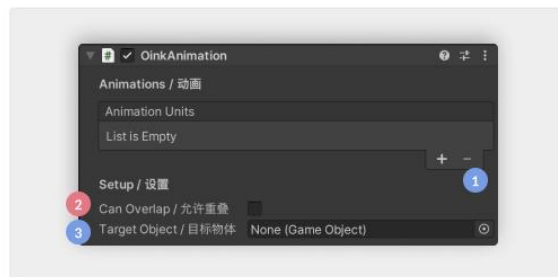


# Oink Animation User Guide

**Oink Animation** is a tool that allows developers to create, add, and trigger 2D GUI animations in a fast, low-code, and highly customizable way within the Unity engine.

## How to use

**Oink Animation** component is essential for triggering animations. Since the framework logic operates based on the **Image component** attached to the bound object, the bound object must have an Image component. (Disabling the Image component on the object will not affect the framework logic.)



Oink Animation Component

### 1 Adding Animations

An object can have multiple Animation Units added.

### 3 "Target Object"

This property allows developers to select which object (the object must have an Image component) will execute the animation. If no object is assigned, the animation will automatically apply to the object itself.

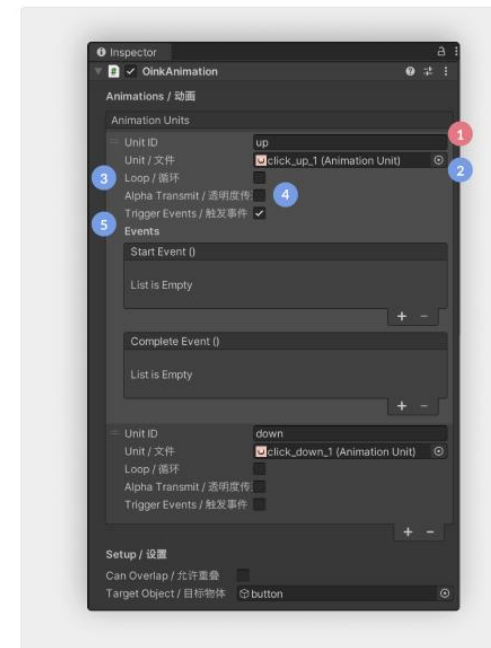
### 2 "Can Overlap"

If this option is selected, multiple Animation Units can be played simultaneously on a single object.

If this option is enabled and multiple animation files manipulate the same property simultaneously, it may cause issues with the animation playback.

## Animation Unit

**Animation Unit** is a Unity ScriptableObject. It contains a complete animation logic, and developers can also customize the Animation Unit file.



Oink Animation Component - Animation Unit

### 1 "Unit ID"

When multiple Animation Units are added to a component, this property allows developers to selectively trigger specific Animation Units.

This ID must be unique within the current component.

### 2 "Unit"

This property represents the Animation Unit.

### 3 "Loop"

When this property is selected, the animation will loop.

### 4 "Alpha Transmit"

When the animation file includes changes to the image transparency, this property determines whether those changes are also applied to the child objects of the target object. If selected, all child objects with an Image component will trigger the transparency change.

### 5 "Trigger Events"

This property allows developers to add event functions to specific animation files. These added events will be executed before the animation starts or after it ends.

## Animation Operations

**Oink Animation** component includes functions for controlling animations. Developers can simply call these functions through the panel or in the code.

### 1 “Delay (float)”

This function allows you to add a delay effect to the component.

**Example:**  
Delay(1f): Waits for one second.

### 2 “Play (string)”

This function allows you to play a specific animation file by passing in the 'Unit ID' without interrupting any animations currently running.

**Example:**  
Play(): Plays the first Animation Unit in the list.  
Play(“down”): Plays the Animation Unit with the 'Unit ID' named 'down' in the list.

### 3 “PlayNext (bool)”

This function plays an Animation Unit sequentially according to the order in the Animation Unit list. If the last animation is reached, the next play will start again from the first file. The first triggered animation will always be the first file in the list.

**Example:**  
PlayNext(): Plays animations in order from top to bottom.  
PlayNext(false): Plays animations in order from bottom to top.

### 4 “PlaySolo (string)”

This function is similar to 'Play()', but it stops all other animations currently playing on this component.

