Multi-Sprite Animator v1.03

Quick Start

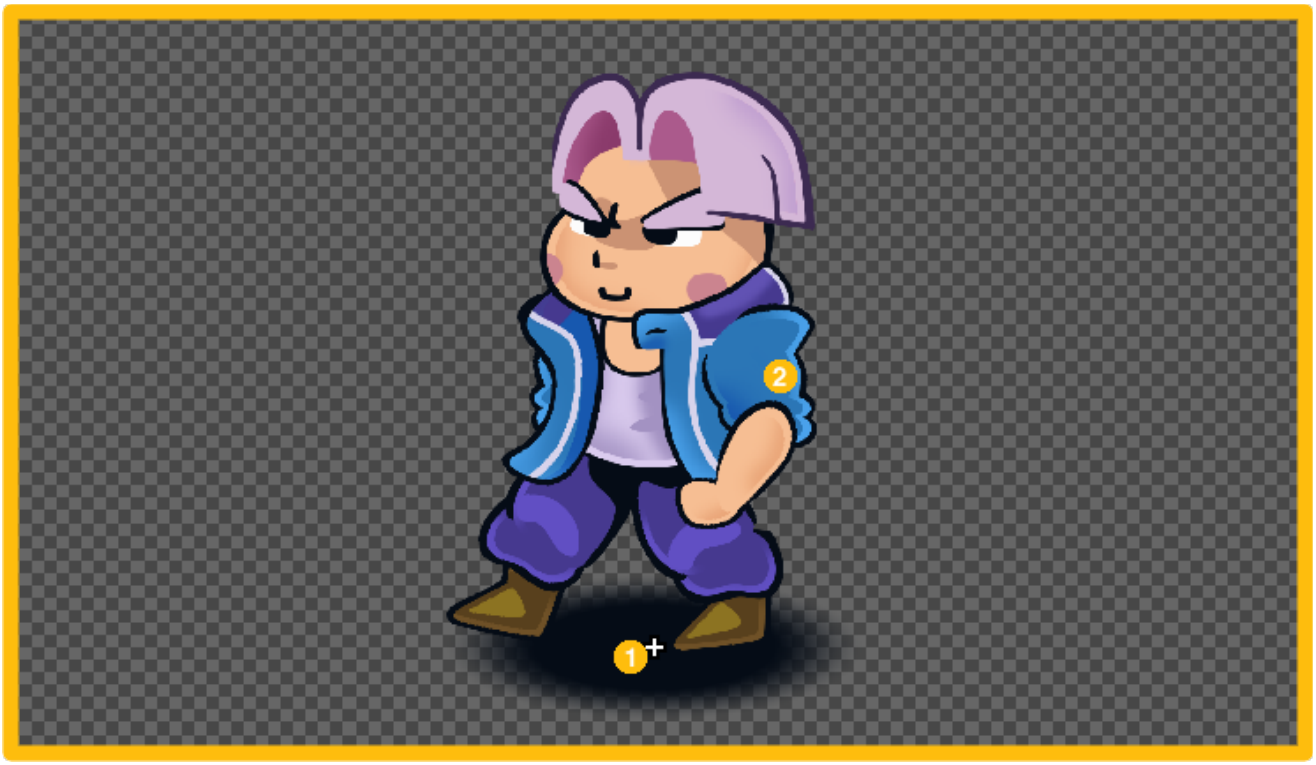
- Open the editor by clicking Window → MultiSprite Editor from the menu
- Create a new animation by right clicking in the Project window and selecting Create → MS Animation
- The editor window can also be opened by selecting a MS Animation file and clicking the "Open MultiSprite Editor" button that appears in the inspector.

– Table of contents –

Playback Bar

1. Play button – previews the animation
2. Loop playback preview – tells the preview to loop when played
3. Preview scale – zooms the preview in and out
4. Recenter – centers the preview on the animation's origin
5. Current animation title – clicking this will select the animation in the project
6. Clicking this will set animation preview playback speed to 1
7. Slider that changes the preview animation speed

