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Installation

[Ripple Edit](#) by **Plugin Everything** uses scriptUI and must be placed in the **ScriptUI Panels** folder

Windows:

Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels\

Mac:

Applications\Adobe After Effects <version>/Scripts/ScriptUI Panels/

Using Ripple Edit

Navigate to *Window > **Ripple Edit.jsxbin*** to open

Ripple Edit consists of 6 buttons, each button has a standard function with most having a **shift** and/or **alt** modifier that can be activated by holding the respective key on the keyboard. The modifiers (if the button has them) can be used together (**shift+alt**) to combine their effects.

The buttons by default are stacked vertically, holding **alt** and double clicking on the toolbar will rotate the orientation of the buttons, swapping between horizontal and vertical. This orientation is saved between instances of After Effects.

From top to bottom (or left to right) the buttons are are:

In Point

In Point will push the *in point* in the selected layer(s) in by one, shifting everything to the right on the timeline (including the layer) to the left by one frame.

Shift Modifier

Holding **Shift** will do the same, but shift by *10 frames* instead.

Alt Modifier

Holding **Alt** will push the in point out instead of in, shifting the layer right instead of left.

Close Gap

Close gap will merge two or more layers, removing the gap between them.

Alt Modifier

Holding **Alt** will only work when one layer is selected, it works much like the ripple delete on an empty space in premiere, shifting all layers right of the layer left until the selected layer has no gap.

Delete

Delete has only one function, it will delete the selected layer(s) shifting all layers to the right the amount needed to make sure no gaps are left.

Active Time

Working much like using **alt + I**, Active Time will set the in point of your selected layer(s) to the current point in the timeline, however it will also shift all layers to the right left to match.

Alt Modifier

Holding **Alt** will set the *out point* instead of the *in point* of the layer.

To Comp

This tool sets the selected layer(s) in and out points to the edges of the comp or the limits of the layer.

Alt Modifier

Holding **Alt** will set the comp start and length to the bounds of the selected layer(s).

Out Point

This is almost identical to In Point except it works on the *out point* of selected layer(s), pulling the *out point* left by one, shifting all layers to the *right*.

Shift Modifier

Holding **Shift** will do the same, but pull by *10 frames* instead.

Alt Modifier

Holding **Alt** will push the out point out instead of in, shifting layers to the right instead of left.

Help

This gear shaped button will open the help and licensing menu.

Thank You

Thank you for purchasing Ripple Edit, if you have any questions, concerns, comments or considerations please feel free to email us at hello@plugineverything.com, tweet us at [@plug_everything](https://twitter.com/plug_everything) or submit a support ticket through aescrpts.com.



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Change-log

v1.1.3 - 2021/06/22

- + Updated help text
- + Fixed minor bugs
- + Updated to latest version of licensing framework
- + Added debugging functionality

v1.1.2 - 2019/02/25

- + Ripple Edit will now ignore locked layers
- + Ripple Edit will now ignore hidden layers (shy)
- + Actions now have more feedback in the info panel
- + Orientation is remembered in between AE instances
- Removed "Ctrl/Cmd + double clicking" to open the help menu
- o General grammatical and spelling fixes

Thanks to Lars Jandel for assistance in debugging this version