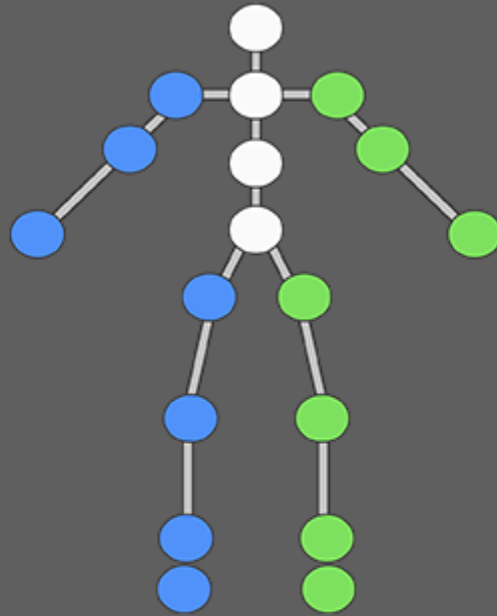# RMAMirrorAnimation

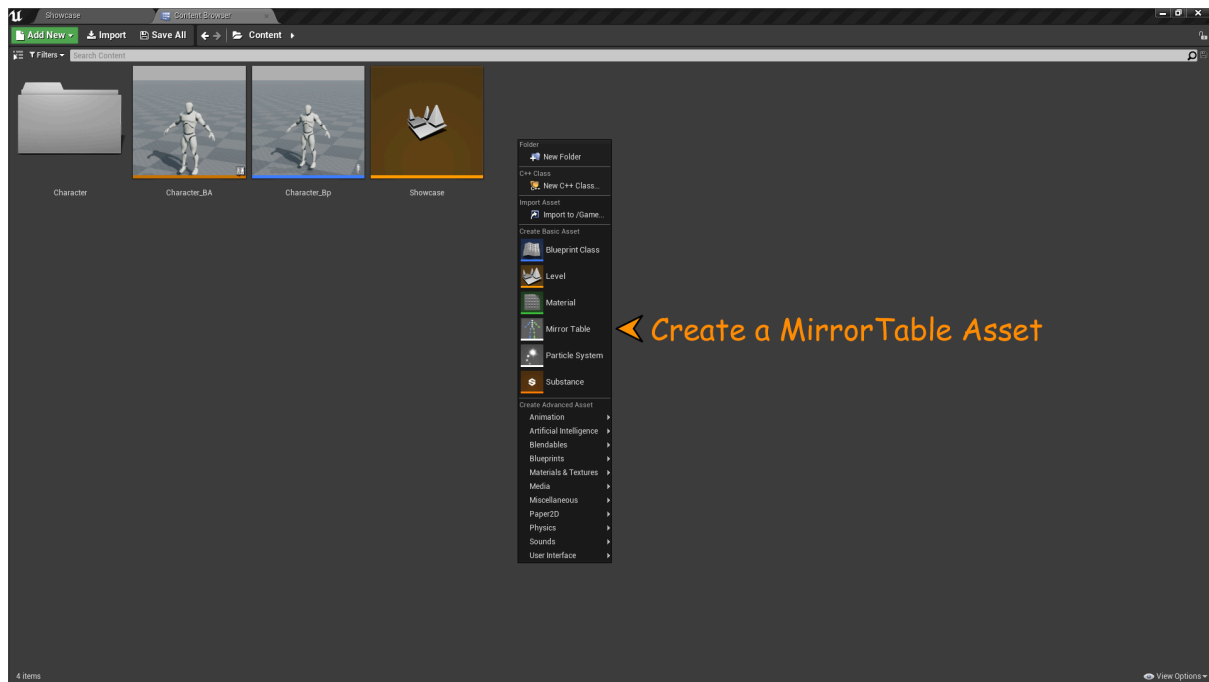RMAMirrorAnimation offers an easy way to
mirror animations without coding.