Preview & Animation Editor



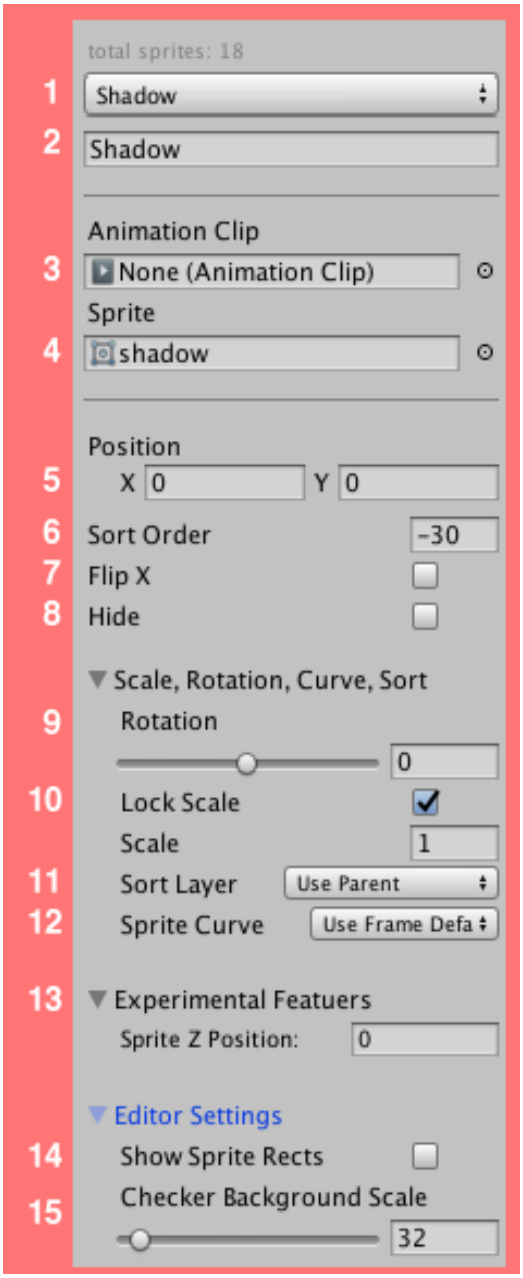
1. Origin point – the origin point of the animation. This will be the as the origin point of the game object that plays the animation.
2. The sprites of this frame of animation.

Controls & Key Commands

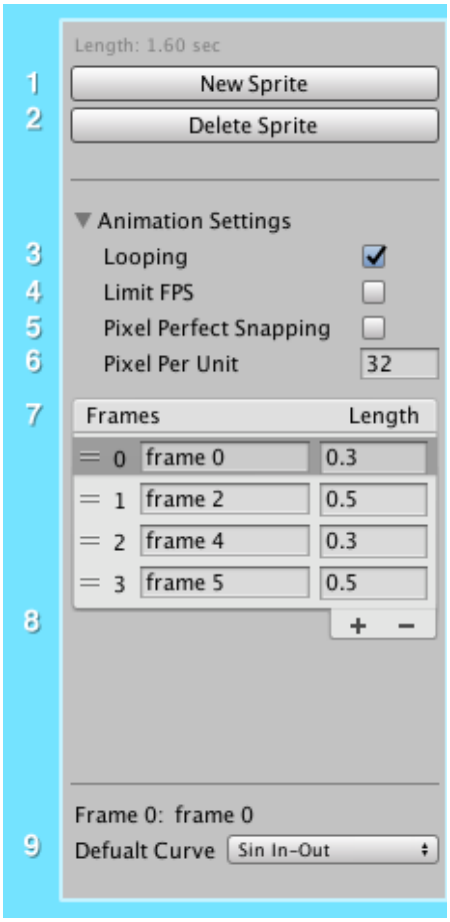
- Click & drag – Move the selected sprite
- Shift + Click & Drag – Move all sprites in the frame
- R + Drag – Rotates selected sprite
- Command (Mac) or Control (PC) + Click = Select sprite to edit

Sprite Editor

1. Sprite Dropdown – Select the sprite to edit
2. Sprite Name – Name of the selected sprite
3. Animation Clip – The animation that the sprite will play / display. This is only available if the Power Sprite Animator plugin is installed.
4. Sprite image – What the sprite looks like on this frame. If no sprite image is selected for the current frame, the sprite will use the last image assigned to it from a previous frame.
5. X and Y position of the sprite on this frame
6. Sorting order for this sprite in relation to the other sprites on this frame
7. Flip the sprite horizontally on this frame
8. Hide the sprite on this frame
9. Rotate the sprite for this frame
10. Scale the sprite for this frame. If "Lock Scale" is unchecked, you can scale the X and Y separately.
11. What sorting layer the sprite appears on.
12. The animation curve the sprite uses for tweening. This is only necessary to be set if you want the sprite to have a different curve than the other sprites on this frame.
13. Experimental features foldout.
14. Display boxes around the sprites in the preview
15. Change the scale of the checkers in the background.



