Let's Roll!

Frame Roller is a simple switch command for Adobe Animate that allows you to easily jump between checking your animation with the TimeScrub Tool and return to drawing your frame with the stroke of a single key.

The command commits your current active tool (Brush, Pencil, Pen, Arrow, FreeXfrom etc) and current play-head position to memory. Then it selects the TimeScrub Tool from the toolbar and allows you to scrub through your animation so far.

Do me one more 'lil favour!?

If you purchased Frame Roller by legal means thank you so much! If it was shared with you by a friend or college and you are finding it useful and want to express some gratitude then you can get it on Adobe Exchange for a meagre $1 USD but I understand that times are tough especially for artists and art students and that is not an option for everyone. You can also support this toolset by showing your fellow animators, maybe in the workplace or just of social media. Another helpful thing is to leave a kind review on the [Adobe Exchange Store.](#) As an animator, and less of a programmer, I have spent countless weekends scripting, and many hours lying awake thinking about code BUT I made these tools because I love animators and wanted to make their lives a little nicer. So if I did that for you then you can also just [DM me and tell me you are enjoying using it.](#) You might also be interested in checking out some of the other toolsets I have created for [Adobe Animate.](#)

Do you need help?

I also am a working animator and am not always quick to reply to email or trouble shoot with folks so if you still need help I [create additional support materials and tutorials and put them on my website.](#) That includes a pretty good FAQ. You can also email me at levi@awesomefighter.com.au if you require additional assistance BUT you will likely find what you are looking for in this support documentation!

How to Install this Package

When downloaded FrameRoller.zxp can be found in your Downloads folder. IF you open it with a zxp opener it should put a zip file called FrameRoller.zip into your downloads folder but if that doesn't work simply open the .zxp file with WinZip, WinRar or any other archive opening programs and follow the instructions below.