List of Features:
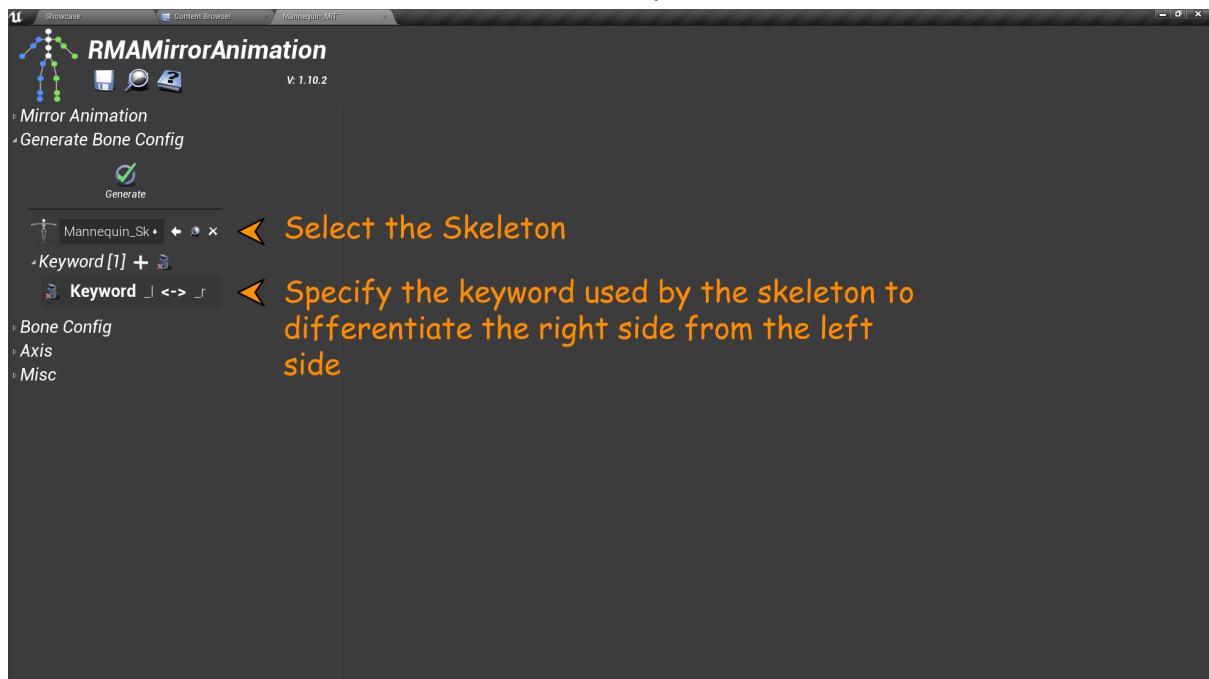
-BoneConfig Generator

-Mirror Multiple Animation assets at Once

-Two methods of mirroring: Runtime and NotRuntime

-Easy to use

-Work with root motion (Only with the method NotRuntime)

-With source code

First Steps

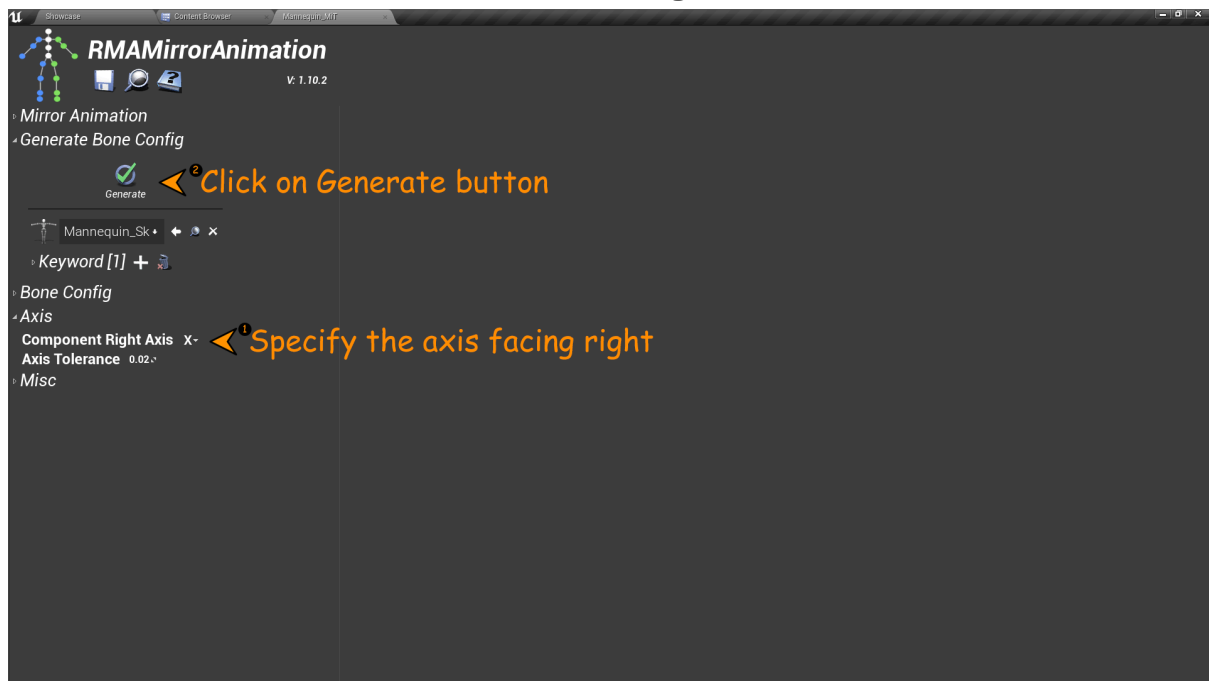First of all you must create a MirrorTable Asset

