

Visual Scripting Getting Started

Created with reference to version 2.0.0

Visual Scripting in StreamLinked is in very early stages, minimal features are currently provided and full support and testing is still to be done. For full use of StreamLinked, please use C#.

Adding StreamLinked to your nodes

To include the StreamLinked package as automatically generated nodes to be visual in the visual graph, ensure visual scripting is enabled and head to [Project Settings > Visual Scripting]. At the top you will see a dropdown for Node Library, in the list add ‘StreamLinked’ (The other assemblies are not required) and lastly hit Regenerate Nodes.

This will prompt the system to scan StreamLinked and add everything to available Visual Scripting packages, be warned though these are automatically generated and not supported by the project. **Use with caution.**

Custom StreamLinked Nodes

Custom nodes are added to your project by going to [Project Settings > Visual Scripting] and pressing Regenerate Nodes. These custom nodes are added to work independently of the custom nodes automatically generated by Unity and to try to provide a more concrete way of using StreamLinked with visual scripting.

A scene providing an example of the nodes in use can be found in [Visual Scripting > Scenes]