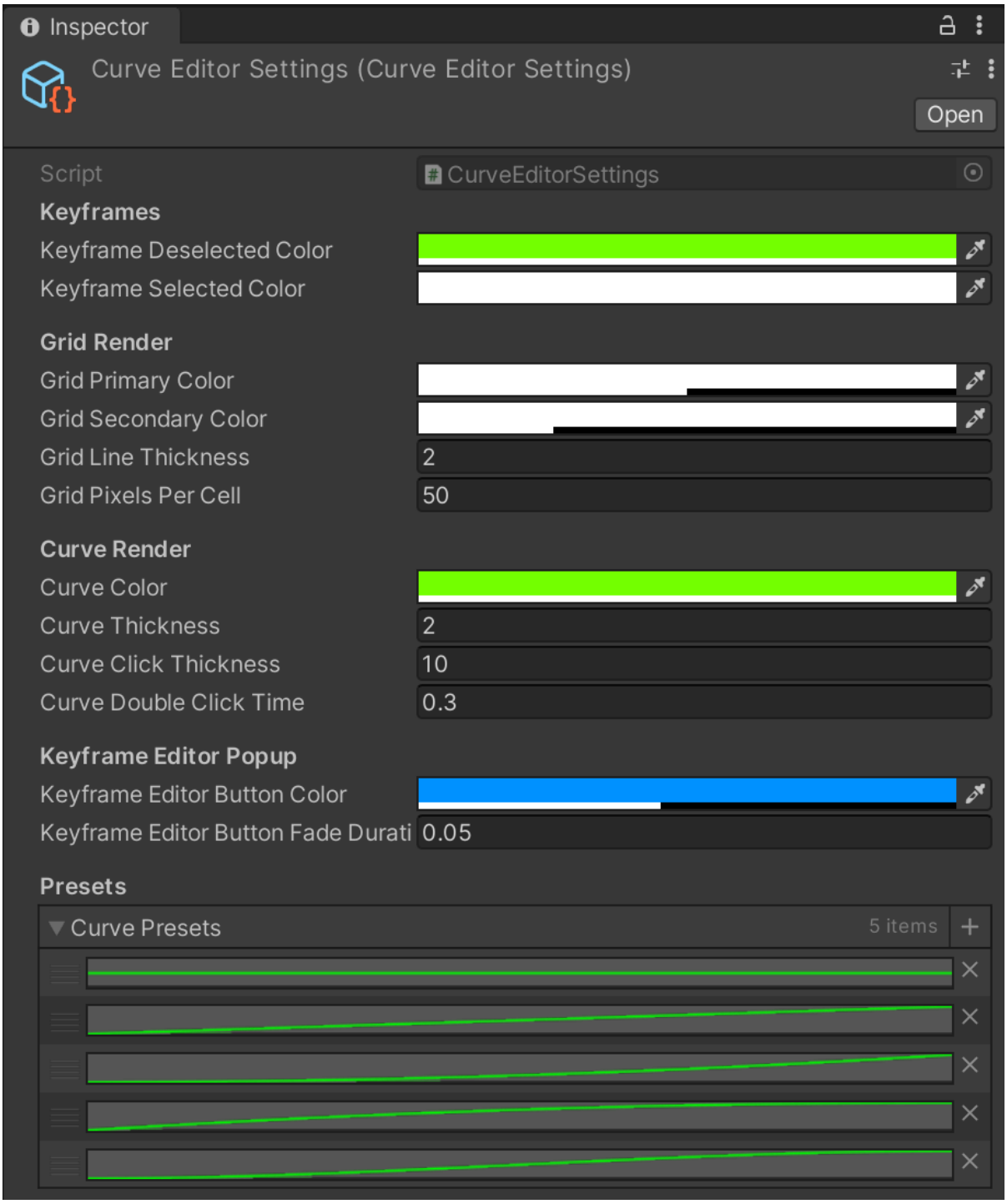
You can add a *Animation Curve Editor* to your scene via the asset menu.





When you first generate a instance of the *Animation Curve Editor* in your project, a instance of the *Curve Editor Settings* scriptable object will be generated and placed in your resources folder.





This object contains the default settings for the curve editor. These settings are used across many components that make up the curve editor, so having this ScriptableObject is just for the convenience of having all these options in 1 central location.

Controls

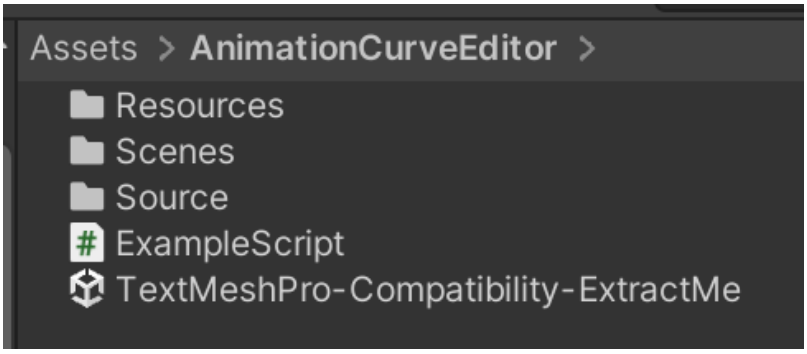
Control	Action
Mouse Scroll Wheel	Zoom in and out
Middle Mouse + Drag	Pan
Ctrl + Mouse Scroll Wheel	Zoom in and out (X axis)

Control	Action
Shift + Mouse Scroll Wheel	Zoom in and out (Y Axis)
Ctrl + Middle Mouse + Drag	Zoom in and out (X axis)
Shift + Middle Mouse + Drag	Zoom in and out (Y Axis)
Left Mouse (on node)	Select keyframe
Left Mouse + Drag (on node)	Move keyframe
Left Mouse + Drag (on tangent)	Rotate tangents
Left Mouse * 2 (on curve)	Add keyframe
Right Mouse (on node)	Open node sub-menu
Right Mouse (on grid)	Open actions menu

TextMeshPro Support

There is support for TextMeshPro UI elements provided in a separate package

You can find this package in the root AnimationCurveEditor folder. To make use of this, you only need to extract the provided package in to your project



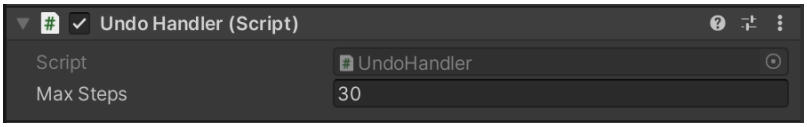
Upon doing so you will have to option to generate a TMP Animation Curve Editor from the assets menu

Undo Handler

The undo handler records changes you make to the curve via the editor.

You can undo/redo changes using the buttons in the top right of the editor screen.

The component itself lives on the *Animation Curve Editor* object in your scene.
It only has 1 configurable option and that is the number of undo steps it can record.
When it reaches the max number of steps it will start removing the steps from the beginning of the list



While no hotkeys have been implemented to perform undo/redo actions by default, such can easily be implemented youself using the provided API

UndoHandler API Reference