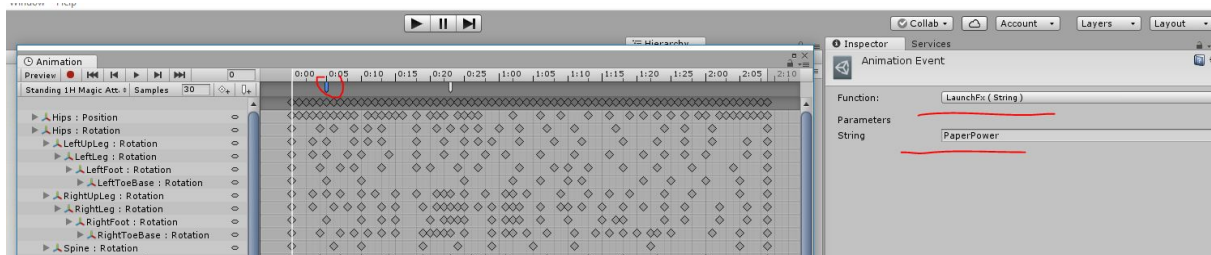


What you need to do, if you want to change time to call effect or call another effect from animation

- 1) You need to have AnimatorAbilityFxManager on the object with animation.**
- 2) Open Animation Editor and add or edit animation event, you need to call LaunchFx/ActivateFx function with specific name of the ability**



If you have any further questions, please feel free to contact to me. I'll add more details.

Sincerely,

Max