◄ Create a MirrorTable Asset

After created you must configure the MirrorTable Asset for this follow the next steps

◄ Select the Skeleton

◄ Specify the keyword used by the skeleton to differentiate the right side from the left side

Open the SkeletalMesh connected to the skeleton

Note the axis facing right

Open the MirrorTable Asset and specify the axis facing right and generate the BoneConfig

Click on Generate button

Specify the axis facing right

Note that two lists containing bone configurations have been generated

Note that two lists containing bone configurations have been generated
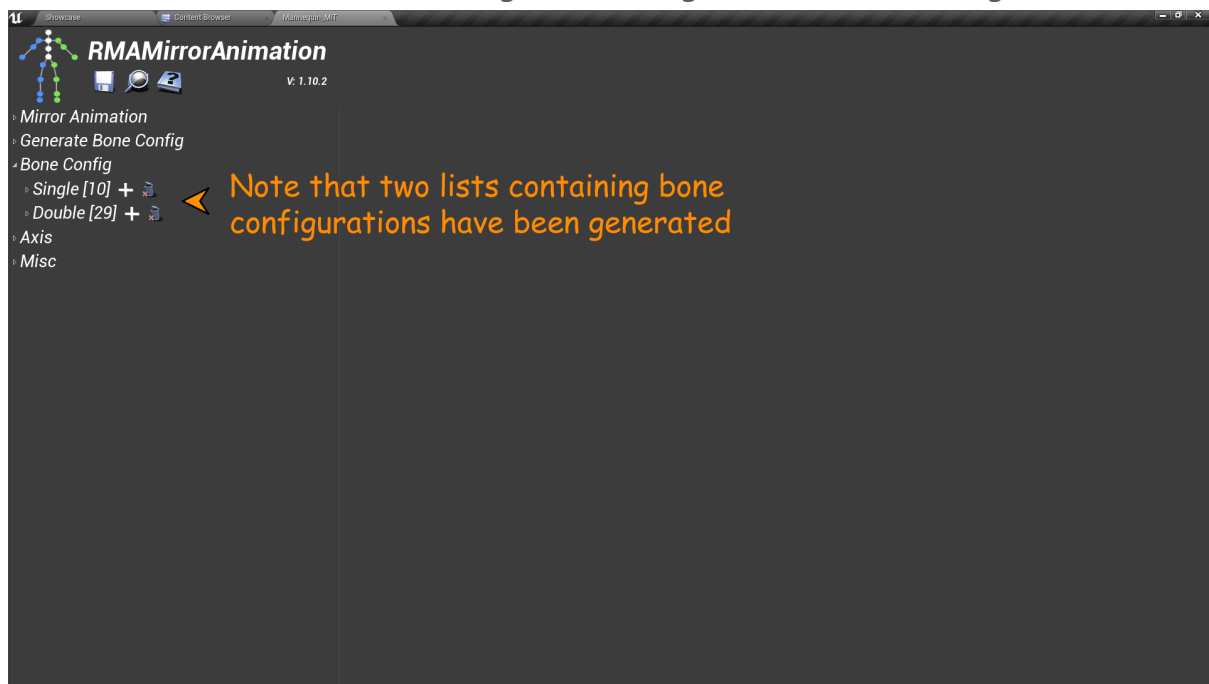
There are two methods for mirroring, the first is at RunTime that is only possible within the BlueprintAnimation and does not support the extraction of RootMotion, see how to:

Add a MirrorAnimation node
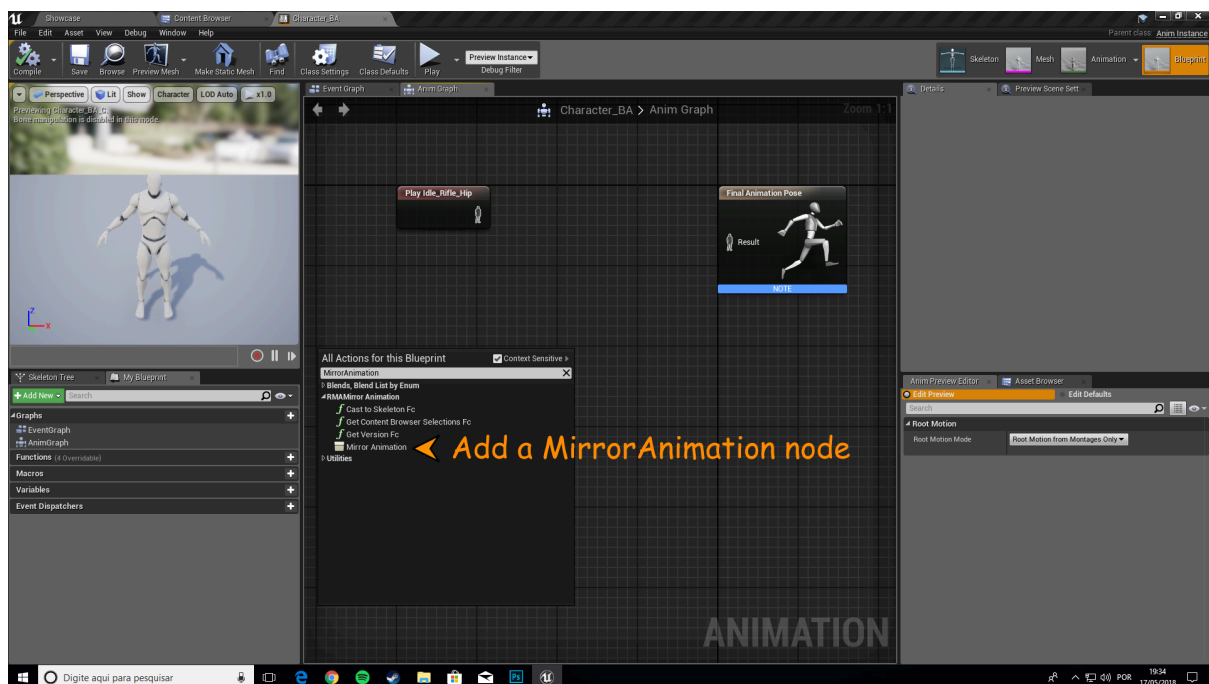
Just specify the MirrorTable and connect the InputPose and it will already be working
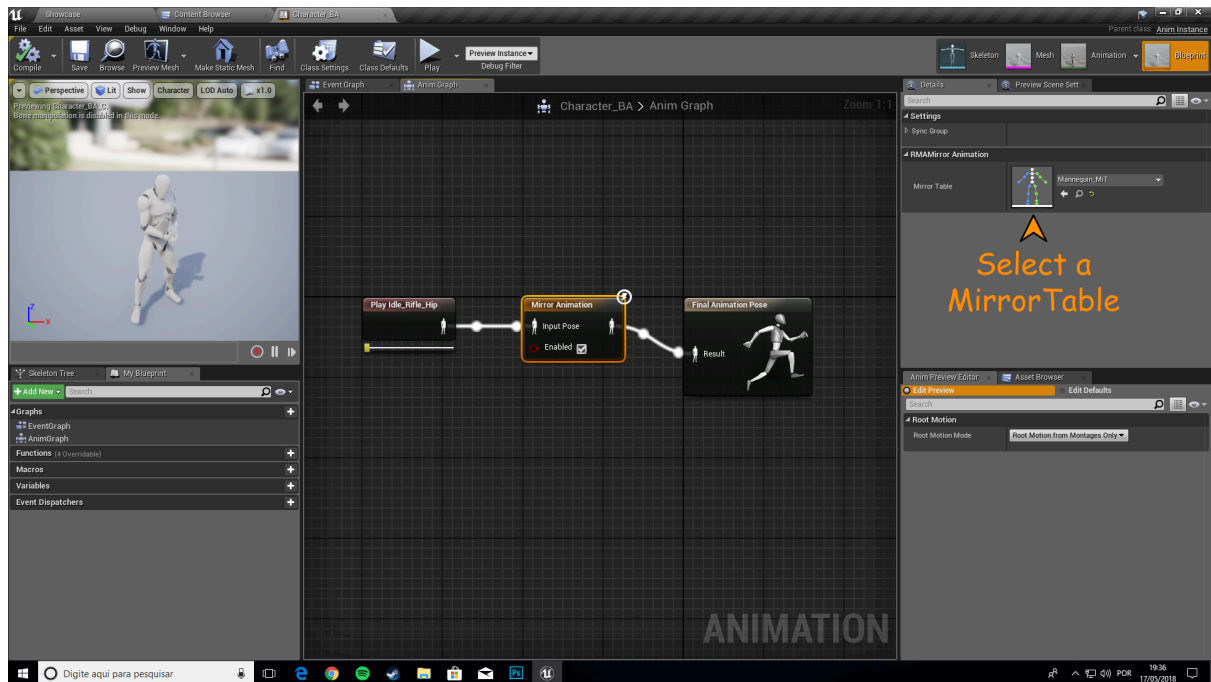
The second option is a direct conversion of AnimSequence, the advantage in comparison to the previous method is that it is not RunTime and works with the extraction of RootMotion, see how to:
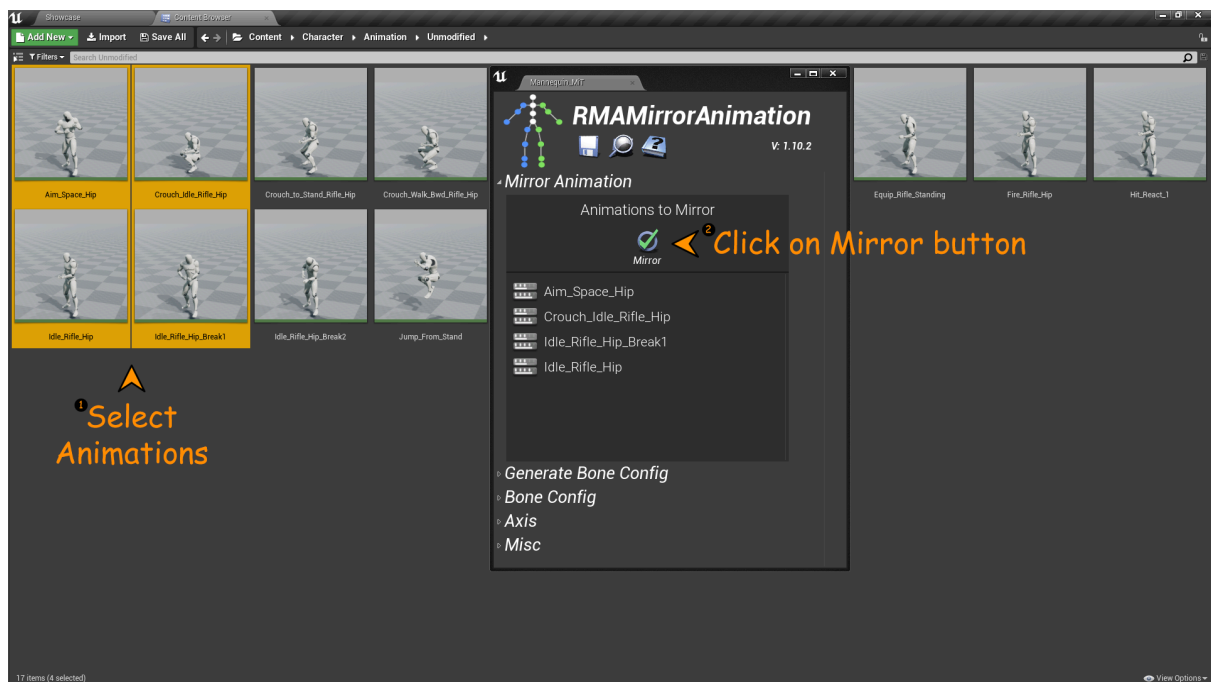
Done, animations have been mirrored

Some important information:

-You can view statistics of MirrorAnimation node through the command "stat RMAMirrorAnimation".

Links:

[Preview](#)

[Marketplace](#)

[Gumroad Marketplace](#)

[Documentation](#)

[NoEditor Example](#)