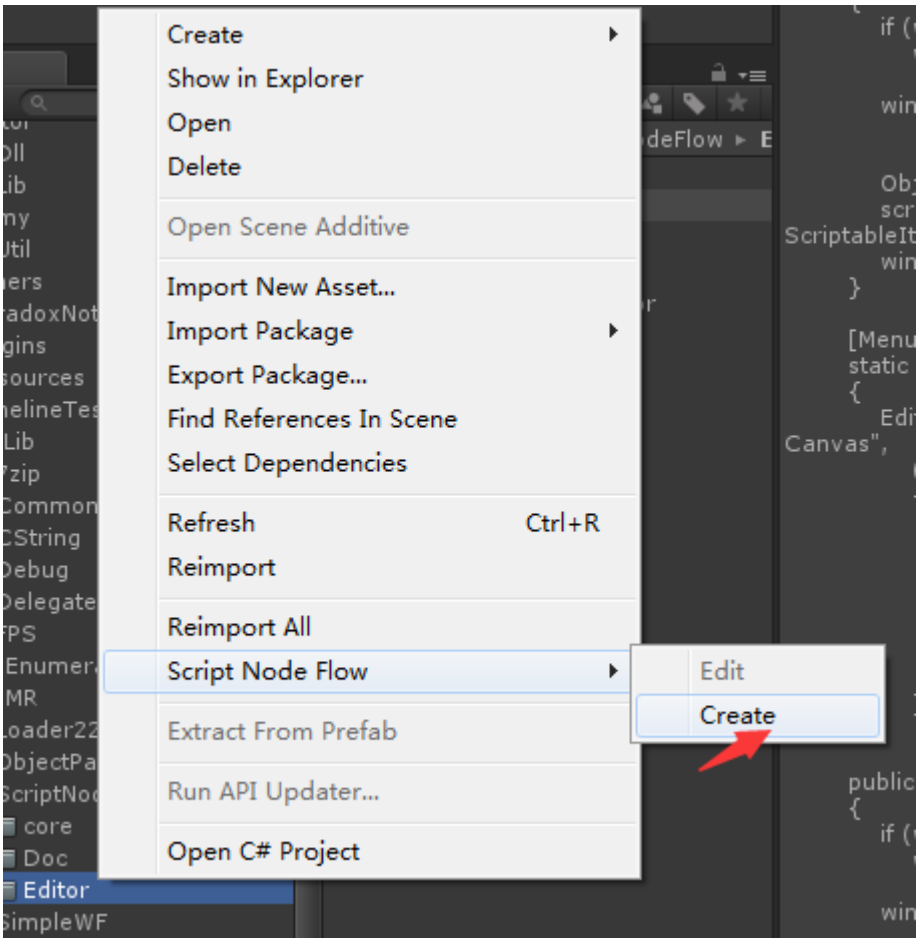
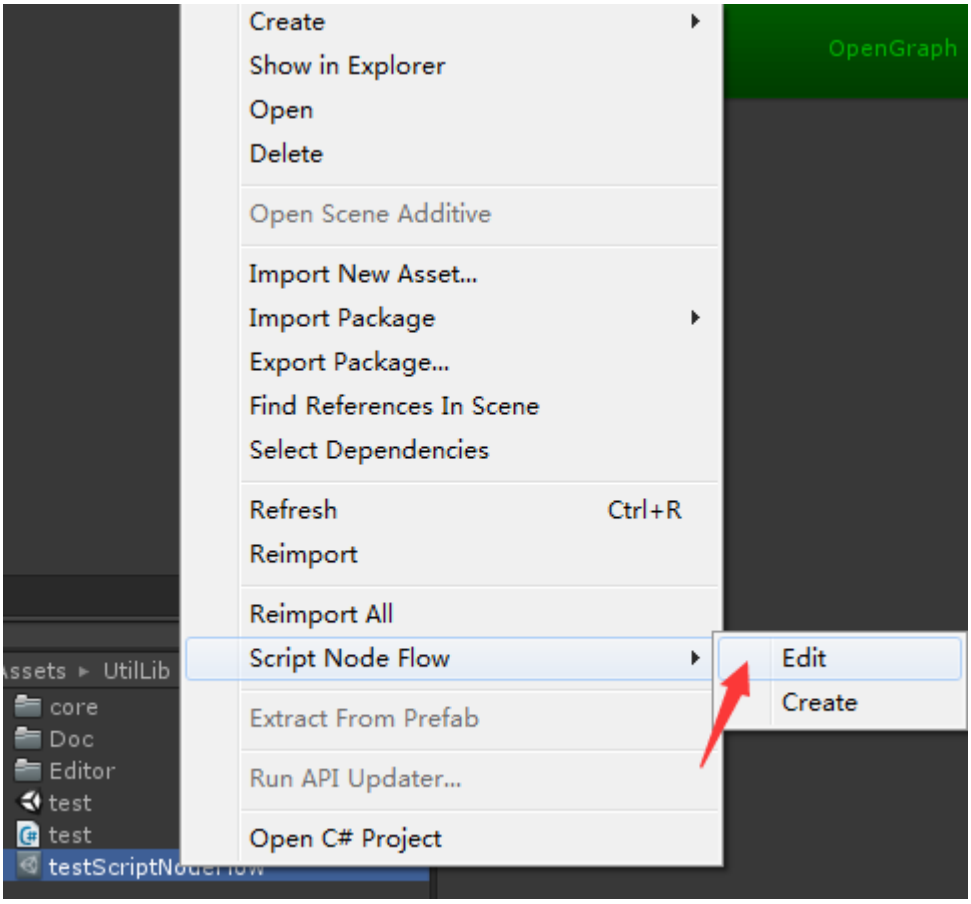
Creat a flow

