

Thank you for trying/buying Jump Keyframe.
Current version 1.1.

INSTALLATION GUIDE:

The easiest way to install and license is by using the [aescrpts + aeplugins manager](#).
To install a trial you can select 'Add Trial' from the 'Account' menu

If you prefer to manually install it 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.jsx

Move it 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

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

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

You can dock Jump Keyframe anywhere within your After Effects workspace.

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, 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.