

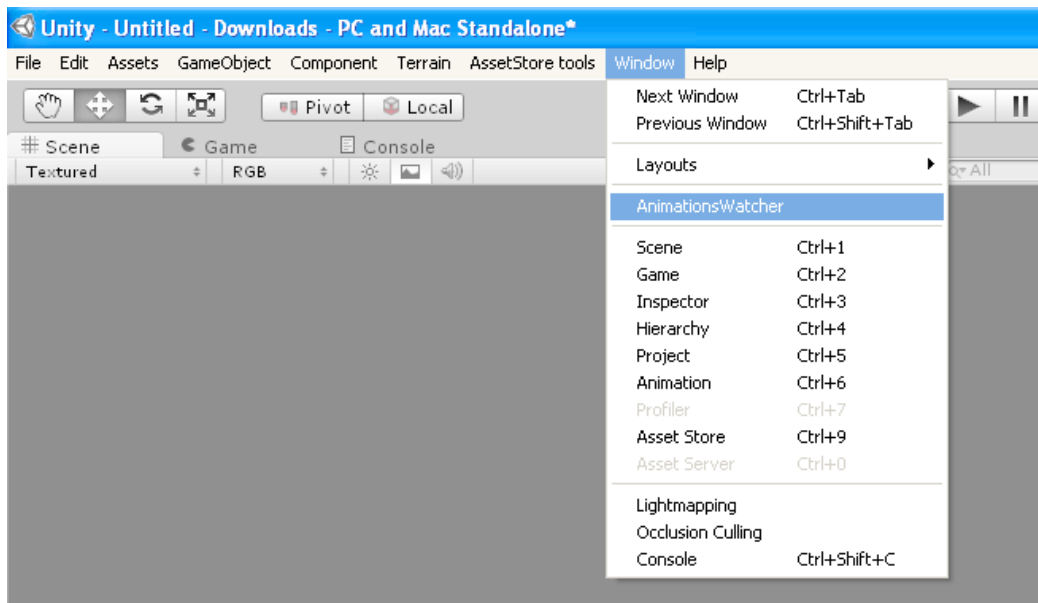
# AnimationsWatcher User Manual

## Introduction

AnimationsWatcher is a Unity tool that enables a user to fully explore animations states of game objects in order to verify the correctness of animations flow. During a game, animations may start due to asynchronous events such as player inputs or avatar behaviors which influence other game objects. This may lead to unexpected character behaviors which may be observed as glitches in the animation. It is usually hard to analyze such errors without knowing the full state of animations at the time of error. In this case AnimationsWatcher becomes useful. It aims to provide the user all the information required for debugging an object's animations at any time. The weights, layers, wrapping modes, and more are all given in a concise display. Debug logs are not required any more for debugging an animation!

## How to Use

After importing the its package, the AnimationsWatcher window may be found under Window->AnimationsWatcher:

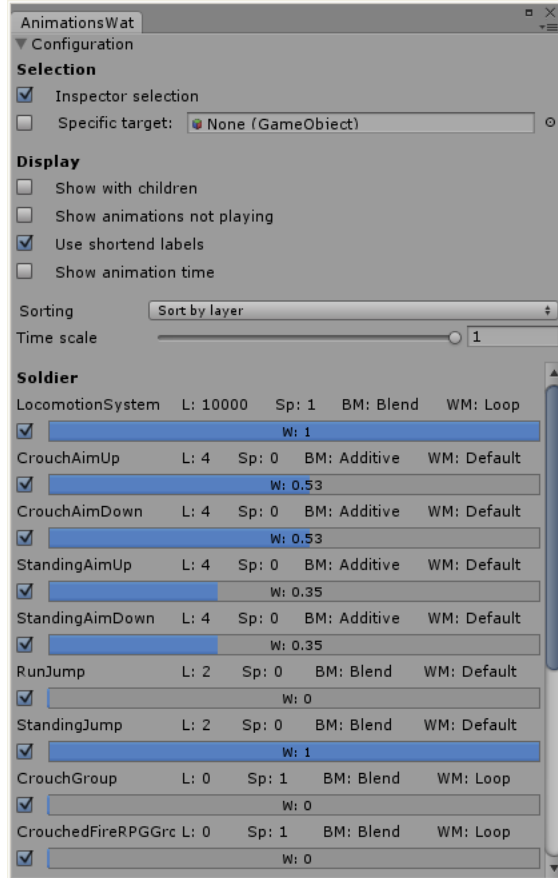


The watcher window has two sections – the configuration and the watches. When no object is selected or when the selected object has no animation component then only the configuration will be visible (unless folded out).

After an appropriate game object is selected the window may look like this:

configuration

watches area



## Configuration

### 1. Selection

You may choose the method you wish to use in order to select the game object to be watched:

- **Hierarchy selection:** show the object or objects which are selected in the Hierarchy window.
- **Specific target:** you may drag an object from the scene into this field. Only this object will be shown in the watches (no matter what is selected in the Hierarchy window).

### 2. Display

1. **Show with children:** include the children of the selected game object. Only children with an animation component will be included and shown in the watches.
2. **Show animations not playing:** set this option to show animations which are not active. When this option is off non-playing animations will be hidden in the watches.

3. **Use shortened labels:** set this option to use a short version for labels. It is recommended to use shortened labels after you get more familiar with them as it provides a cleaner view.
4. **Show animation time:** set this option to include showing the animation normalized time. When this option is off the time will be hidden.

## Watches Area

### 1. Sorting

You may sort the order of animations displayed per object using 3 methods: by *sort by layer*, *name* or *weight*.

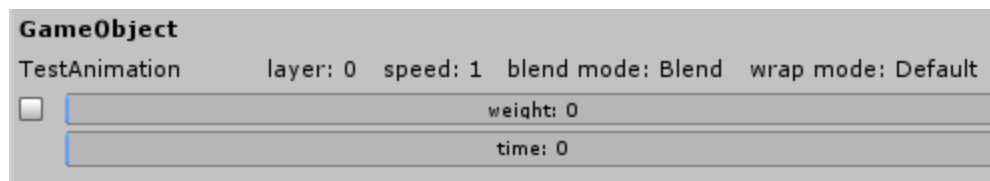
- *Sort by layer* will show the animations with highest layer at the top and lowest layer at the bottom.
- *Sort by name* will sort the animations alphabetically.
- *Sort by weight* will show the animations with greatest weight at the top.

### 2. Time Scale

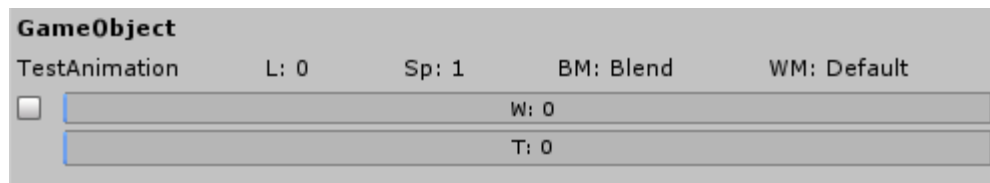
Using the time scale slider you may change the speed of game time. This helps to slow animations down so you may notice even small changes in the animations state.

### 3. Watches

In this area all animations of an object or objects are displayed. An animation state is shown like this



or like this ( shortened labels)



The first row for each animation state shows the animation clip's name, its layer, speed, blend mode and wrap mode.

The second row shows a toggle which is set if the animation is playing and a progress which indicates the weight of the animation. The last row is optional and will be displayed only if *Show animation time* is selected in the configuration and it indicates the normalized time.