mouse right key and click **Script Node Flow->Create.**



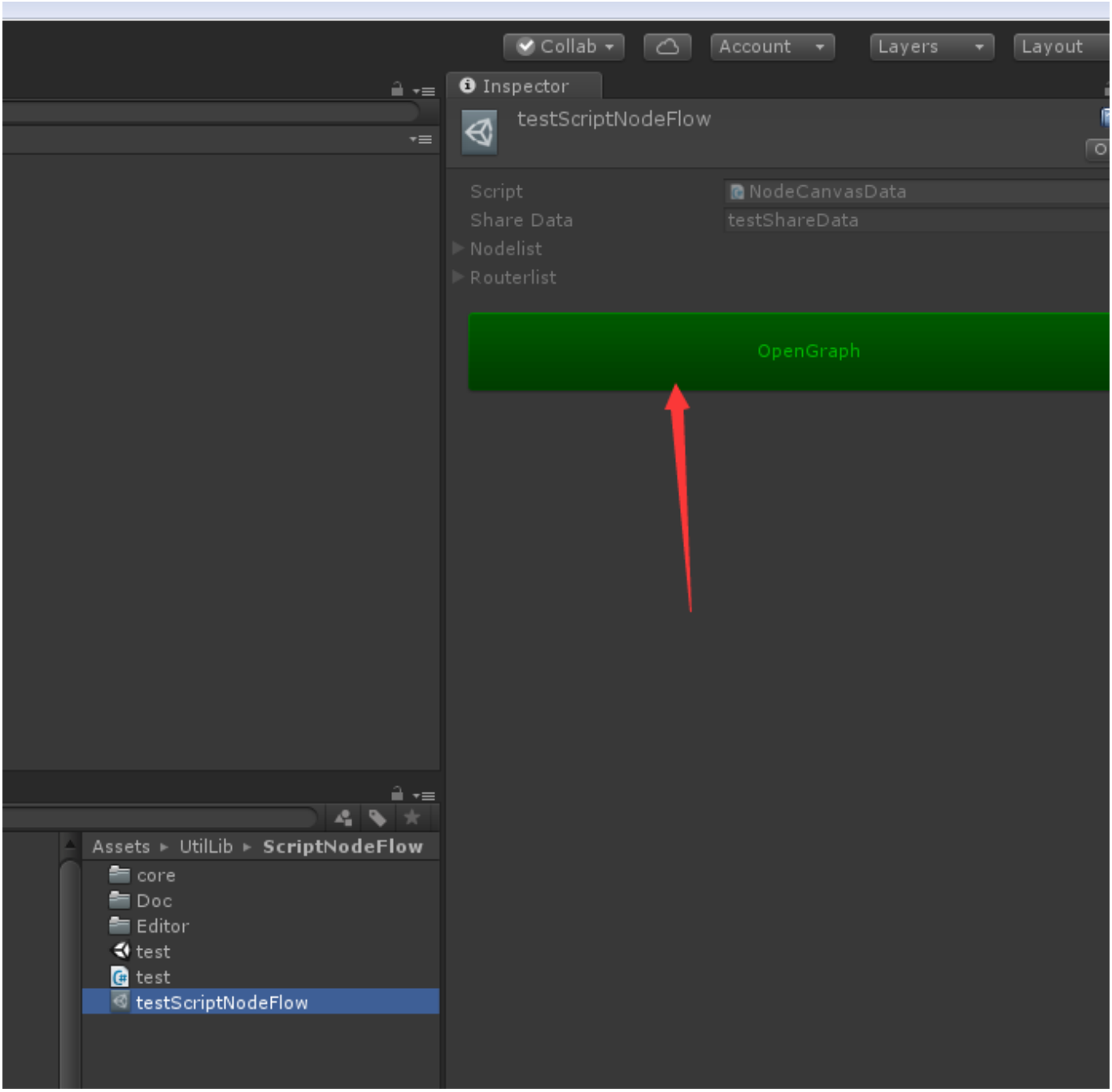
Edit the flow

select the asset by mouse right key and click **Script Node Flow->Edit.**

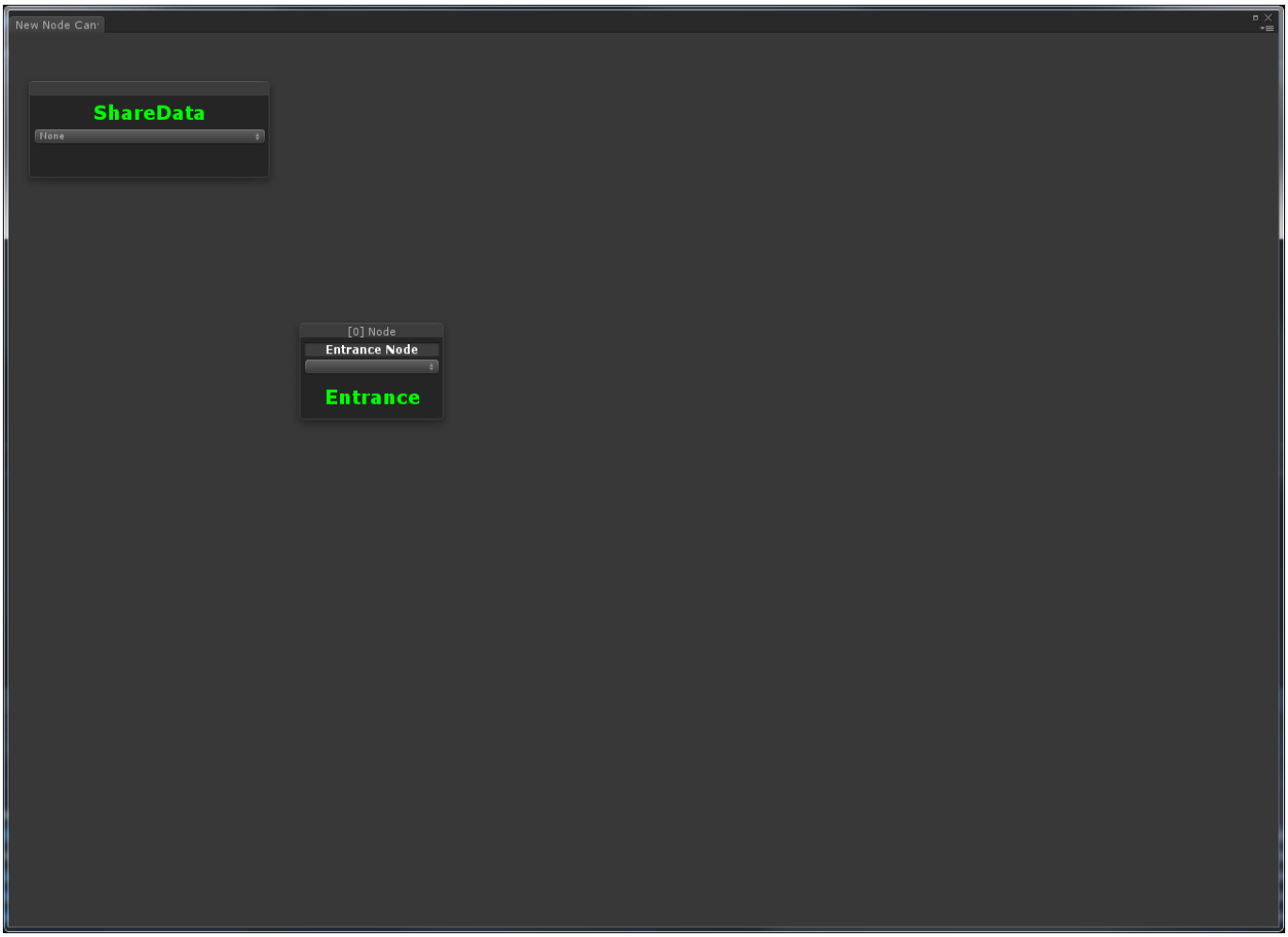