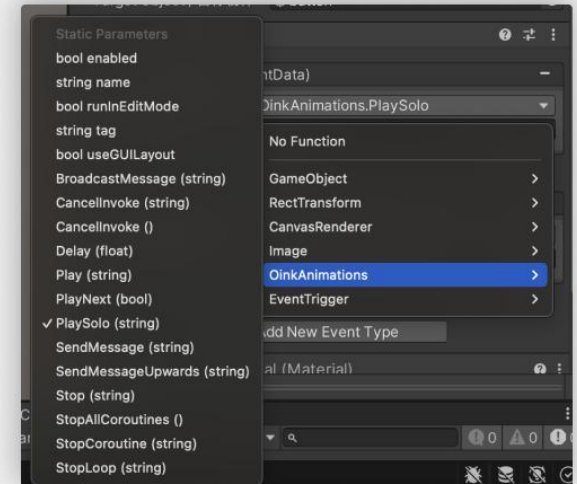
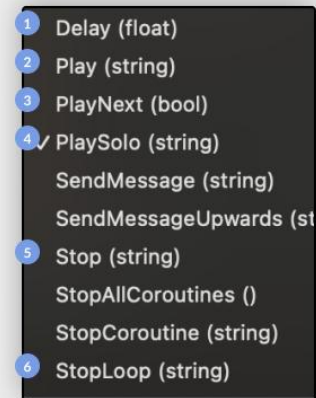
### 5 “Stop (string)”

This function allows you to stop a specific Animation Unit by passing in the 'Unit ID'. The stop action will be completed after the current keyframe finishes playing.

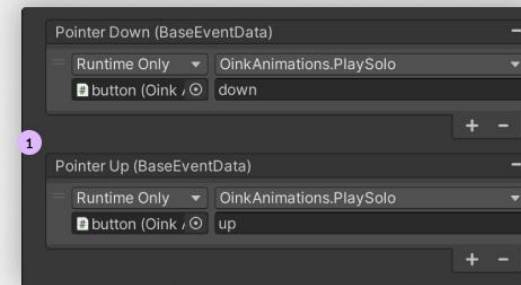
**Example:**  
Stop(): Stops the first Animation Unit in the list. Stop(“down”): Stops the Animation Unit with the 'Unit ID' named 'down'.

### 6 “StopLoop (string)”

This function is similar to 'Stop()', but the stop action will complete only after the entire Animation Unit has finished playing.



Event Trigger - Pointer Event



### 1 Example

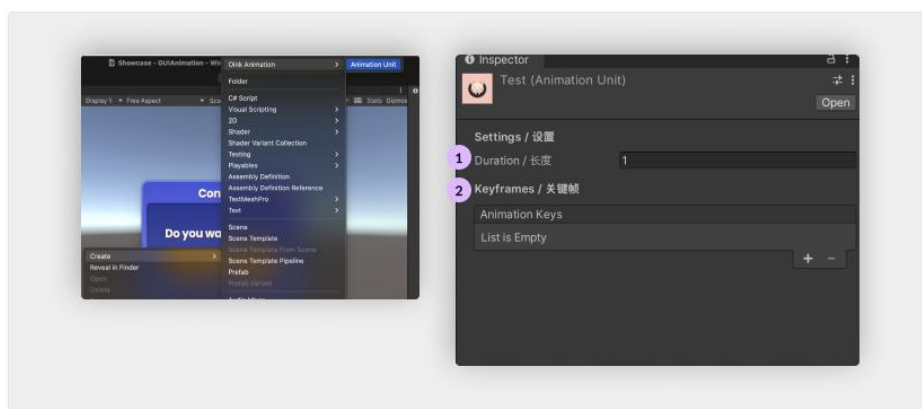
In this example, when the player clicks the game object, PlaySolo(“down”) is triggered, which starts playing the Animation Unit with the 'Unit ID' of 'down' in the list while stopping all other animations.

## Making Animations

Developers can create Animation Unit files directly within the Unity Editor, and coding is also supported.

### 1 Creating Animation Files

You can find Oink Animation -> Animation Unit in the Create menu.



