

# Attribute Type With Auto Items

## **AUTO:**

Auto.

## **FLOAT:**

Float.

Floating-point value.

## **INT:**

Integer.

32-bit integer.

## **FLOAT\_VECTOR:**

Vector.

3D vector with floating-point values.

## **FLOAT\_COLOR:**

Color.

RGBA color with 32-bit floating-point values.

## **BYTE\_COLOR:**

Byte Color.

RGBA color with 8-bit positive integer values.

## **STRING:**

String.

Text string.

## **BOOLEAN:**

Boolean.

True or false.

## **FLOAT2:**

2D Vector.

2D vector with floating-point values.

## **FLOAT2:**

2D Vector.

2D vector with floating-point values.

## **INT16\_2D:**

2D 16-Bit Integer Vector.

16-bit signed integer vector.

## **INT32\_2D:**

2D Integer Vector.

32-bit signed integer vector.

## **QUATERNION:**

Quaternion.

Floating point quaternion rotation.

## **FLOAT4X4:**

4x4 Matrix.

Floating point matrix.