OR

click the button named 'OpenGraph' in Inspector



finally,you will see a window like this



Node

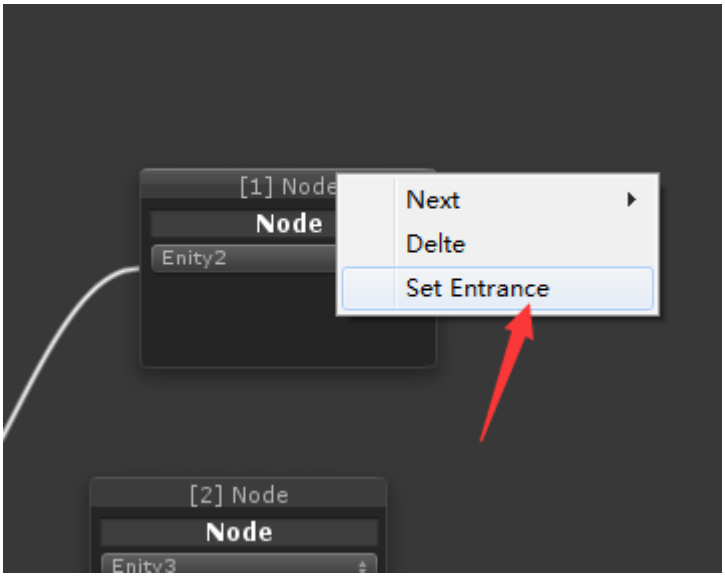
Flow's entrance

It's the start point of the flow.

Note:any flow must contain a entrance.