Animation Unit (Scriptable Object)

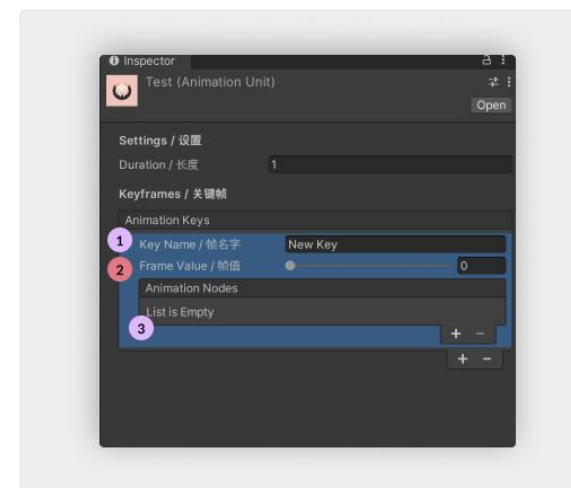
#### 1 "Duration"

This property determines the duration of the animation playback. A value of 1 represents one second.

#### 2 "Keyframes"

This property allows you to add keyframes.

### 2 Creating KeyFrames



Animation Unit - Keyframe

#### 1 "Key Name"

This property does not affect the animation; it is simply for developers to add any necessary notes or information.

#### 2 "Frame Value"

This property determines when the current keyframe is triggered. The frame value ranges from 0 to 1, where 0 represents the beginning and 1 represents the end.

**When the value is less than 0.01, the default value of the keyframe is set as the initial value of the animation. If all keyframe values are greater than 0.01, the initial value of the animation will be the original value of the object before the game starts.**

#### 3 "Animation Nodes"

This property is a list of Animation Nodes.

## Animation Node

By adding animation nodes to keyframes, you can change the properties of the Image component on the object.

### 1 Adding Animation Nodes

Multiple Animation Nodes can be linked to a single keyframe, with each node corresponding to an operation on a specific property.

#### 1 "Node Name"

This property does not affect the animation; it is simply for developers to add any necessary notes or information.

#### 2 "Feature"

This property determines which attribute will be animated.

#### 3 "Value"

This property determines the target value of the attribute for the current keyframe.

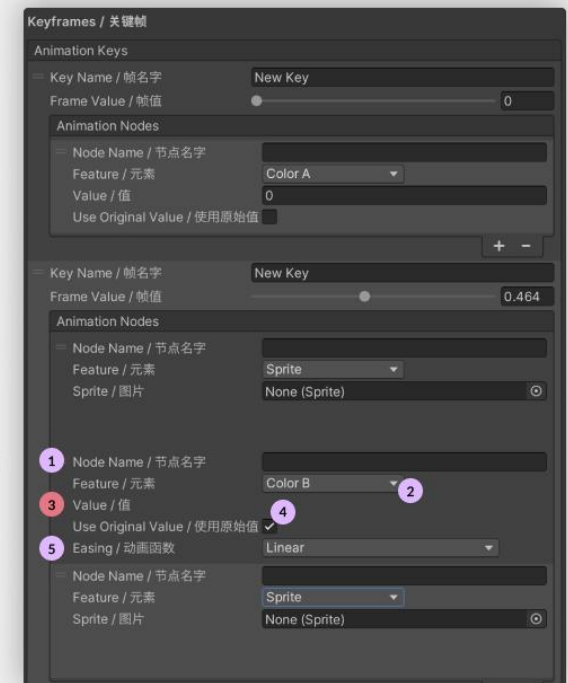
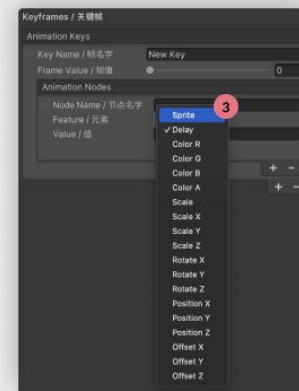
If the element is an image (Sprite) or a delay (Delay), it will be executed immediately at the beginning of the frame. If a delay (Delay) is selected, the current animation will pause until the delay ends, then continue with the next animation.

#### 4 "Use Original Value"

If this property is selected, the attribute value from the object's initial state will be used.

#### 5 "Easing"

This property determines the timing function for the animation playback.



Animation Unit - Animation Node