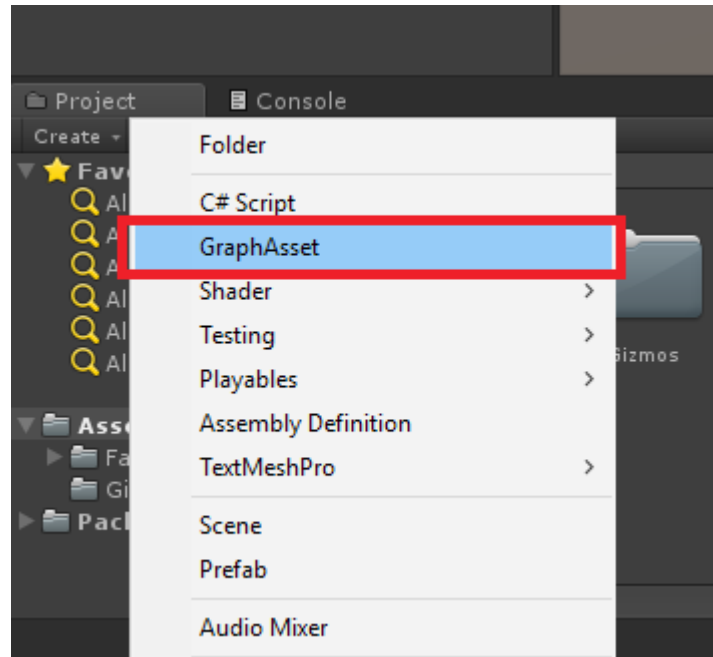
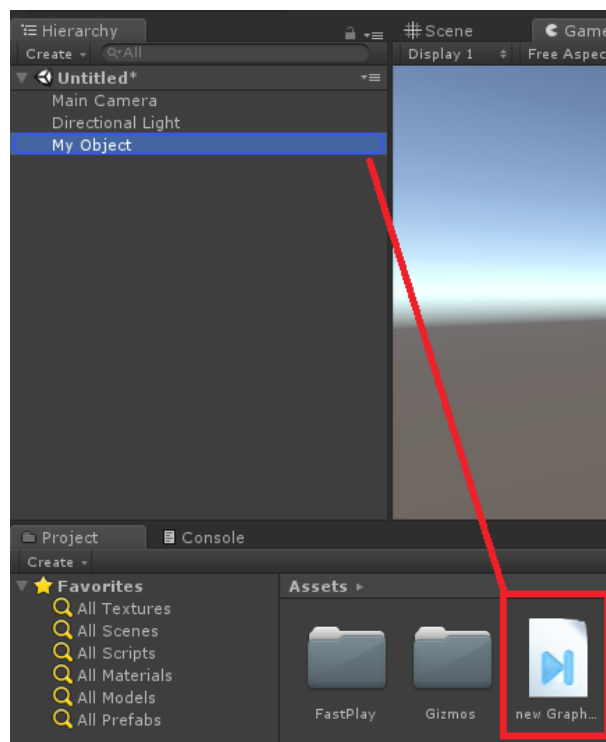


How to get started?

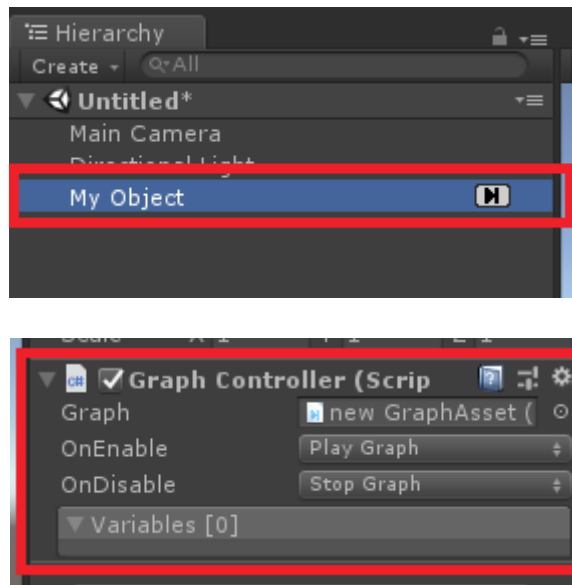
FastPlay is designed to be easily implemented in your project, looking like a part of the editor. To get started, create a "GraphAsset" in the project folder.