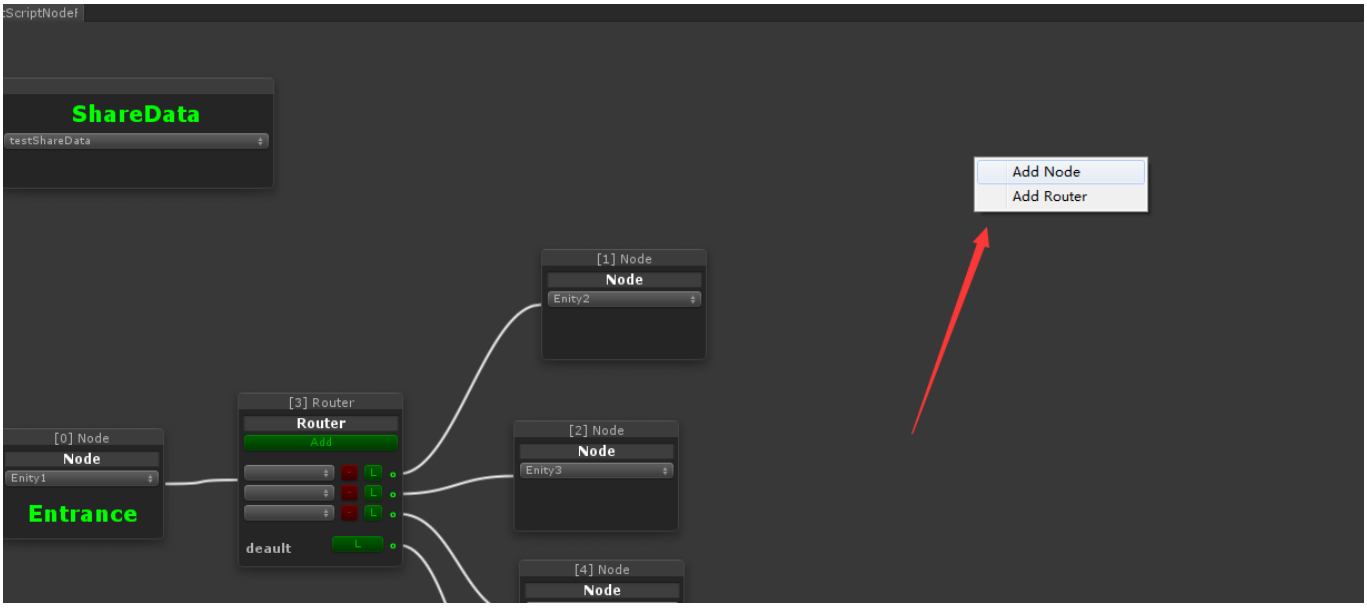
How to change the entrance?

mouse right key in any Node,and click 'Set Entrance'



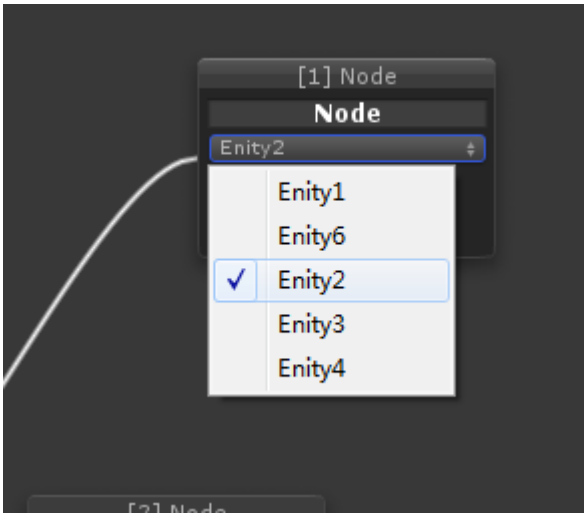
How to add a Node ?

mouse right key in blank



Definite your operation in the Node

you must select a option,if not , there will is something wrong in runtime period



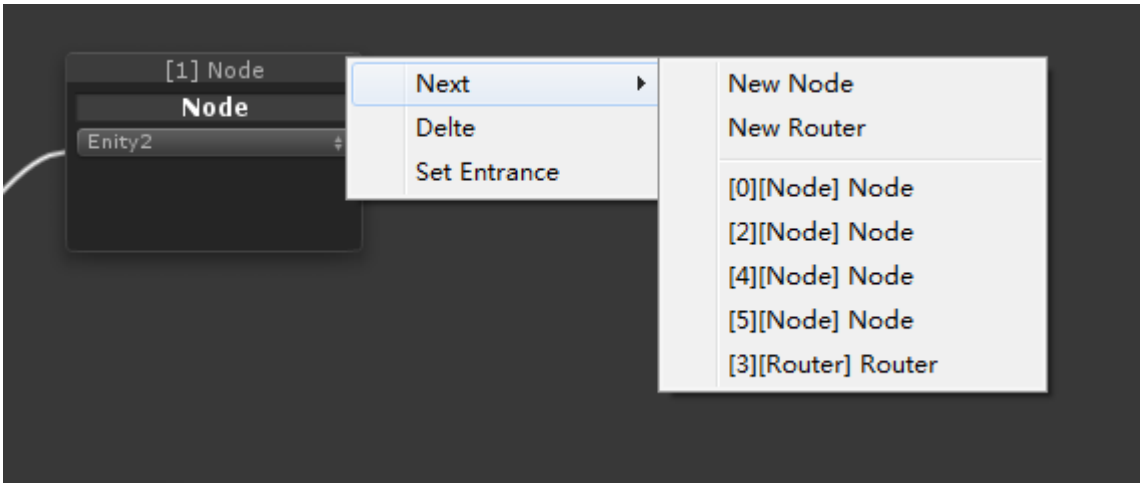
Add your operation script

you must definite a class derived from Node.