1. FrameRoller.zip contains 1 folder (Commands) that need to be pasted into the 'Configuration' folder for your version of Adobe Animate.
2. Your Configuration folder can be a little tricky to locate but it will be in a place <u>like</u> the ones below.
    a. **On win:** *C:\Users\<Username>\AppData\Local\Adobe\Animate CC <version ##>\<your locale>\Configuration*
    NOTE: the AppData folder is hidden by default so windows users will have to 'Show Hidden Folders' in explorer to find it.
    Alternatively you can paste the following into Explorer to get to the Adobe folder:
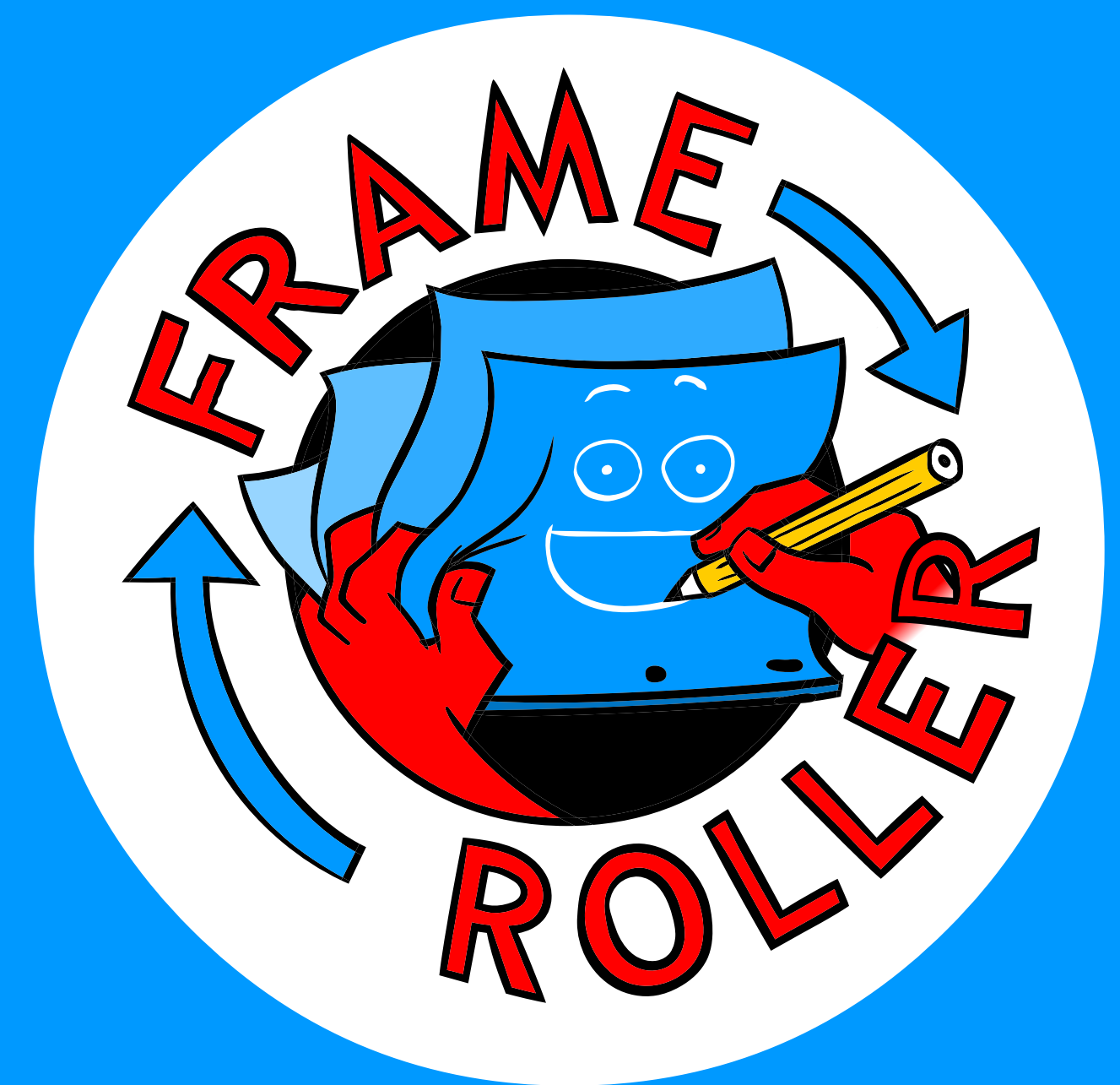   *%LOCALAPPDATA%\Adobe*

    From there you can navigate through the following folders:
    \Animate CC <version ##>\<your locale>\Configuration

