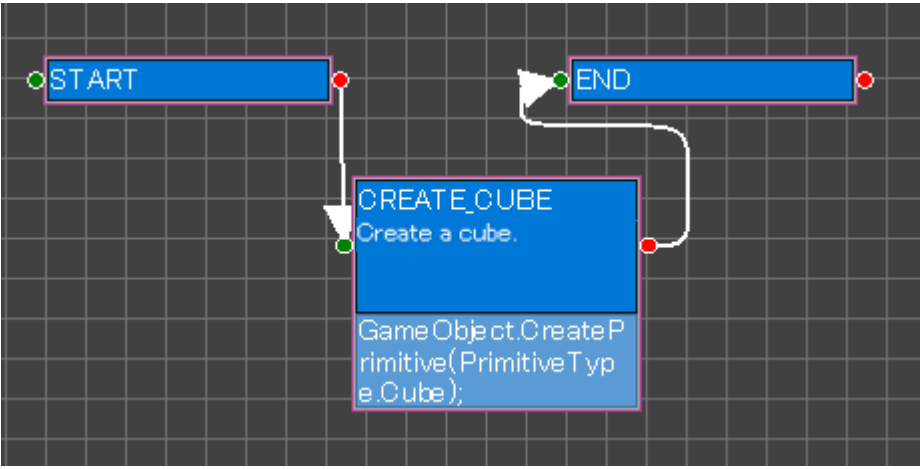
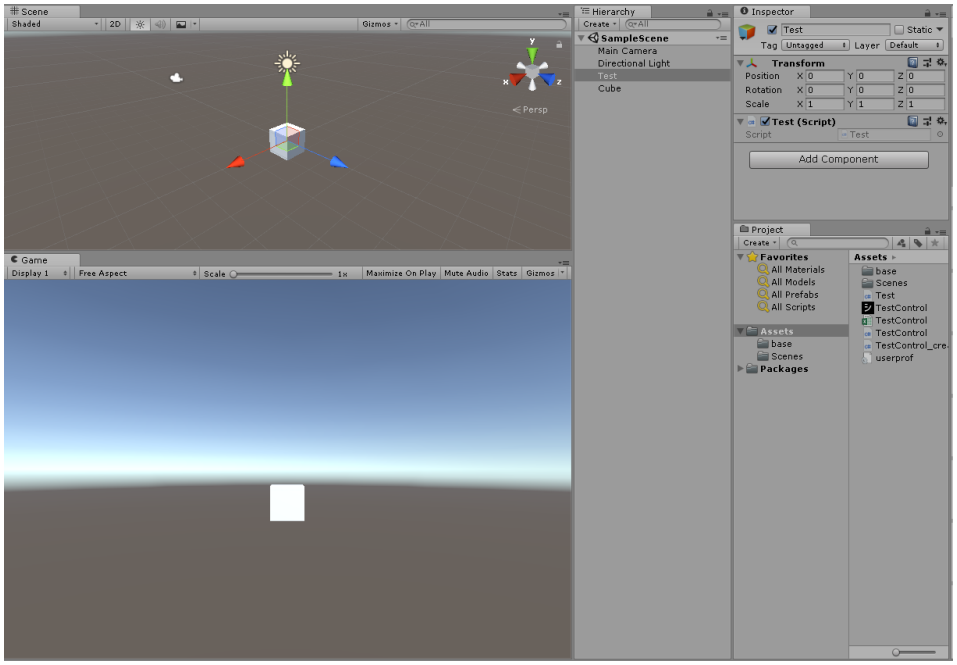
SYN-G-GEN Tutorial #02
Target Unity