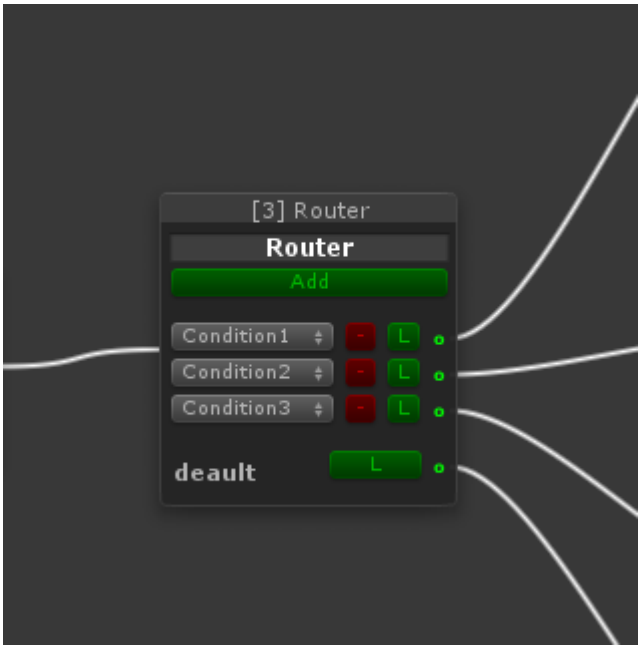
```
public class Enity1 : Node
{
    public Enity1(SharedData data) : base(data) { }

    protected override void execute()
    {
        Debug.Log("Enity1");

        //get share data and you can modify it
        (shareData as testShareData).state = 3;

        //call finish method when you're sure finished completely
        finish();
    }
}
```

Select the next one

mouse right key in any Node,then you can select a existing Node or create a new one.



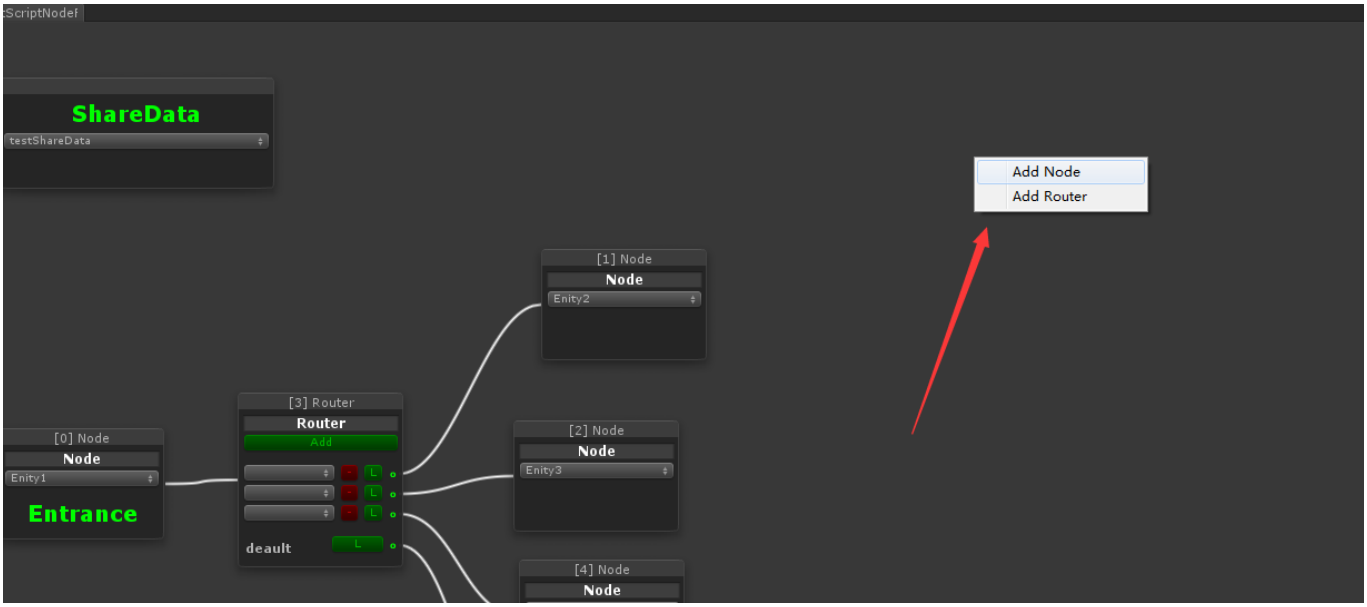
Router



you can click Add button to add a condition to conditions array;

How to add a Router ?

mouse right key in blank



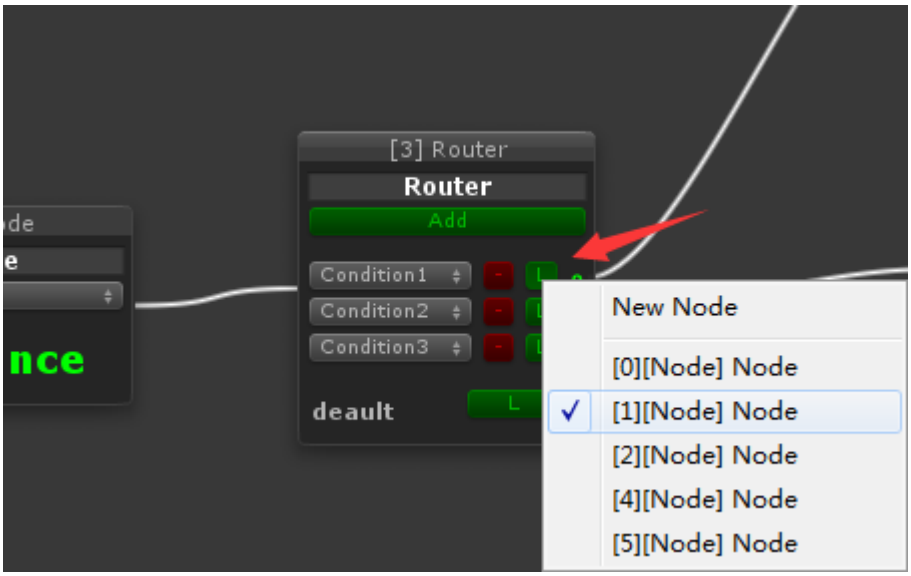
Add your condition script

you must definite a class derived from RouterCondition.

```
public class Condition1 : RouterCondition
{
    public Condition1(SharedData data) : base(data) { }

    public override bool justify()
    {
        Debug.Log("Condition1");

        //get shared data
        testShareData data = shareData as testShareData;


        return data.state == 1;
    }
}
```

