Thank you for trying/buying **Jump Keyframe.**
Current version 1.3. **Jump Keyframe is now compatible with KBar!**

FAN

INSTALLATION GUIDE:

The easiest way to install and license is by using the aescripts + aeplugins manager.
To install a trial you can select 'Add Trial' from the 'Account' menu

If you prefer to manually install it or have trouble using the installer, please follow these instructions:

After extracting the zip file (which you already did, or would not be reading this file) you will see a file named **jumpKeyFrame.jsxbin** and a file named **jumpKeyFrame_KBar.jsxbin***

*If you do not use KBar you can safely discard the 2nd file and if you change your mind later, you can always re-download it from your account page on aescripts.com

Move both files to the following location:

Windows:
Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels

Mac:
Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels

KBar integration

Click on "Add Button" and then select "Run JSXJSXBIN File", click "Browse" and choose the **jumpKeyFrame_KBar.jsxbin** file.

Jump KeyFrame won't work with KBar if you choose the wrong jsxbin file.

Please refer to the KBar documentation for full instructions on how to install the Jump KeyFrame script so it's fully integrated with KBar.

Alternatively, you can also go to the File menu and select Scripts>Install ScriptUI Panel, navigate to where the file is and After Effects will install it for you, please note that it will be installed in a different folder than the ones mentioned above.

Jump Keyframe can also be run as a floating (non dockable) window however is not recommended.

Please refer to Adobe's help docs for more information.

You will need to restart After Effects in order to us the script regardless of the installation method you choose.

You can dock Jump Keyframe anywhere within your After Effects workspace. The latest version v1.2, ensures it uses the least amount of space possible.

WHAT IT DOES:

Jump Keyframe is a nifty little script that allows the user to make quick changes on any keyframed property without having to worry about first moving the CTI to the latest keyframe that already exists in the properties that are being changed. It increases productivity by allowing users to spend less time navigating a convoluted timeline and instead focus on precise adjustments on the comp panel.

INSTRUCTIONS FOR USE:

1. Move the current time indicator (CTI) to any time after the last keyframe(s) of the properties that you want to edit are.

2. Do the necessary edits to one or more properties in one or more layers, when you are done drag a selection to include at least one keyframe on each modified property, even if they are on different layers. It is not necessary to select all keyframes in the timeline.

3. Click the 'Jump KeyFrame' button in the script panel. All the newly created keyframes will be automatically moved to their correct positions in the timeline.

Watch a brief tutorial here.