You can easily associate it with a GameObject in the scene, just drop it on your GameObject in the hierarchy window.



You'll see that some things have changed around here, such as adding a new component to your GameObject, the GraphController!



What is a Graph?

The “Graph” is responsible for maintaining and managing the Nodes.

What is a Node?

The “Nodes” are responsible for containing and controlling events, functions, variables, flow control, etc. They have a very important role because they control the components and systems inside your game.

How to start edit?

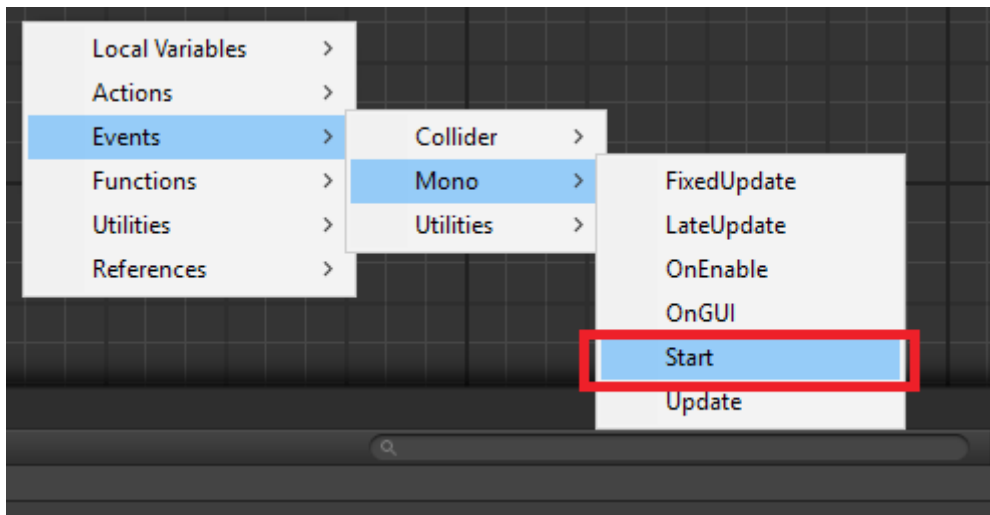
To start editing your Graphs you can either double-click on your GraphAsset or open it from the button that is displayed in the hierarchy.

After opening your GraphAsset you will have on your screen the GraphEditor, a window that will be very useful for creating your Graphs.

How to create my first Node

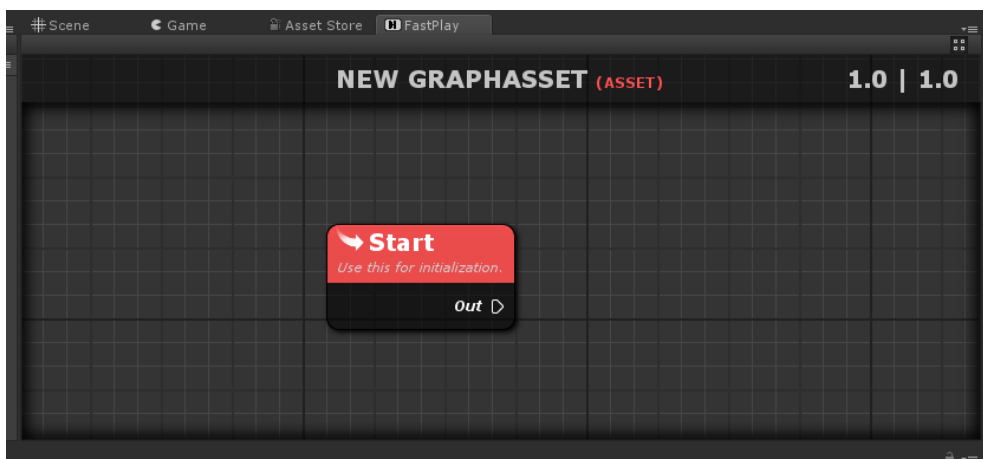
With your Graph open, right-click inside the editor, you will see a series of menus. These menus contain Nodes that will be used to create and manage events in-game.

