Loops Explained

Loops Menu

With your TextFX animation, you're able to set one or more Actions to loop over themselves however many times you'd like.

Once a loop is finished, the animation will continue linearly from whereever the loop ended

The left hand section of the TextFX Manager window is where you'll find the *Loops Menu*.

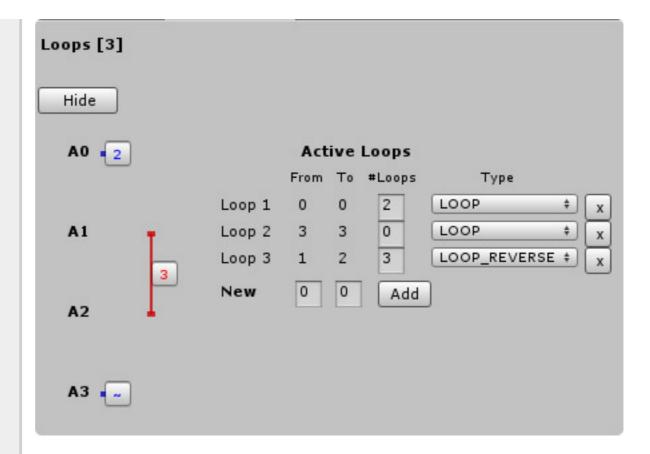Here you'll see a list of all the current loops applied to your animation, and a form for inputting new Loops

Loops [0]

Hide

A0

Active Loops

From   To   #Loops   Type

New | 0 | | 0 | Add

A1

A2

Adding A Loop

A loop is defined by a start and end action index, and then the number of times that loop cycle should occur

When you add a loop, you'll see a visual representation of the loop on the Action tree on the left of the loop menu

Note: You can also add loops by clicking on the Action nodes on the left hand side. Click and drag from one node to the other to create a loop across several actions.

Loops [3]

Hide

A0 · 2

Active Loops

	From	To	#Loops	Type	
Loop 1	0	0	2	LOOP ⬍	x
Loop 2	3	3	0	LOOP ⬍	x
Loop 3	1	2	3	LOOP_REVERSE ⬍	x
New			0	0	Add

A1

3

A2

A3 · ~

In the example above...

Note: Loops can be embedded within each other, but they can't intersect other loops. For instance having a loop from Action 0 -> 2 and then trying to add a loop from Action 1 -> 3, would not be allowed!