Four_Player_Animations-Rev 5

- **MultiPersonAnimator:**
  - Non-External Buttons:
    - Subscene Chooser—Choose the subscene plugin is added to.
    - Person Assigner- assign any persons attached to the same subscene (up to 4)
    - Refresh Subscene and Persons—refreshes in game list of all subscenes and persons in scene.
    - Export Animation to File—export the animation to save folder.
    - Import Animation from File—import animation from the save folder.
    - Playback Mode—Choose once, loop, rebound (once), Loop plus rebound of the animation.
    - Duplicate Selected Captures to Target—once you choose the timestamped animations of any captured keyframes, copy to duplicate timelines timestamp.
    - Delete Selected Captures @ time—Deletes any timestamps chosen per slot from animation.
    - Refresh Capture time lists—refresh current saved keyframe timestamps.
    - Sot 1-4 Source Time—choose from keyframe save times to duplicate or delete.
    - Copy Source to Target—copy one slots animations to another.
    - Copy Source Slot—Slot to copy FROM.
    - Copy Target Slot—Slot to copy TO.
    - Load Last Pose Per Slot to T=0 (WIP)-loads the last saved keyframes for all slots from a saved file to the 0.0 position of current timeline.
  - External Buttons:
    - Capture All Slots at Current Time—Captures all slots pose at current time.
    - Clear All captures (keep t=0)—Clear all slots poses except the first one at 0.0 time.
    - Ensure Base Pose (t=0.0)—captures pose of all slots at 0.0 (removing on last update)
    - Copy T=0 Pose to timeline End—copies the first pose of every slot (0.0) to the max length setting (end)
    - Max Length, Climax, Play Speed—sets the max length, climax length, and play speeds.

        - Play/Pause—play/pause animation.
        - Reset to 0.0—resets animation to beginning.
        - Timeline (scrub)animation timeline.
        - Trigger Climax (once+extended)—if climax is set to >0 then when toggled, will ignore play type and go pass the max length setting and stop at the end of timeline scrubber.
        - Text Box—removing next update.
        - Capture Slot1 at Current Time—Captures individual slots pose at current time.
        - Clear Slot 1captures (keep t=0)—Clear individual slots poses except the first one at 0.0 time.
        - Joint Toggles-(WIP) when on, will capture the pos and rot for keyframes when capturing poses for animation. When off, will not capture the information.
- **PluginFileLoader: (Non External)**
    - Can pre load saves paths and tie into external buttons for quick loads for scene creation. 20 slots available.
- **MultiPersonClothingControl: (Non External)**
    - Refresh All Slots—refresh slot names that are assigned.
    - Clothing Item—choose slot's clothing items that are loaded on person.
    - Disable Anatomy, Affect Breasts, affect glutes, Enabled—on off toggles for the chosen clothing item.
- **MulitPersonPoseStates: (External)**
    - Refresh All Slots—refresh slot names that are assigned.
    - Default—sets head, hip, chest, hands and feet to position: On/Rotation:On. PenisBase Pos ON/Rot Off
    - All On—sets head, hip, chest, hands,Elbows, Knees and feet to position: On/Rotation:On. PenisBase Pos ON/Rot Off
    - Body Comply—sets head, hip to position: On/Rotation:On. Hands and Feet to Pos On/Rot Coomply and Chest, Elbows, Knees to Pos/Rot comply. PenisBase Pos ON/Rot Off
    - Adjust Joints—Fixes joints that are too far away from normal position.
- **MulitPersonAnimatorQucikAdjust: (External)**
    - Just ways to use buttons to adjust some settings will be hidden on final version.
- **AnimatorHUD: (Non-Exteranl)**
    - All Toggles are to hide/unhide the external huds.