Select the next one

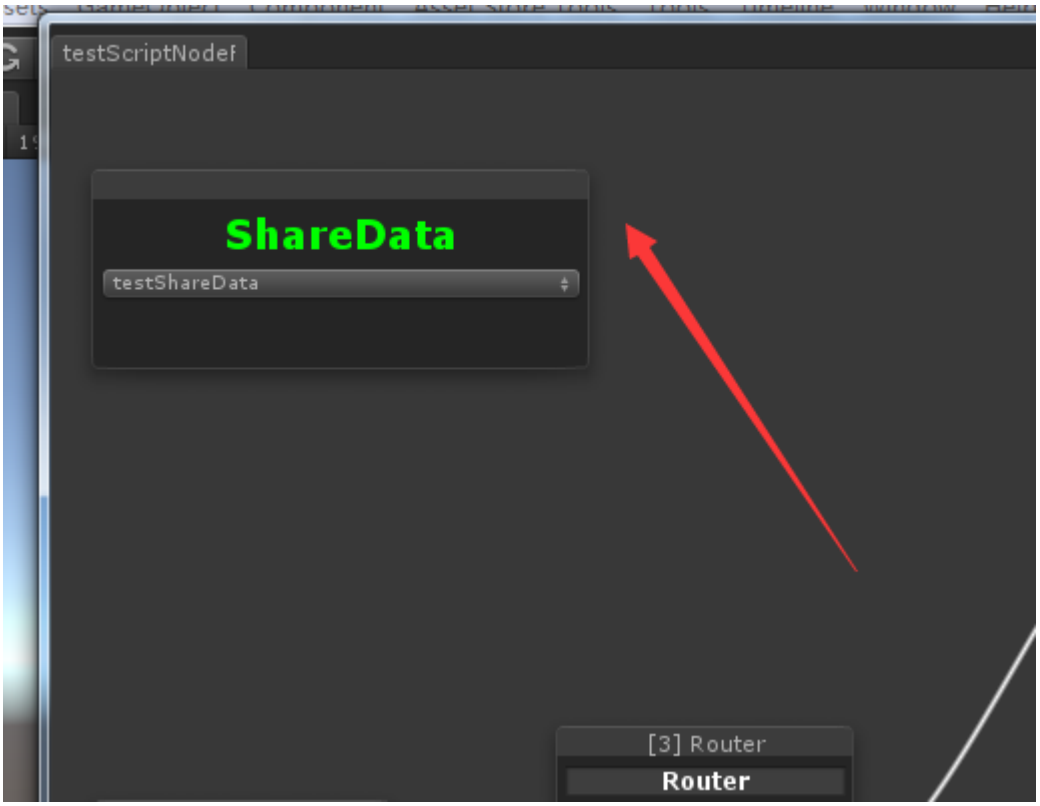
you can click the L button of any condition,and you have to select a option,select a existing Node or a new Node.



Note

- finally the flow will execute the default's next Node if every condition do not justify.
- every condition must set the next Node and the default must set the next Node.

sharedData



shareData will cross throught the flow's period. if you don't need it , just keep it is None.

Add your sharedData script

you must definite a class derived from SharedData.

