

GW Key Manipulator

Update 1 (2026.06.16):

- Added World Orient mode for Fixer Control
- Added the function of quick baking animation with several options on the RMB
- Fake const World and Parent - The baking procedure has been accelerated

Update 2 (2026.06.27):

- Added Camera Setup (*rig file, retarget and bake functions*)
- Added the function of quick baking animation with several options on the RMB
- Added the function of removing animation keys from all selected objects
- Update fixer control rig (added attribute local control visibility)
- Control Fixer added bake on aim local control
- Control Fixer fast load

Update 3 (2026.06.28):

- Added delete setup Control Fixer in RMB options "Bake" button

Update 4 (2026.07.01):

- Added the option to select a preset in "Auto" mode. When you have several presets assigned to objects, the script will prompt you to select one of the presets.

Update 5 (2026.07.02):

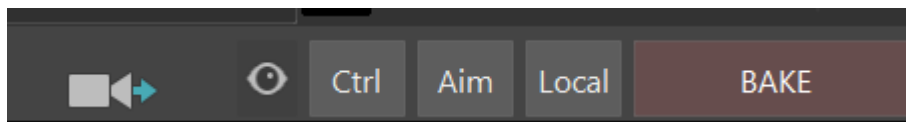
- KM Fixer picker immediately updates the RMB menu of the buttons. Now you don't need to restart the script after create Fixer Controls for use picker

Update 6 (2026.07.03):

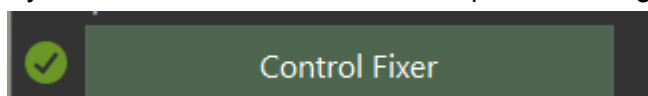
- Fixer Control: RMB options have been added to the locator button:
 - create locators and aligns them to selected objects and bakes animations on the locator
 - select locators (with and without Shift)
 - deleting locators
- These locators are written in the Action history. There is also an option to create the same locators without writing to the Action history.
 - Green locators are recorded in the history of Action
 - Red locators are not recorded in the history of Action.
- Fake Constraint bug fixes

Update 7 (2026.07.10):

- A display layer has been added to Rig Camera to hide the camera's controls. A button to hide camera controls has been added to the UI - Eye icon

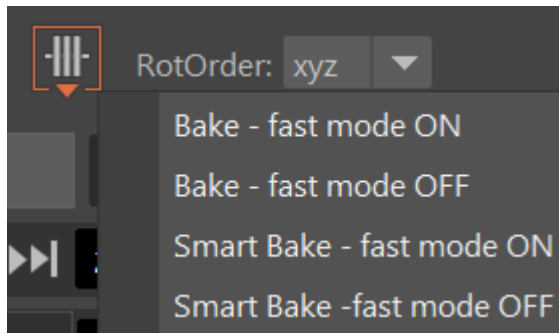


- Added a check mark to the left of the "Fixer Control" button. If "On" - After baking, removes needless keys from all created objects. This mode is usually used when the poses are placed and now you need to make the correct interpolation using the Fixer Control setup.

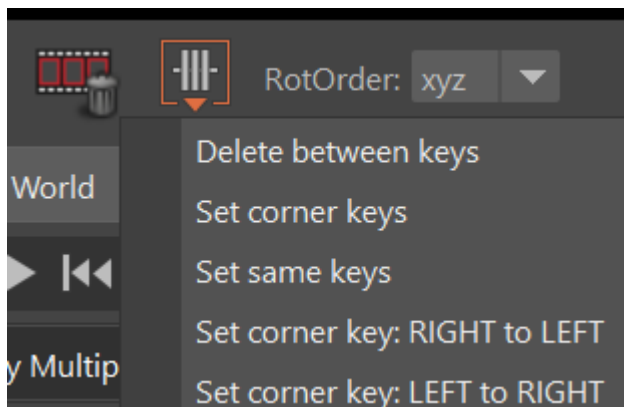


- Spline IK and Curve IK now hide the objects from which the animation is baked, similar to the Fixer Control and UnHide after Bake
- Bake in Base section (it's about RMB options) now bakes blendshapes as well (just select the mesh, and the script will find the blendshapes and bake them) - "Set same keys"

- Added the function of arranging keys like other selected objects (RMB options)



- Added 2 RMB options:
 - Copies the rightmost key to the leftmost frame (mainly used for loops)
 - Copies the leftmost key to the rightmost frame (mainly used for loops)



Update 8 (2026.07.12):

- UI updates
- Added new functions “Clean”. It is used when you need to bake an animation of elbow or knee rotation along only 1 axis. For example, now we see the rotation of the elbow on several axes. We apply magic and now the animation is the same, but the rotation in the animation at the elbow is done only on 1 axis.

Update 9 (2026.07.13):

- Annotations have been added in places where there were none
- Little UI update: Basically, the order of presets and basic functions in the RMB options of the Fixer Control button has changed
- Fix conditions in Anim Locators functions and Basic Locators (Fixer Control section)

Update 10 (2026.07.14):

- The color and size of the locators being created have been changed
- RMB Option “Set same keys” can now work on animation layers.
- Improved saving animations to the library, now it can save animations in a dedicated time interval on timeSlider
- The camera rig now bakes animations from the camera FOV on “FOV” attribute when importing. When the animation is baked and removed from the camera, the FOV animation is baked on the camera.

Update 11 (2026.07.19):

- The UI interface in windows has been improved and simplified when working with Action presets
- The ability to make constants for the rotation of objects in Spline IK and Curve IK
- A checkmark has been added that automatically aligns the Aim Locator at the Fixer Control so as not to take this extra step with your hands. The work has become even faster

- Simplified work with the Rebake attribute window
- All the functions of the Bake buttons from the Fixer Control are made in the same way as the Spline IK Bake and Parent Bake Bake (Bake in current frame, Delete Setup)
- Anim Library added asset renaming feature
- A small fix for Set same keys

Update 12 (2026.07.21):

- Correction of conditions in Action windows

GW OpenFiles

Update 1 (2026.07.02):

- Now you can edit and delete the fields of formats, paths, and categories directly in Maya. RMB on the path or format, then press Edit
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