Programanic

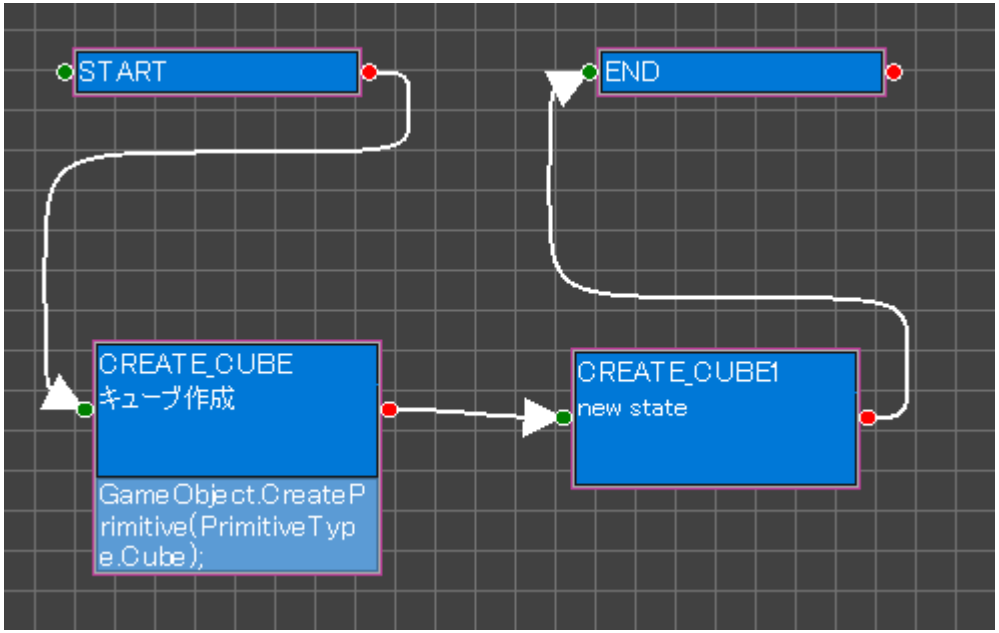
2018/9/30

Step 1
Start from the end of ‘Tutorial #01’

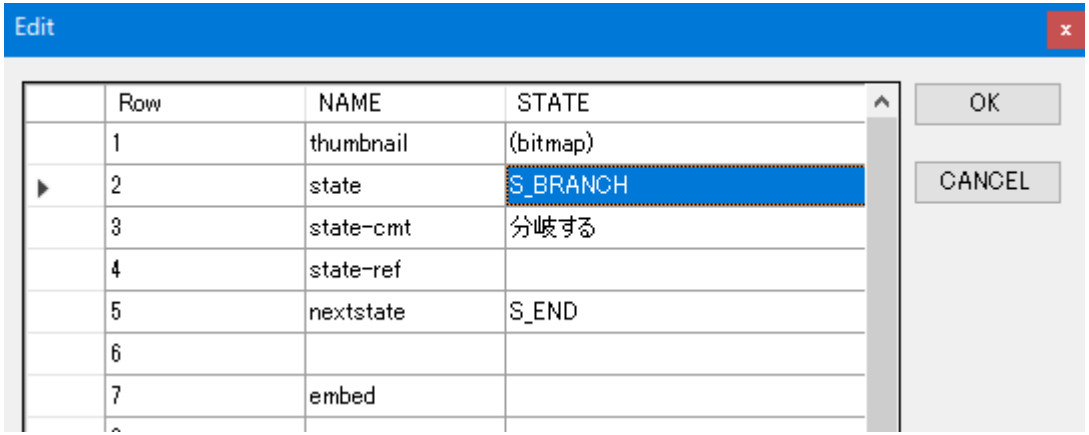




Step 2
Create a new state.



Create a new state and connect arrows.



Change the state name to “S_BRANCH” then input “Branching” in the comment.