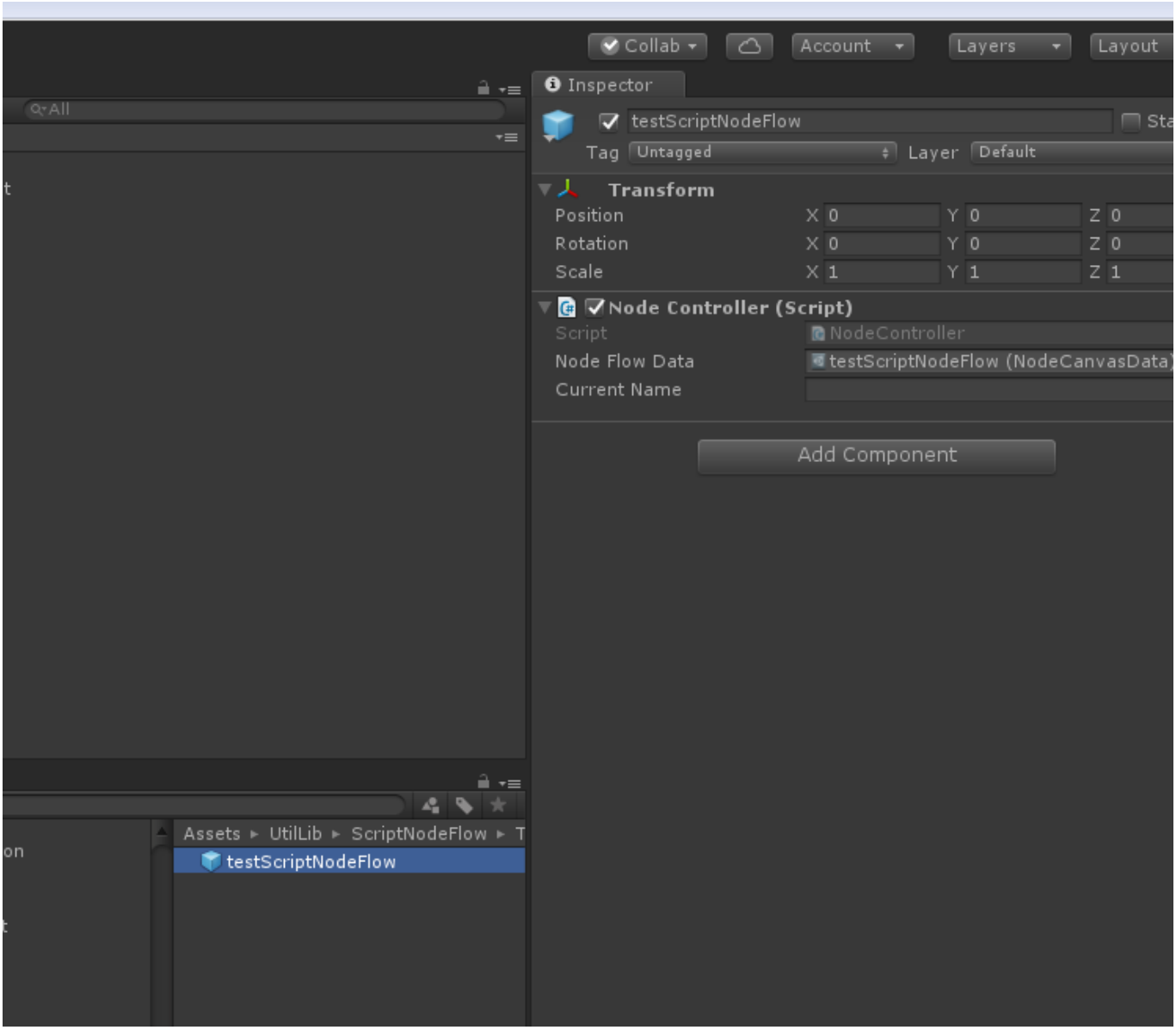
```
public class testShareData: SharedData
{
    public int state = 0;
}
```

get your sharedData in current Node

```
public class Enity1 : Node
{
    public Enity1(SharedData data) : base(data) { }

    protected override void execute()
    {
        Debug.Log("Enity1");

        //get share data and you can modify it
        (shareData as testShareData).state = 3;

        //call finish method when you're sure finished completely
        finish();
    }
}

public class Condition1 : RouterCondition
{
    public Condition1(SharedData data) : base(data) { }

    public override bool justify()
    {
        Debug.Log("Condition1");

        //get shared data
        testShareData data = shareData as testShareData;


        return data.state == 1;
    }
}
```

How to use it in my project ?

I create single prefab per flow.



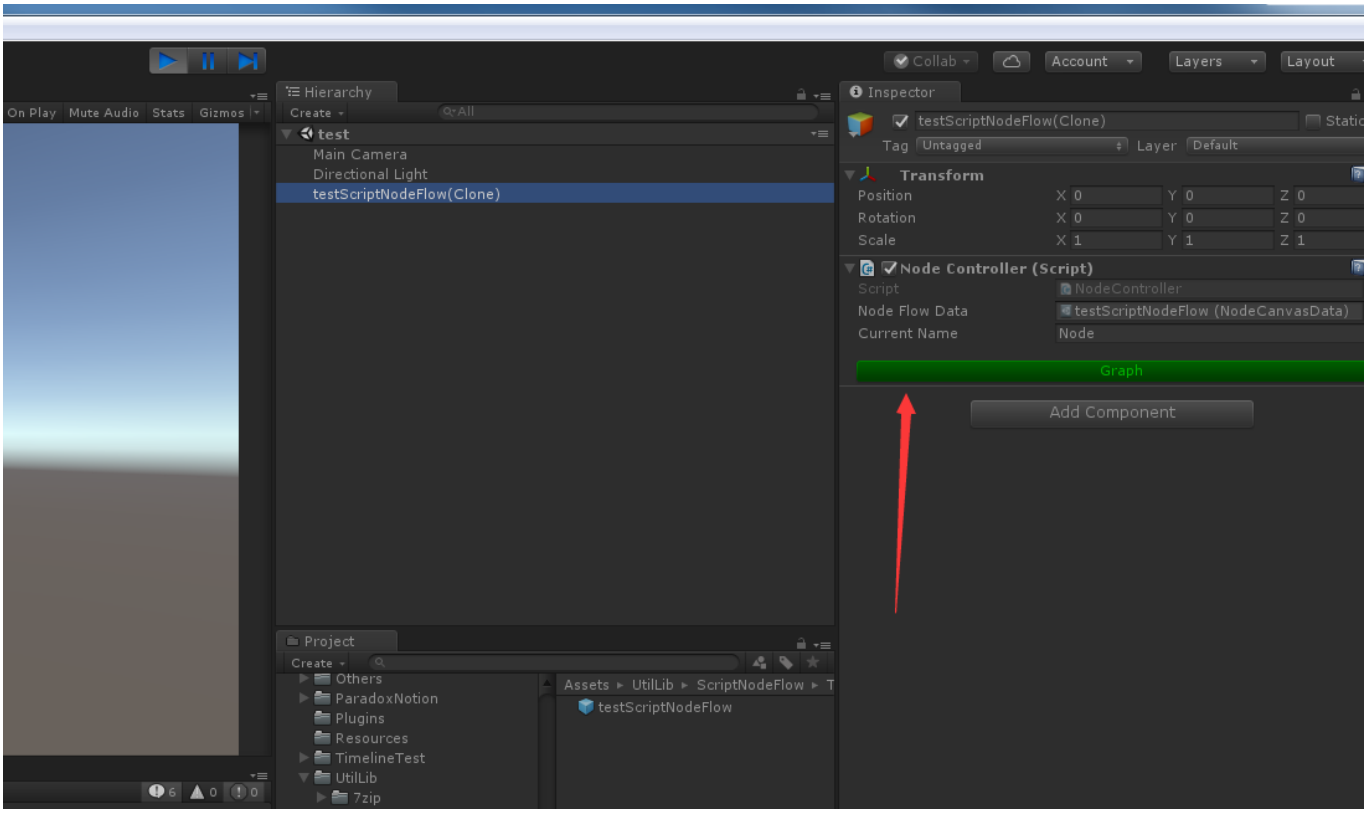
you need start a flow, instantiate it, and you want it stopping , destroy it.