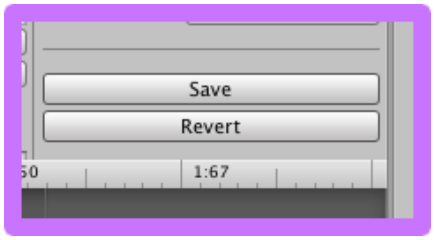
Animation



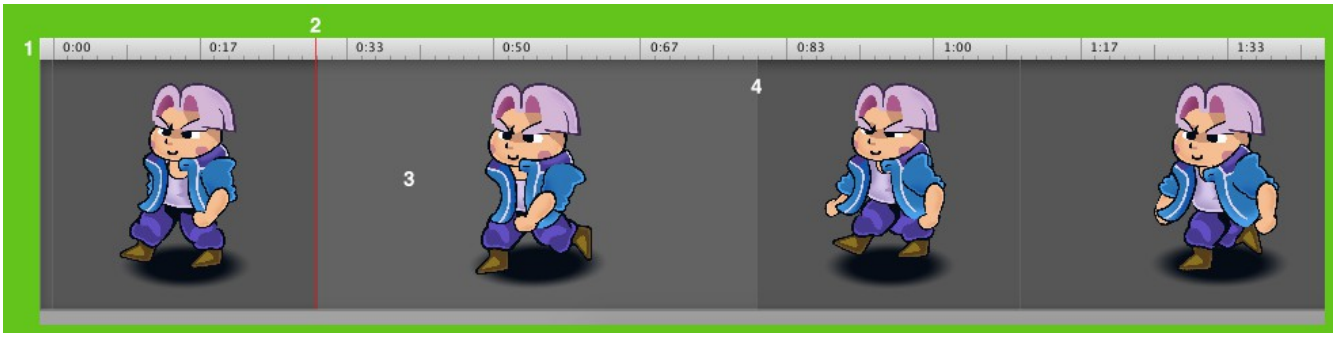
1. Create a new sprite
2. Delete the current selected sprite
3. Loop the animation when played in-game
4. Limit the visual FPS of the animation. This tells the animation to only update at this rate, giving it a frame-by-frame look.
5. Snap pixels to a pixel-perfect grid
6. The pixels-per-unit for the pixel snapping. This should be set to whatever Pixel Per Unit value you use when importing sprites.
7. Frame list. Clicking a frame here will select it for editing.
   - Frames can be renamed here
   - Length of time the frame last can be edited here
   - Click and drag to re-order frames
8. Add a frame, or remove the selected frame
9. Sets the animation tweening curve for this frame.
   New curves can be added by editing the MSCurves.cs file

Saving

The “Save” and “Revert” button appear at the bottom of the Animation panel when changes are made. You MUST click “Save” in order to save changes made to the animation.



Timeline



1. Scrubber bar – click and drag here to scrub through the animation
2. Playback point – the red line represents the current playback point
3. Selected frame – the selected frame appears in a lighter color. When playing, the sprite positions, rotations, etc for this frame will be how this frame begins. As the time progresses, those positions, rotations, etc will tween over the course of the frame until they reach the positions of the next frame.

   For looping animations, the final frame will tween back to the first.
4. The divider between frames. This can be dragged to increase or decrease a frame's length.

Using Multi-Sprite Animations

To use Multi-Sprite Animations, add the “MultiSpriteAnimator” component to your game object. Doing this will add both a SpriteRenderer component, and the MultiSpriteAnimator component.

Sort order:

MultiSprite Animations by default use the layer and sorting order from this SpriteRenderer.

For example: if the SpriteRenderer's sorting order is set to 100, and the sprites in the animation have sorting orders of -1, 0 and 1, then in-game their sorting orders will appear as: 99, 100, 101.

Flipping:

MultiSprite Animations can be flipped by flipping the attached SpriteRenderer's flipX.

MultiSpriteAnimator component has two public values:

Default Animation: any MSAnimation file can be put here to play on awake.

Time Scale: speed the animation is played at.

Playing animations:

Animations can be played easily from code by using

MultiSpriteAnimator.Play(animation);

Please see the next page for example code.

Code example

```
using UnityEngine;

// This needs to be added to access the MultiSpriteAnimator commands
using MultiSprite;

public class ExampleBoy : MonoBehaviour {

   // references to animations we can play
   public MSAnimation walk;
   public MSAnimation idle;

   MultiSpriteAnimator msa;

   void Start () {
      // get the component
      msa = GetComponent<MultiSpriteAnimator>();

      // play the idle animation
      msa.Play(idle);
   }

}
```

Video Tutorials & Links

Tutorial 1: Multi-Sprite Editor - Creating an animation:
https://youtu.be/kyl4d_zXlSo

Tutorial 1: Multi-Sprite Animator - Playing animations & Code:
https://youtu.be/BPjVEJ3x_SY

Support: support@willemrosenthal.com