

01

Installation Guide

The easiest way to install and license is by using the [aescripts + aeplugins manager](#), or you can install with the [ZXP/UXP Installer](#).

To install a trial you can select 'Add Trial' from the 'Account' menu.

02

Unlicensed vs. Licensed

You can use the free trial of Type ReAlign for as long as you want, but after the trial expires you lose access to some functions.

The unlicensed version only works with 2D layers, and you cannot lock anchor points. To work with 3D layers and use all the features, you must buy a license.

03

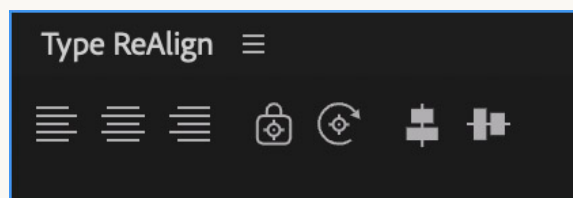
Opening Type ReAlign

In After Effects, go to **Window > Extensions > Type ReAlign**.

04

Using Type ReAlign

Select the type you want to realign, and click the left, center or right align button. The type alignment will change while the position remains the same.



COMPATIBILITY

Type ReAlign works with 2D and 3D type, but only with regular type (point type), not paragraph type (area type).

05

Using Anchor Point Lock and Anchor Point Reset

If your type layer only has position animation, realigning works fine in regular mode.

If it has rotation or scale animation, enable **Anchor Point Lock** before realigning. This preserves the anchor point position so your animation continues to work correctly.

To reset the anchor point to match the current type alignment, click **Anchor Point Reset**.

06

Using Center to Comp

Type ReAlign also has horizontal and vertical center to comp buttons. On 2D layers these work like the standard After Effects align buttons.

Unlike the standard After Effects align buttons, these also work on 3D layers (and not just type layers).

NOTE ON CENTERING

Centering a 3D layer maintains its Z depth, so layers behind the camera won't become visible, when aligning them to comp.

True vs. Optical

There are two centering modes available for 3D layers: **True** and **Optical**. Right-click either align button to choose your mode.

TRUE

Places the layer's actual center at the comp center. Works well when layers are straight to camera but can look off if they are rotated.

OPTICAL

Estimates the optical center of the layer using `sourceRect`. Uses multiple iterations for better accuracy — clicking the button again runs more iterations and can provide better results.

NOTE ON OPTICAL MODE

Due to After Effects limitations, optical centering isn't perfect — layers with less rotation will get better results than those with extreme rotation.

Known Issues

Cursor jump on newly created type layers

When the Type ReAlign panel is open, if you create a new type layer by clicking the Type tool inside the composition panel and immediately start typing, 500ms after clicking to create the type layer, the cursor will jump to the beginning of the text you are typing. This only happens with newly created text layers and is an unavoidable side effect of having the Type ReAlign show the alignment of your selected text.

Alignment changed via the Paragraph panel

If you change alignment via the Paragraph panel, Type ReAlign won't reflect it automatically. To sync the display, select a different layer and then reselect the type layer. Note that the Type ReAlign panel can still apply alignment correctly even when its current alignment display is out of sync.

Source Text keyframes

When a type layer with Source Text keyframes is selected, Type ReAlign will show the alignment at that frame, but won't update if you move the playhead to a time where the type has different alignment keyframed. To sync Type ReAlign's display to the current frame, select another layer and then reselect the type layer. Note that the Type ReAlign panel can still apply alignment correctly even when its current alignment display is out of sync.

THANK YOU

Thanks for using Type ReAlign. Happy realigning.