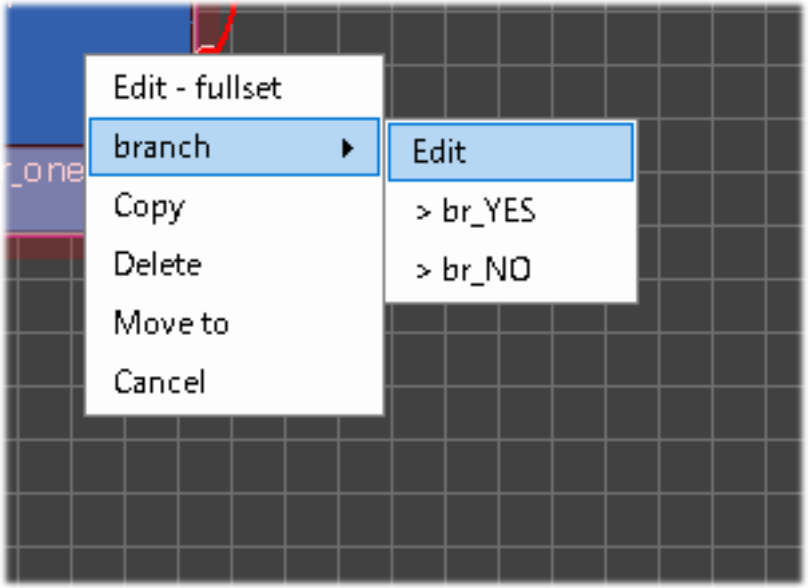
Step 3
Call set_zero_or_one function.

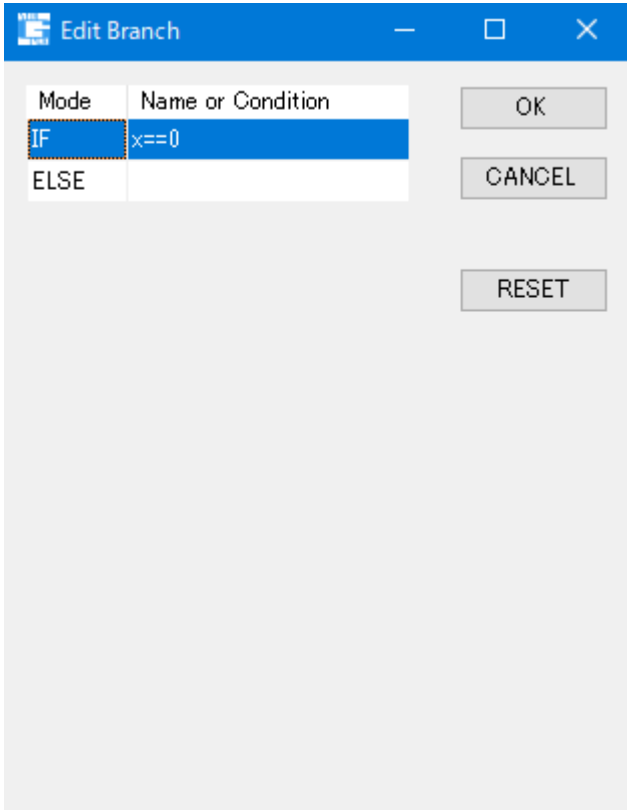
11	vars	int x = 0;
12	init	x = UnityEngine.Random.Range(0,2);
13	init-cmt	