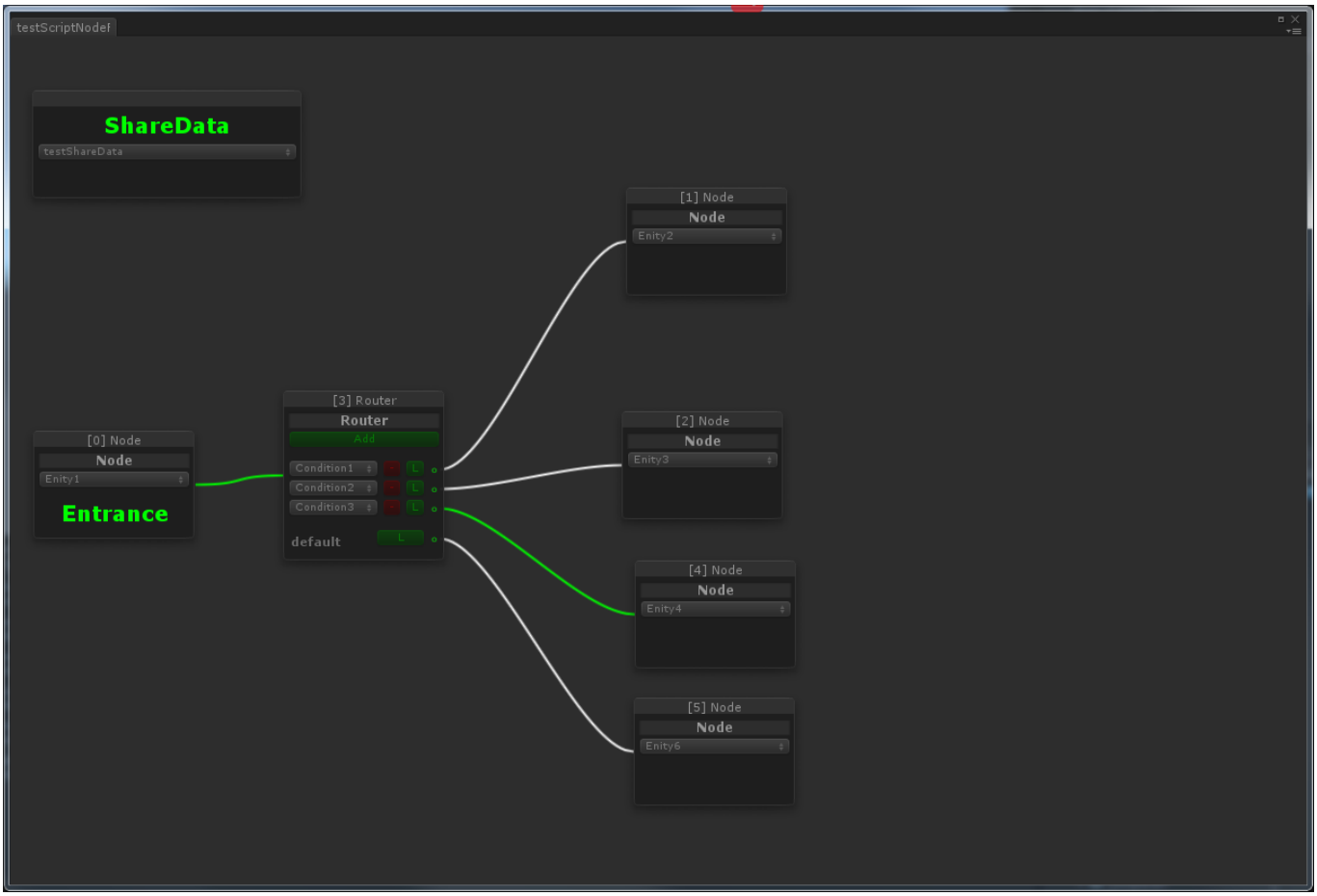
listen the finish event

```
NodeController.onFinish
```

runtime state

runtime mode, you can click the button named 'Graph' to open the graph.





Other

- you can creat a circle flow,but I don't advocate that ,cause it never stop .

Contact me

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