Animation Clip Switcher

First of all, thank you for buying this product.
If you have any questions or bugs, contact me at: alex.rousseau36@gmail.com

You can find the Unity thread here: http://forum.unity3d.com/threads/animation-clip-switcher.403700/

You can also check out my YouTube video tutorial here:
https://www.youtube.com/watch?v=x6cB3DN_lfI

What the package does and why

This package helps you replace your animation clips from your animator controller by automatically searching a folder. Events and curves are also kept during transfer so you don't have to worry about them. Just put your new clips in a folder and click the "Start" button. No more, tedious replacing and recreating events every time you import a clip.

I'm currently working on a project using Spriter. Every time my colleague changed a few animations, I had to import everything on Unity and then replace them one by one in the animator. I had to be very careful about this, thinking about all the events. It was really tedious. So I've created this to make my life easier. I hope it'll help you as well.

Import the package

By default, scripts will be set in "Editor/AnimationClipSwitcher". You can change this whenever you want as long as you put all scripts in an "Editor" folder.

Also, there is an ASSET_PATH in "AnimationClipSwitcher.cs". You must change it if you move the Asset from the default folder.

Manual

To use this package just go under "Window/Animation Clip Switcher". The first time you'll launch this package, the program will create an asset to store your parameters.

There are three distinct parts in this window. We're going to detail each of them.

I.   Change or duplicate an animator

This is probably what you'll be using the most. As the title indicates, it's where you go when you want to change or duplicate an animator. It replaces your new animation clips based on the options you choose. Notice before you start that you can also relate on those "Help Boxes" to verify what you're doing.
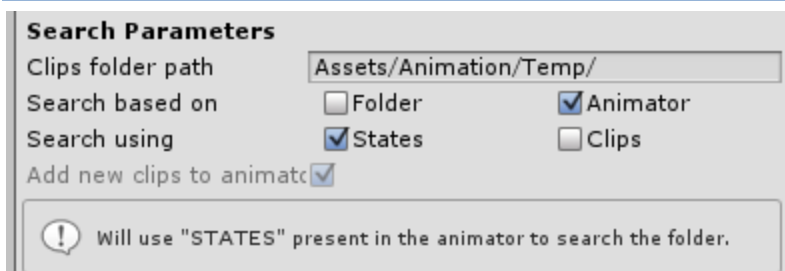
1. Animator
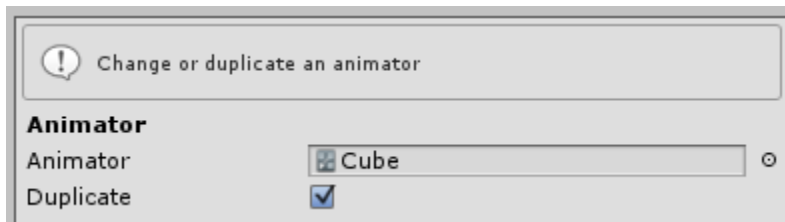
Duplicate:

If checked, it will create a copy of your animator adding a number at the end of its name. If not, the process will directly change your animator.

2. Search Parameters

Clips folder path:

The path to the folder containing your new clips.

Search based on :

If "Folder" is checked, it will use new clips name present in your folder to search for old clips or states in your animator.

If "Animator" is checked, it will use animator's clips or states to search new animation clips in your folder.

This choice will slightly change the two options below.

- ## If "Folder" is checked

  o *Search for states or clips*

  If "States" is checked, the process will be searching for state's name in the animator. If not, it will look for clip's name.
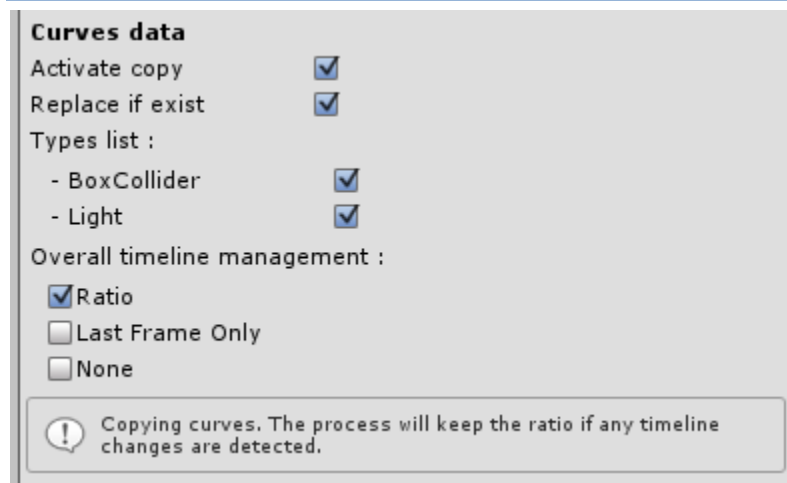
  o *Add new clips to animator*

  Pretty self-explanatory, all clips contained in the folder that couldn't be found in the animator will be added.