Let's start with an EventNode! Click "Events / Mono / Start". You will see that our first Node was created. This is a Start EventNode, it will be called only once, whenever the game starts.

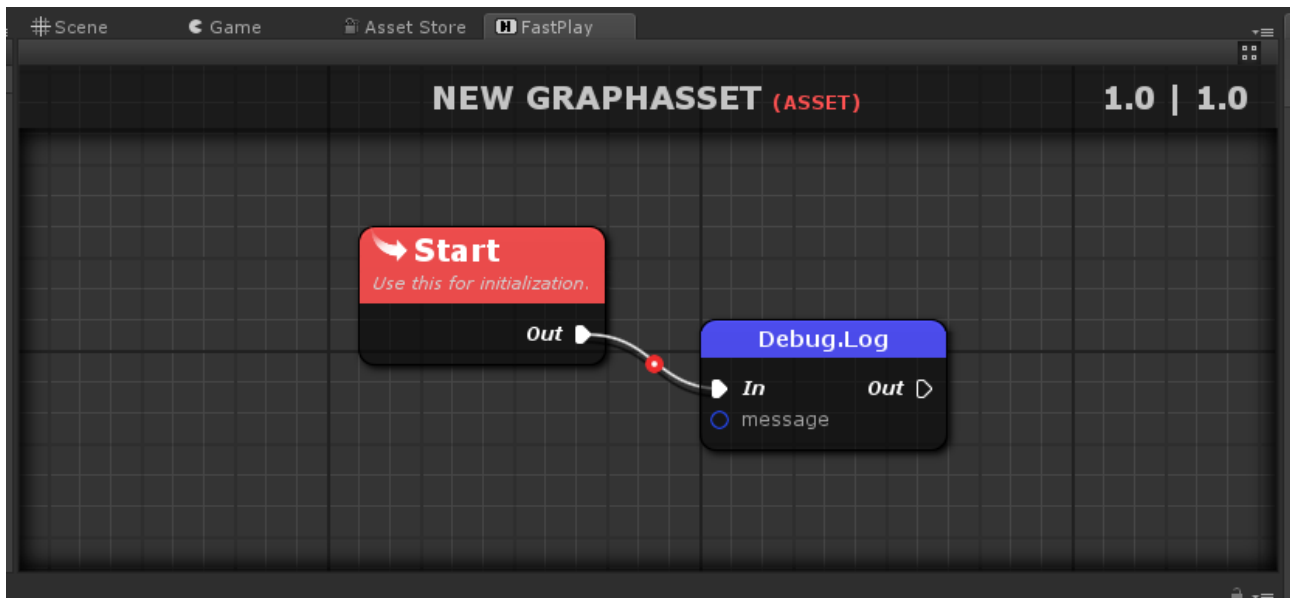


Let's create a simple function!

Create a Start EventNode ("Events / Mono / Start") and then an ActionNode of type Debug.Log ("Actions / Debug / Debug.Log")
You will see that we have two Nodes in our Graph.

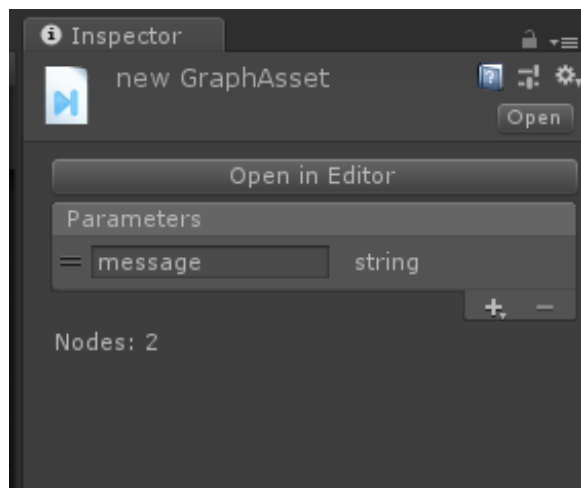
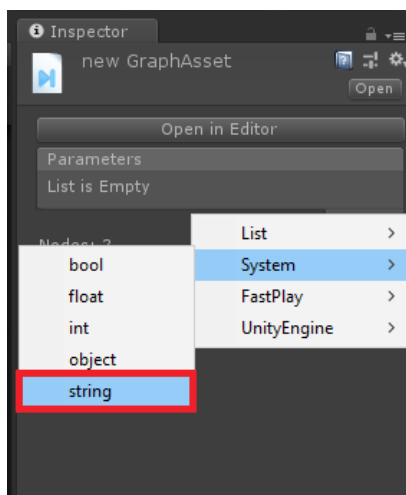


