AnimatorEvents for Mecanim

Version 1.1

Unity 4.3 compatible

bug and compatibility fix

Add multi-transition support

Version 1.0

Can be found here https://github.com/joshuajebadurai/UnityAnimatorEvents .

Works only with Unity 4.0 to 4.2.

AnimatorEvents is a simple plugin to add callback events for Mechanim Animator.

Introduction

Mechanim is awesome in so many ways and as much as it is really good for artist, it doesn't share the same thing for programmers. Just trying to get what state the animator is currently playing can result in many lines of code. This script simplifies the whole process and makes it easier for programmers by giving them the power of C# Events and Delegates.

Installation
Download and import the unitypackage into the project

Usage
Step 1: Add AnimatorEvents component to the GameObject that contains the Animator component
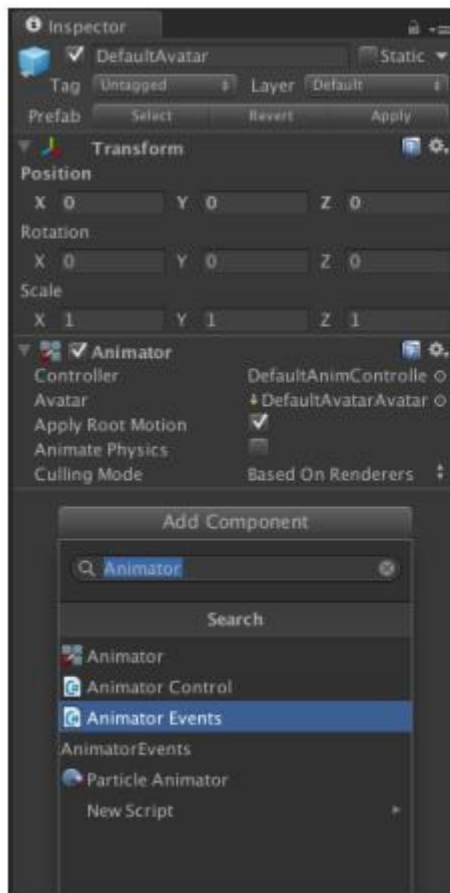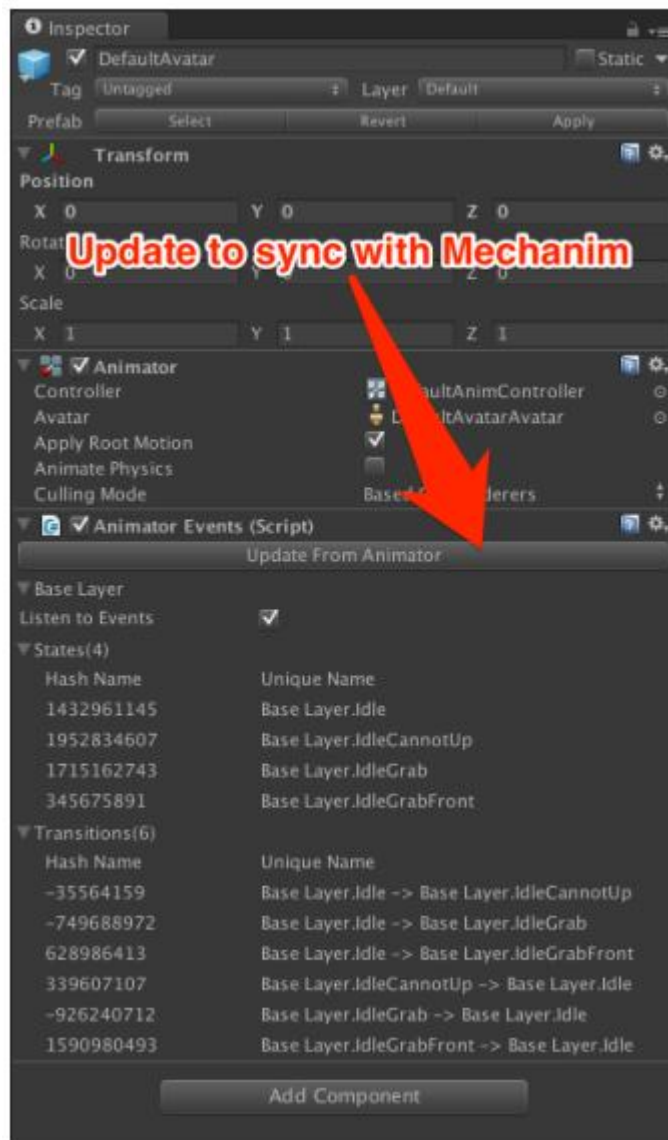
or

Step 2: Click on "Update from Animator" to get all the state info and transition info from Animator.

[Note: You have to update every time you make changes to Mechanim]

That's it. Now you're ready to have event triggers inside your scripts.

Sample Code

```csharp
using UnityEngine;

using System.Collections;


public class AnimatorControl : MonoBehaviour
{
        AnimatorEvents animatorEvents;


        void Awake()
        {
                animatorEvents = GetComponent<AnimatorEvents>();
        }


        void OnEnable()
        {
                animatorEvents.OnStateChanged += OnStateChanged;

                animatorEvents.OnTransition += OnTransition;
        }


        void OnDisable()
        {
                animatorEvents.OnStateChanged -= OnStateChanged;

                animatorEvents.OnTransition -= OnTransition;
        }


        void OnStateChanged(int layer,AnimatorStateInfo previous, AnimatorStateInfo current)
```

```csharp
    {
        //displays the State info of current and previous states

        Debug.Log ("States changed from " + previous + " to " + current);


        //Animator events returns a much friendly way than hash names

        Debug.Log          ("States          changed          to          "          +
animatorEvents.layers[layer].GetStateName(current.nameHash));


    }


    void OnTransition( int layer, AnimatorTransitionInfo transitionInfo)

    {
        Debug.Log               ("Transition               from               "               +
animatorEvents.layers[layer].GetTransitionName(transitionInfo.nameHash));
    }
}
```