- ## If "Animator" is checked

  o *Search using states or clips*

  If checked, the process will use state's name to search the folder containing new clips. If unchecked, it will use old clip's name to search the folder.

3. Curves Data

Activate Copy

If unchecked, the process won't copy any of your curves.

Replace if exist

The process will replace curves that already exist on the new clips

Types list

Each curve is assigned to a type (BoxCollider, Light, Rigidbody, etc…). Here you can choose the one you want to keep during transfer.

Overall timeline management

This will help you if you changed the duration of clips.

- Ratio

  Curves will be copied by taking account the difference between the new clip and the old clip. For example: My old clip last 1 second and has a change of the boxCollider at 0.5 seconds. So that's basically at half of the time. If your new clip last now 2 seconds, the boxCollider changes should know occurs at 1 second. That's what ratio will do.
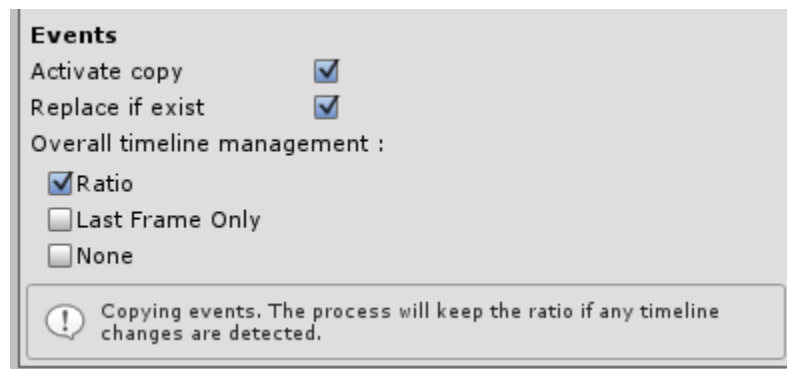
- Last frame

  Curves change at the last frame of the old clip will be set on the last frame of the new clip.

- None

  Curves will be copied as they already are.

4. Events

Activate Copy

If unchecked, the process won't copy any of your events.

Replace if exist

The process will replace events that already exist on the new clips

Overall timeline management

This will help you if you changed the duration of clips.

- Ratio

  Events will be copied by taking account the difference between the new clip and the old clip. For more information, see "4.Curves Data"
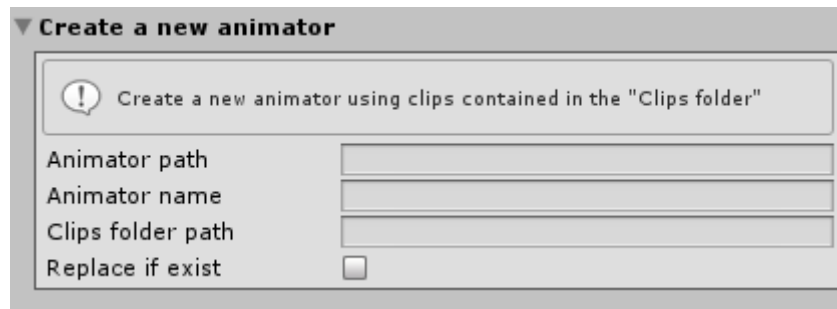
- Last frame

  Events place on the last frame of the old clip will be set on the last frame of the new clip.

- None

  Events will be copied as they already are.

II. Animator Doesn't Exist

This option can be use when you want to create a new animator with containing your new clips.

Animator path

The path to the folder where your new animator will be created.

Animator name

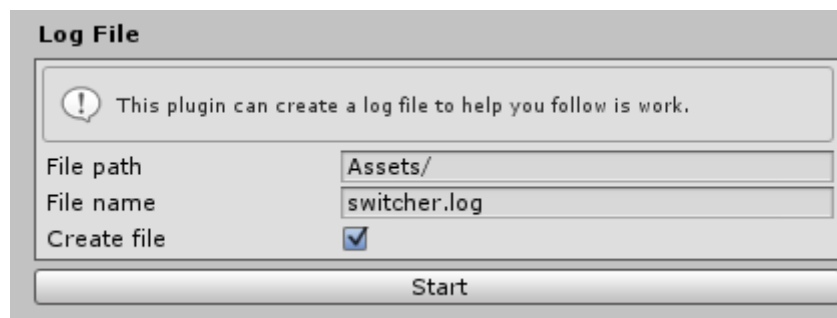The name of your new animator.

Clips folder path

The path to the folder containing your new clips.

Replace if exist

Replace the controller instead of adding a number at the end of the name.

III. Log File

File path

The path to the folder where your log file will be created.

File name

The name of your log file.

Create file

If unchecked, the process won't create a log file.