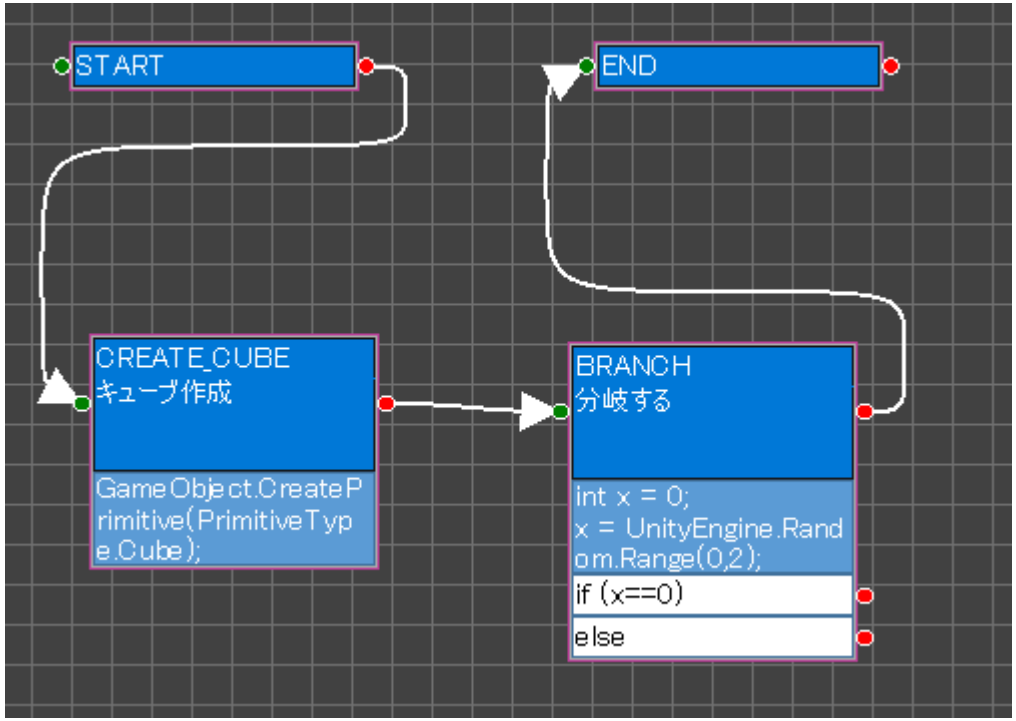
For example, get a random number; 0 or 1
At vars item, write : int x = 0;
At init item, write : x = UnityEngine.Random.Range(0,2);

Step 4
Create new branches.

Create as below.



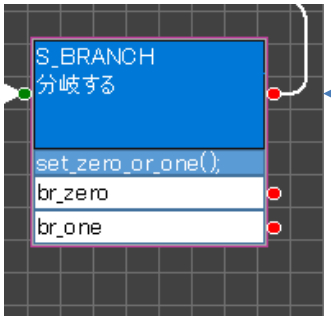




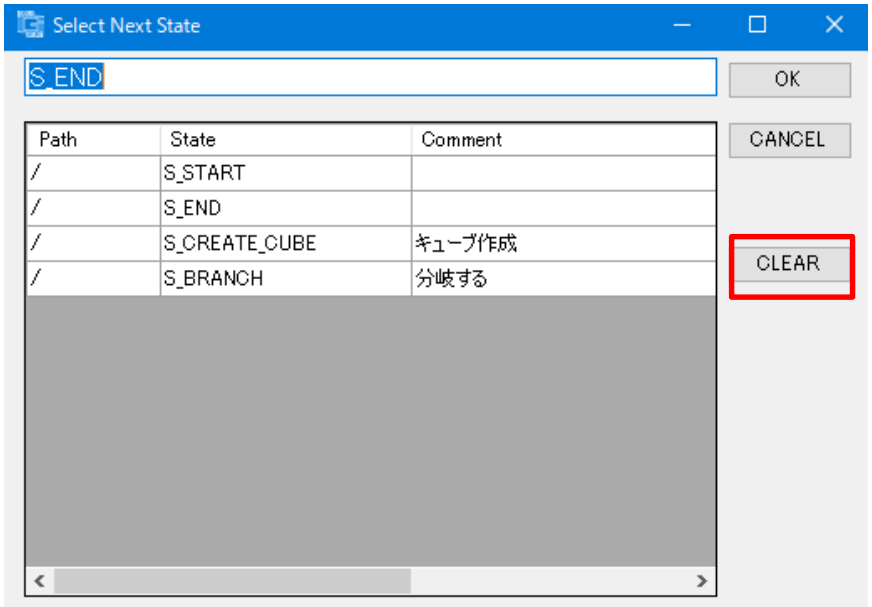
It is the result.

Step 5
Delete an arrow.