Now connect the "Out" port of the "Start Event Node" on the "In" port of the "ActionNode Debug.Log" by dragging the "Out" port to the "In" using the left mouse button.

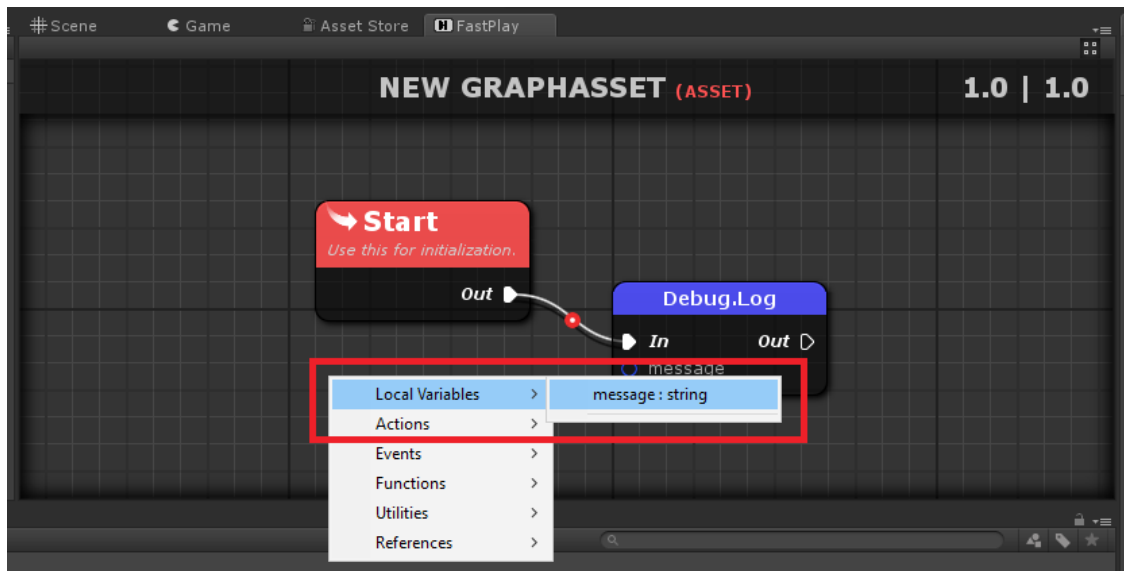


Creating variables!

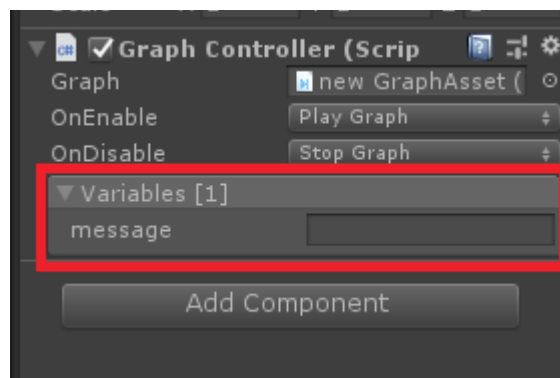
Go to your GraphAsset in the project folder, select it and go to the Inspector, in the "Parameters" tab click the icon + to add a new parameter, add a string parameter ("System / string") and name it for "message".



Return to GraphEditor and create a “string VariableNode” (“Local Variables / message : string”), connect the “Get” port of the “VariableNode message” on the “message” port of the “ActionNode Debug.Log”.



Select your GameObject that contains the GraphController that we created. In the inspector window you will see that we have a new text field in the “Variables” tab with the name “message” and with no value assigned. Type “Hello World!” in the message field.



And now just hit the Play!

