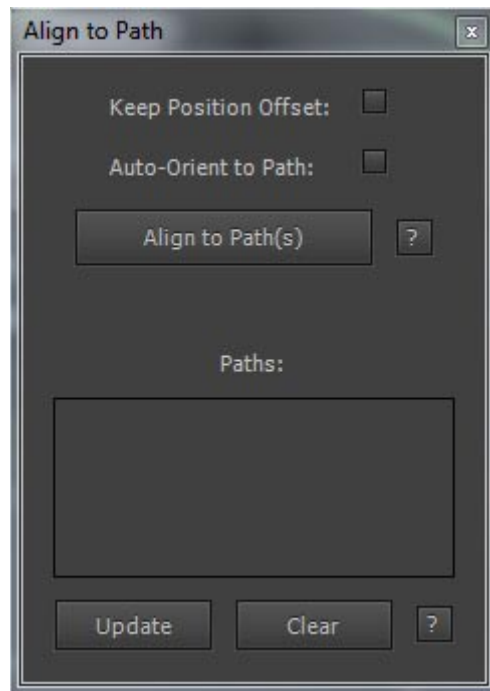


## Align to Path Instructions

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

## Controls:

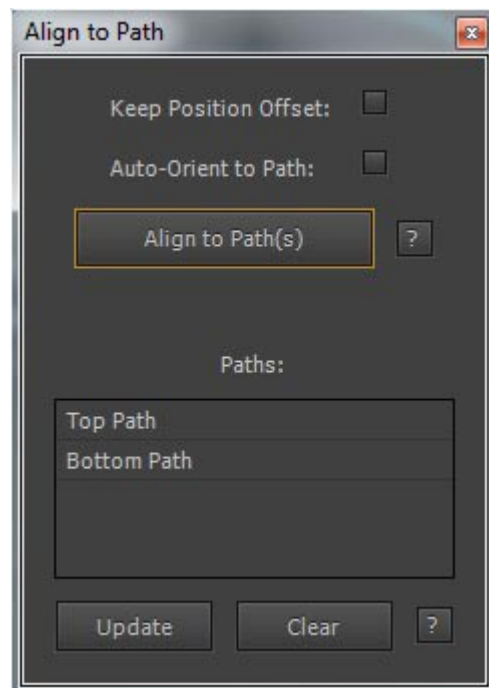


## Control options:

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

- **Motion Path Completion**  
How far along on the motion path the layer is. Range 0 -> 100
- **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 may be 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

### **Revision History**

#### **Version 1.0**

Initial Release

#### **Version 1.1**

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