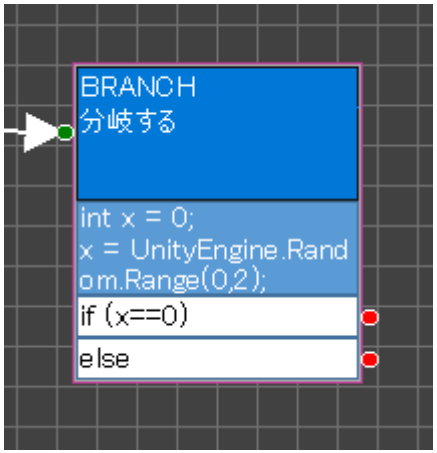
We will add new arrows for branches so delete the current arrow.



Double click on this red point.



Select Clear then OK

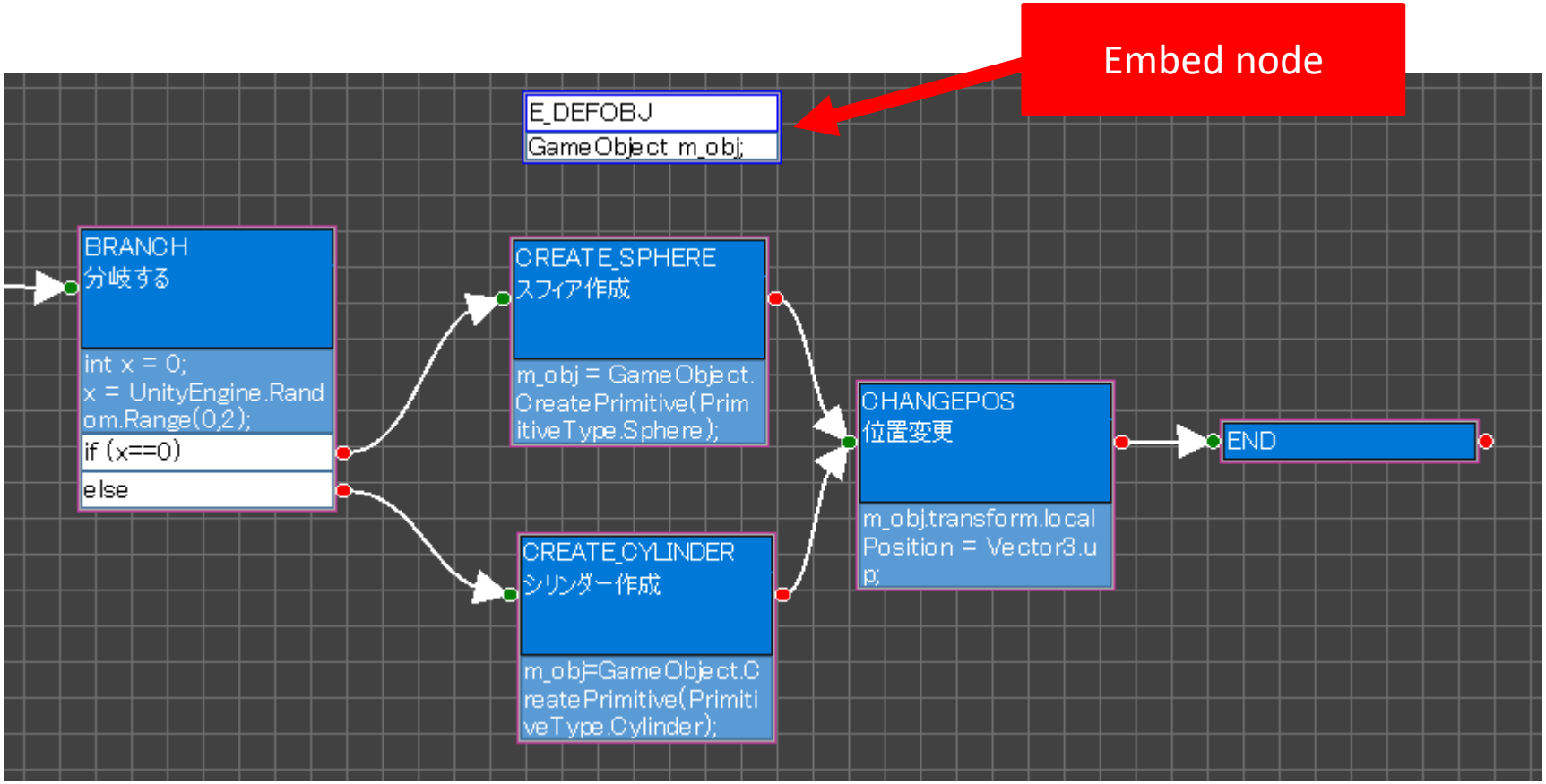


It is the result. An arrow is gone.

Step 6

Create two states for creating “Sphere” and “Cylinder”.

Create “S_CREATE_SPHERE” and “S_CREATE_CYLINDER”.
The object will be set to m_obj that implemented by embed node.



Create embed node

Name starts with “E_”.

Edit

Row	NAME	STATE
1	thumbnail	(bitmap)
2	state	E_DEFOBJ
3	state-cmt	
4	state-ref	
5	nextstate	
6		
7	embed	GameObject m_obj;
8		
9	members	

OK

CANCEL

Write the code at embed item.

Main | Contents | Custom | Help | Src

template

src

```
/*
    E_DEFOBJ
*/
GameObject m_obj;
```

This is the result.

Sphere and Cylinder

Sphere

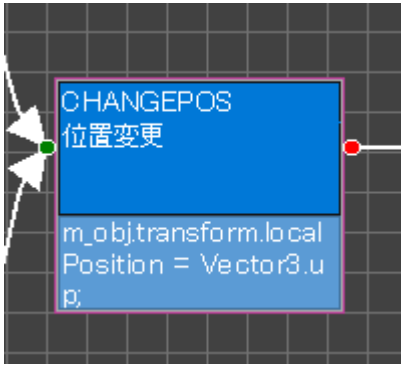
```
m_obj = GameObject.CreatePrimitive(PrimitiveType.Sphere);
```

Write the code in init item.

