

Buff



Hi,

I'm having problems when I try to put an animation inside a prefab that was created in Unity. I have a game object with I added an Animation Component, but when I add it to a prefab... the animation is gone. It is hard for me to believe that this cannot be done!!!

Thanks

May 27, 2008

Jessy



Have you tried...

Drag a prefab into the Hierarchy, creating an instance.

Add the animation.

Drag the instance on top of the original prefab in the project view, replacing it.

?

That's one way to go about this, but not the only way. If you have an animation in your Project view, and add it to a prefab's animation component, it should not disappear, either. Perhaps some more details would help.

May 27, 2008

Buff



Hello Jessy,

Sorry it did not worked. This is a detail of what I am doing:

- 1) Create a cube.
- 2) Add an Animation Component
- 3) Set key frames for the cube. (which are stored in the animation component)
 - 4) Drag to a prefab in the project.

Now... when I drag the prefab back to the hierarchy, the component is still there, but the animation is set to (none), so there is no animation at all.

May 27, 2008

Jessy



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한국어 In the similar fashion I created a par chart using prefabs and I am unable to add animation that is I am trying to create a dynamic bar chart like on click of play button the bar charts should Rise to the statistical values from base but I am

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unable to achieve that. How can I achieve that

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