    b. **On Mac:** /Users/<Username>/Library/Application\ Support/Adobe/Animate\ CC\ 2015.2/<your locale>/Configuration/
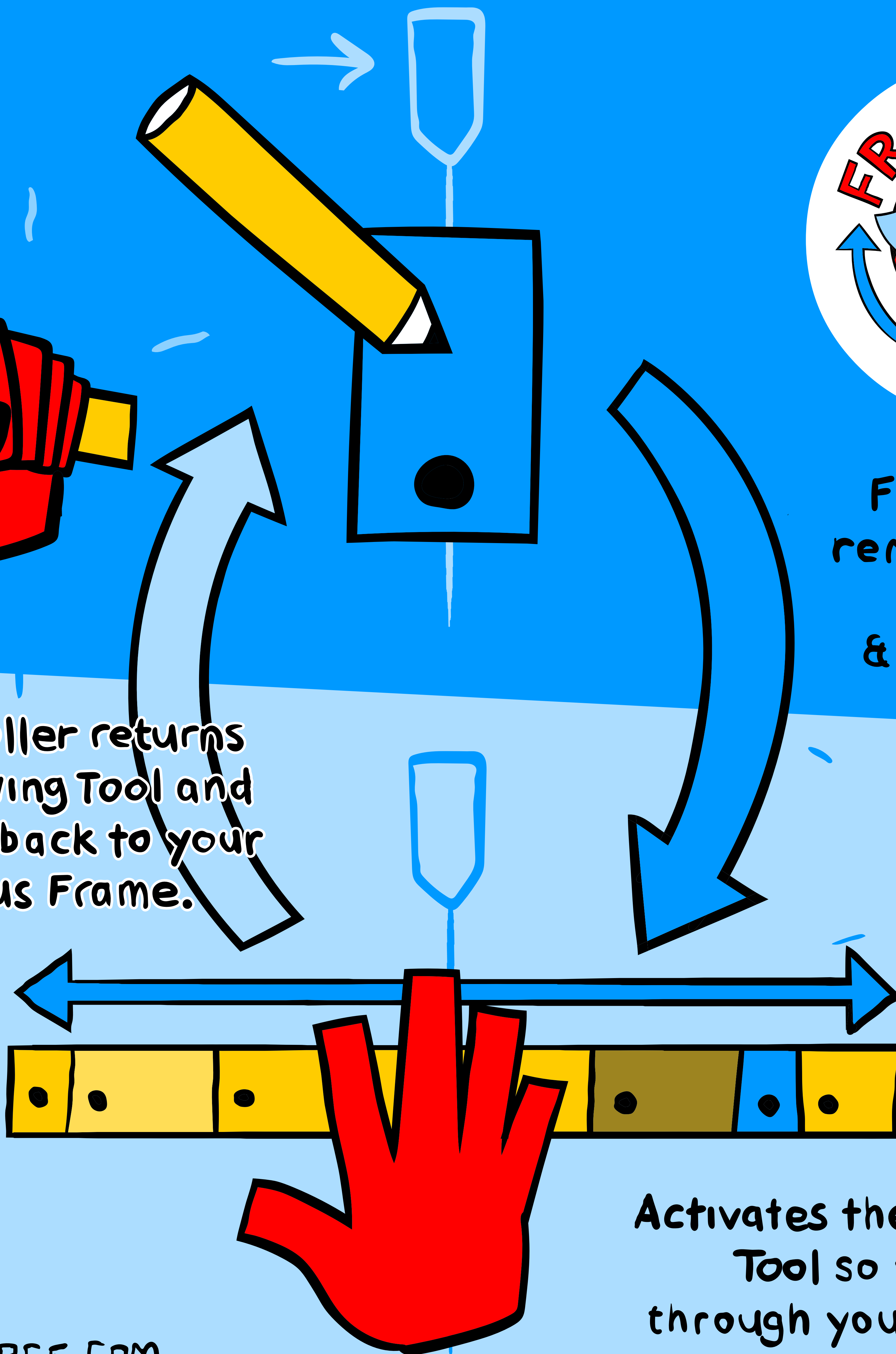
    If you are still unable to locate the Configuration folder there is a [thread here](#) that is very helpful.

3. Once you have located your Configuration Folder, paste the Commands folder into the Configuration folder. If you already have a version of this command installed replace them.

4. Re-open animate and the commands will appear in the commands menu

5. For best usage assign a hotkey to the commands from Edit>Keyboard Shortcuts

FRAME ROLLER

Frame Roller remembers your Frame & Active Tool.

Frame Roller returns your drawing Tool and takes you back to your previous Frame.

Activates the Time Scrub Tool so you can flick through your animation.

Levi-George.com

Using Frame Roller

This is a simple switch command for Adobe Animate that allows you to easily jump between checking your animation with the TimeScrub Tool and return to drawing your frame with the stroke of a single key.

The command commits your current active tool (Brush, Pencil, Pen, Arrow, FreeXfrom etc) and current play-head position to memory. Then it selects the TimeScrub Tool from the toolbar and allows you to scrub through your animation so far.

When you run the command again it puts you right back where you started! It takes you to the frame you were previously working on and activates the tool you were using. A very simple command designed to keep the animator's head out of the Timeline and Toolbar and allow them to stay focused on animating.

Unfortunately Frame Roller is unable to flick between FrameScrub every tool on the toolbar due to some program limitations. Below is a list of tools that it should work with:
'arrow', 'bezierSelect', 'freeXform', 'lasso', 'gpubrush_round', 'brush', 'eraser', 'pen', 'text', 'eyeDropper', 'puppet', 'pencil', 'StrokeSlasher'