Cylinder

```
m_obj=GameObject.CreatePrimitive(PrimitiveType.Cylinder);
```

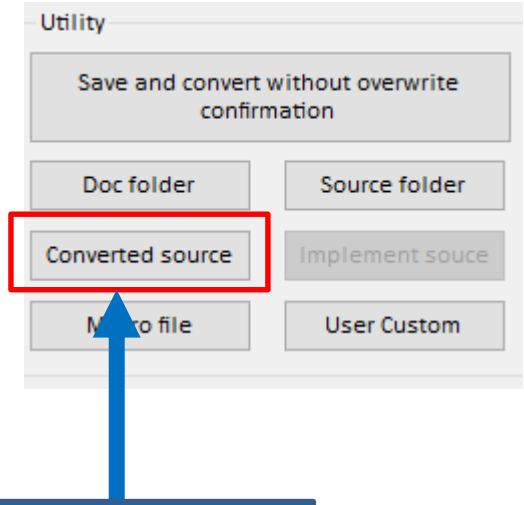
Change Position



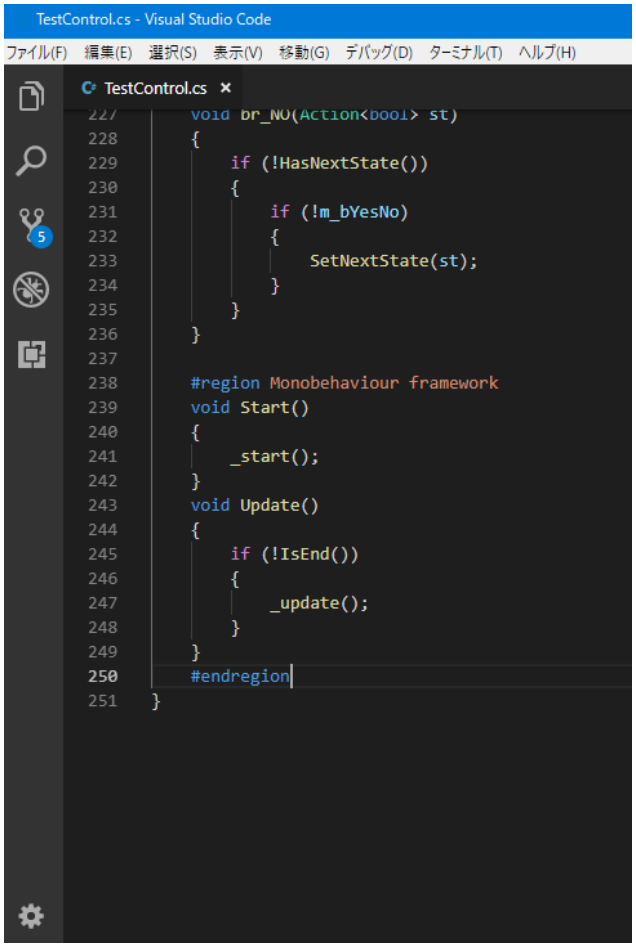

```
m_obj.transform.localPosition = Vector3.up;
```

Write it in init item.

Appendix : Edit source code.



Open the converted source



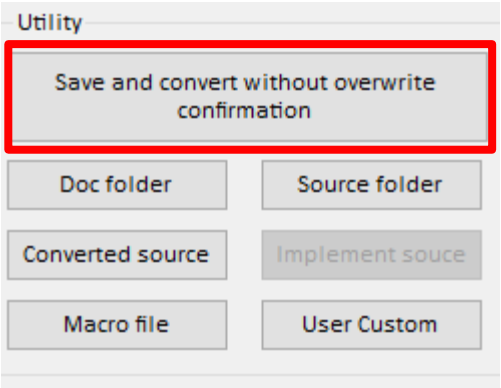
You can add methods and members to this class.

Note: You can not add any code between ...
// [SYN-G-GEN OUTPUT START]

