

Simple Animator Package

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Package: SimpleAnimatorPackage

Overview

The Simple Animator Package provides an easy-to-use and flexible animation system for Unity, designed to streamline the management and control of animations in game development. It allows users to create and switch between animation states, blend animations smoothly, and control animation playback with motion blending.

This package is ideal for developers looking for a powerful, yet simple solution for managing character animations across multiple layers.

Component

SimpleAnimator

This is the main component that handles animation playback and status changes. Attach it to your GameObject and link the necessary references for full functionality.

Public Variables:

layerList: The list of animation layers.

statusList: The list of animation statuses.

defaultStatus: The default status for animation selection.

status: The current status for animation playback.

animationList: The list of animations.

Methods:

PlayAnimation(string animationName): Play animation by name.

PlayAnimation(int ID): Play animation by ID.

SetStatus(string statusName, bool playSameAnimation): Set the current status and optionally replay the current animation.

ClearLayer(string layerName): Clear an animation layer by name.

Setup Instructions

Install the Package:

Download and import the Simple Animator Package into your Unity project.

Create Animation Status List:

Right-click in the Project window, select **Create > Simple Animator > AnimationStatusList** to create a new Animation Status List asset.

Define each status in the list (e.g., Normal, Injure, Combat).

Create Animation Layer List:

Right-click in the Project window, select **Create > Simple Animator > AnimationLayerList**.

Add your animation layers (e.g., Upper Body, Lower Body) and assign them to your animator.

Create Animation Data:

Right-click in the Project window, select **Create > Simple Animator > AnimationData**.

Configure your animation and assign them to your animator.

Attach SimpleAnimator:

Add the SimpleAnimator script to your GameObject (e.g., character).

Link the layerList and statusList to their respective fields in the inspector.

Assign Animator Controller:

Attach an Animator component to your GameObject if it doesn't already have one.

In the SimpleAnimator script, the overrideController will automatically link to the animator controller at runtime.

How to Use

Set the Animation Status:

To change the current animation status, use the SetStatus method and pass the name of the status (e.g., "Injure").

Example:

```
simpleAnimator.SetStatus("Injure", true); //Switch status and replay the animation.
```

Play an Animation:

To play an animation, use the PlayAnimation method and pass the animation name or ID.

Example:

```
simpleAnimator.PlayAnimation("Jump");
```

Motion Blending:

To blend animations with motion parameters, use PlayAnimation with motionPosX and motionPosY values.

Example:

```
simpleAnimator.PlayAnimation("Run", 1.0f, 0.5f); // Blend at specific motion position.
```

Customization

Animation Speed: Adjust the speed of animations by modifying the speed parameter when calling PlayAnimation.

Mirroring Animations: Use the mirror parameter to flip animations horizontally.