NodeCanvas使用

1. 首先创建一个DemoNode继承自Node，
2. DemoTransition继承自NodeTransition，
3. DemoClipData继承自NodeClip<DemoNode, DemoTransition>,
4. DemoScriptableObject继承自NodeScriptableObject<DemoNode,DemoTransition,DemoClipData>

DemoScriptableObject是一个ScriptableObject 所以有必要在DemoScriptableObject类添加一个生成ScriptableObject的函数

[MenuItem("Assets/Node/Demo/Create NodeClip")]

public static void Execute()

{

NodeScriptableFactor.Execute<DemoScriptableObject> ();

}

1. 接着创建编辑器界面类：DemoEditor继承 自NodeEditor

EditorWindow必不可少的Init得自己写

[MenuItem("Assets/Node/ Demo /Open Editor")]

public static void Init(){

var window = GetWindow<DemoEditor> ();

}

接下来我们需要收集展示的东西

DemoScriptableObject \_scriptableObject;

DemoClipData currentNodeClip{

get{

if(\_scriptableObject!=null)

return \_scriptableObject.CurrentClip;

return null;

}

}

protected override void OnEnable ()

{

base.OnEnable ();

SelectObj ();

}

void OnSelectionChange (){

SelectObj ();

}

void SelectObj(){

DemoScriptableObject script = Selection.activeObject as DemoScriptableObject;

if (script != null) {

\_scriptableObject = script;

offset = currentNodeClip.CurrentGroup.CanvasPos;

UpdateNodes ();

startNode = (Node) currentNodeClip.startNode;

groupPaths = currentNodeClip.currentGroupPath;

}

Repaint ();

}

void UpdateNodes(){

nodes.Clear ();

for (int i = 0; i < currentNodeClip.ShowNodes.Count; i++) {

nodes .Add( currentNodeClip.ShowNodes[i]);

}

allNodes = currentNodeClip.nodes;

}

有点长````````````````````````````

1. 现在我们在Project里右键.Node/Demo/Create NodeClip 可以创建一个DemoScriptableObject文件

然后右键Node/Demo/OpenEditor 打开编辑器界面。选中刚生成的DemoScriptableObject 如果步骤没错的话 就可以看到左上角有个Idle 出事的Node了

1. 这时候在编辑器内右键 只会出现 [点击画布][点击节点][点击节点组]。我们可以自行拓展ContextMenu\_Canvas、 ContextMenu\_Node 、 ContextMenu\_NodeGroud 来丰富创建工作比如

protected override void ContextMenu\_Canvas (ref GenericMenu menu)

{

menu.AddItem (new GUIContent ("Add Node"), false, delegate {

AddNode();

});

menu.AddItem (new GUIContent ("Add NodeGroup"), false, delegate {

AddNodeGroup();

});

}

protected override void ContextMenu\_NodeGroud (ref GenericMenu menu)

{

menu.AddItem (new GUIContent ("Dele NodeGroup "), false, delegate {

Dele NodeGroup ();

});

}

protected override void ContextMenu\_Node (ref GenericMenu menu)

{

menu.AddItem (new GUIContent ("Make Transtion"), false, delegate {

ConnectTranstion();

});

menu.AddItem (new GUIContent ("Set Default Node "), false, delegate {

SetDefault Node ();

});

menu.AddItem (new GUIContent ("Dele Node "), false, delegate {

DeleNode();

});

}

1. 自行补完AddNode、NodeGroup DeleNode、NodeGroup 之后 就完成节点操作了
2. 现在 你可以开始往DemoNode里添加自己感兴趣的数据，如果希望一个DemoScriptableObject包含多张NodeCanvas的话 就看看NodeClip