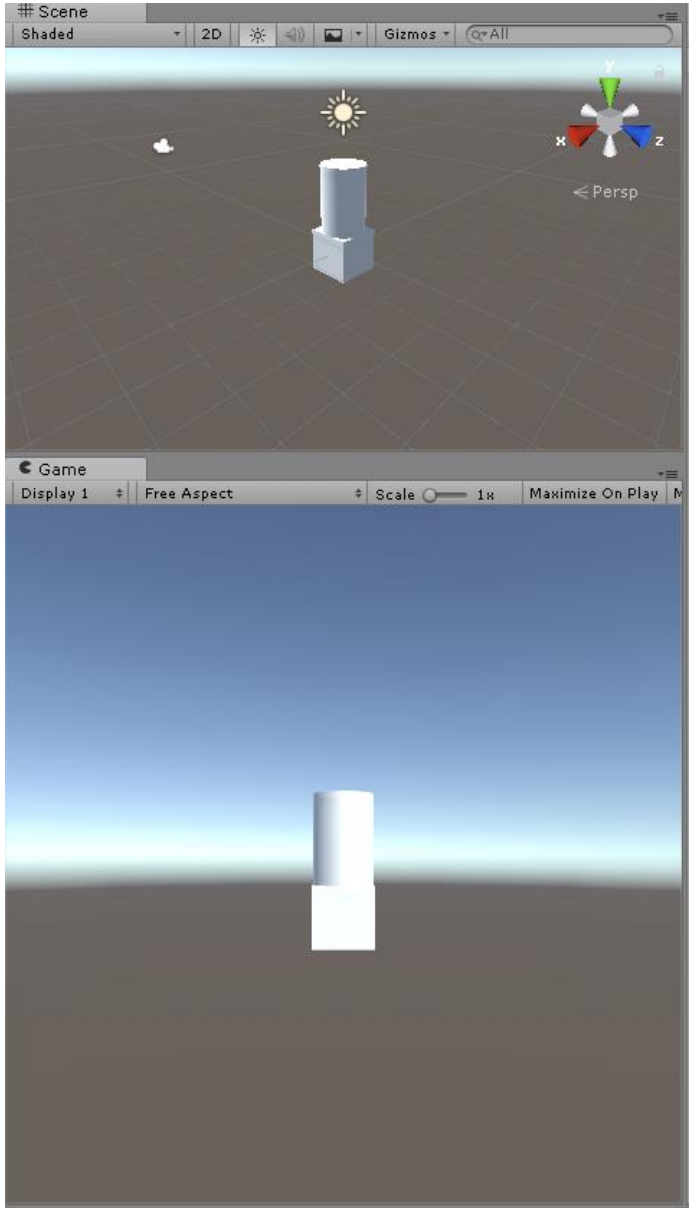
And

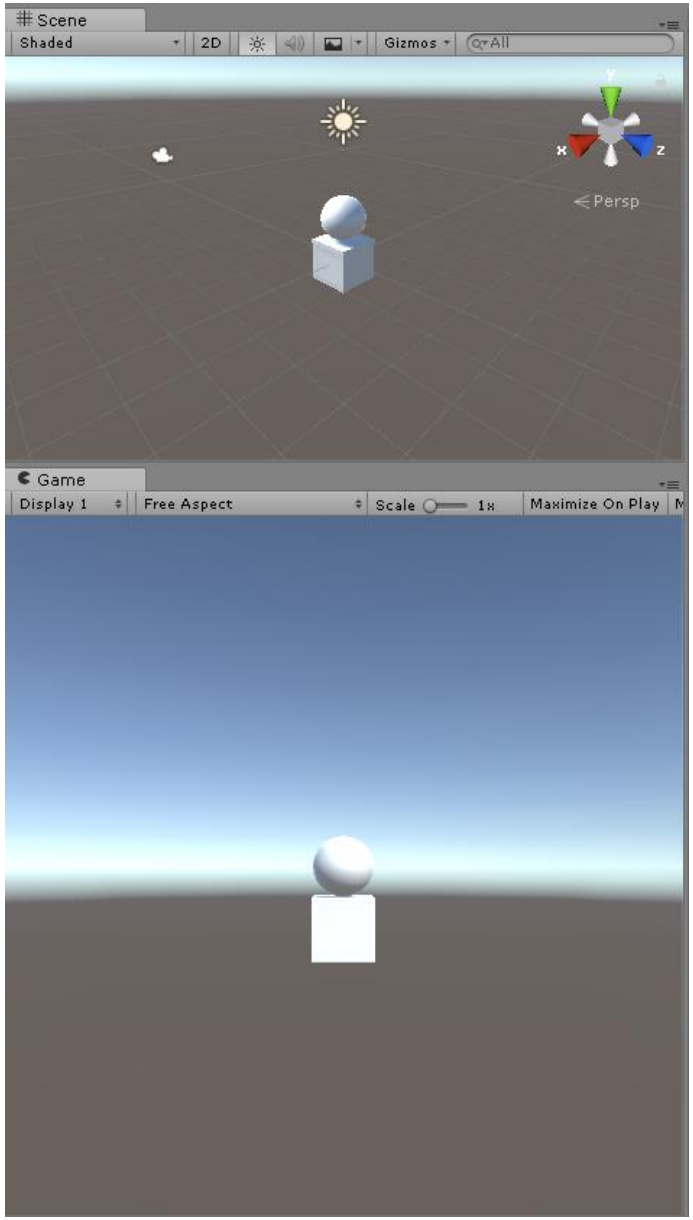
// [SYN-G-GEN OUTPUT END]

Step 7
Convert and execute



Push.





The output view will be shown on the right or the left.

Summary

1. Create branch.
2. Delete the output point by deleting the next state in the dialog.
3. You can modify source.
4. Execute.