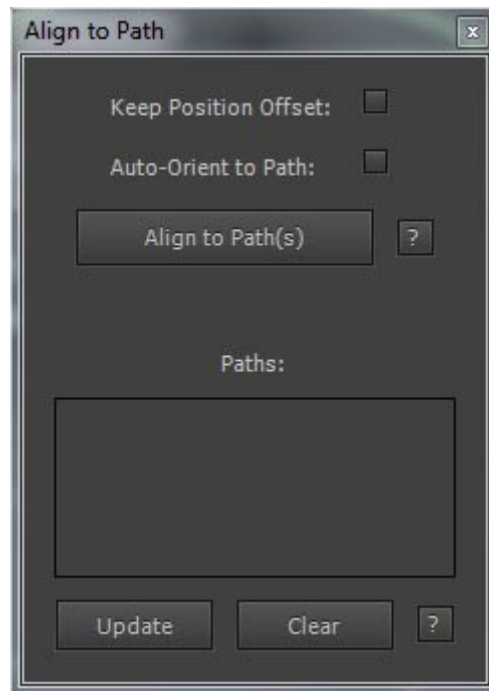# Align to Path Instructions

This script will help attach and align layers to single or multiple motion paths.

Interface:

Instructional Video:

http://www.youtube.com/embed/9IJj4XTHWqI

How to use:

1. Select the layer(s) you want to attach to a motion path
2. Add to your selection any masks you want to use as a motion path
   IMPORTANT - Select the Mask NAME, not the Mask PATH
3. Run the script.

Interface options:

- **Keep Position Offset**

  Keep the layer at it's current position
- **Auto-Orient to Path**

  Should the layer be automatcially oriented while following the path
  (Note: Auto-Orient only works after an initial keyframe is created on
 the Motion Path Complete slider)

Controls:
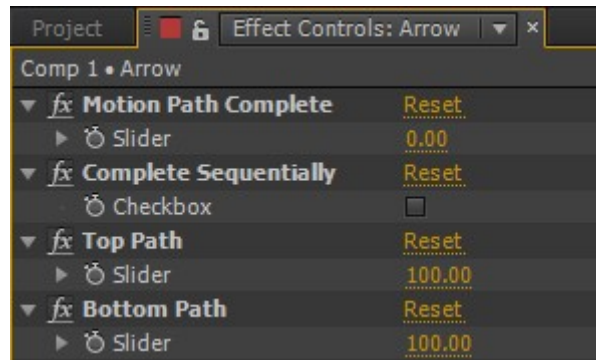
Control options:

After running the script, your layer will have a few new effects

- **Motion Path Complete**
    - How far along on the motion path the layer is. Range 0 -> 100
- **Complete Sequentially**
    - Animate through all of your paths sequentially
    - When this is activated, the sliders for individual paths have no effect
- **One slider per motion path**
    - You can animate what % you want each motion path to contribute
    - If all sliders are set to 0, then you can set a keyframe like normal on your layer.

Update:
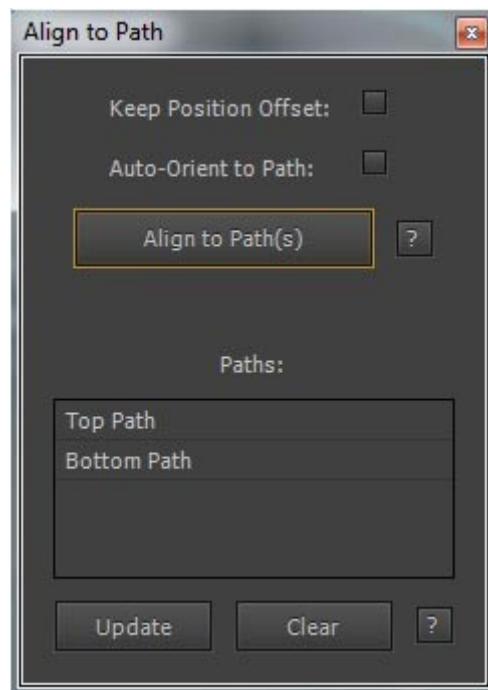
After you have created paths, they will appear in the Paths Listbox.

To update them do the following:

1. Edit the original Mask Path (The path can not be animated)
2. Select the Mask(s) you want to update in the GUI
3. Click Update

All your connected layers should jump to their new positions
Any existing keyframes will stay in place

Use the "Clear" button to empty the list
(This is necessary if you undo the adding of a motion path)

Notes

- The sliders are only valid in the range of 0 <-> 100. If the slider is moved outside this range, it will get calculated as 0 or 100
  (All sliders are normalized to 100% -- The values are added together, and divided by the # of sliders.)

- The script makes a null per each of your motion paths. However, they are put as the last layers in your comp, locked, hidden, and set to shy mode

- If the Mask Layer is rotated or scaled, motion paths will not reflect this (the same as when copying a mask in the interface)

- Even with Orient Along Path selected, you can still animate the rotation of the layer like normal

- When using Complete Sequentially, the masks will complete in alphabetical order

Revision History

Version 1.0

Initial Release

Version 1.1

Added ability to update paths after they are attached to a layer

Version 1.2

Fixed bug that would stop controls working when multiple layers used the same motion path

Version 1.3

Added a checkbox to animate along all masks sequentially

Version 1.4

Fixed a bug when Complete Sequentially is checked, and Motion Path Complete went below 0, or above 100

Fixed a bug when mask names were changed after an undoing the tool, and clearing the Mask Name list in the GUI

Version 1.5

Fixed a bug where expressions may not have worked on international versions of After Effects

Version 1.6

Fixed a bug where the script wasn't applying on international versions of After Effects

Version 1.8

Fixed a bug where the script didn't work with layers which had their position property separated