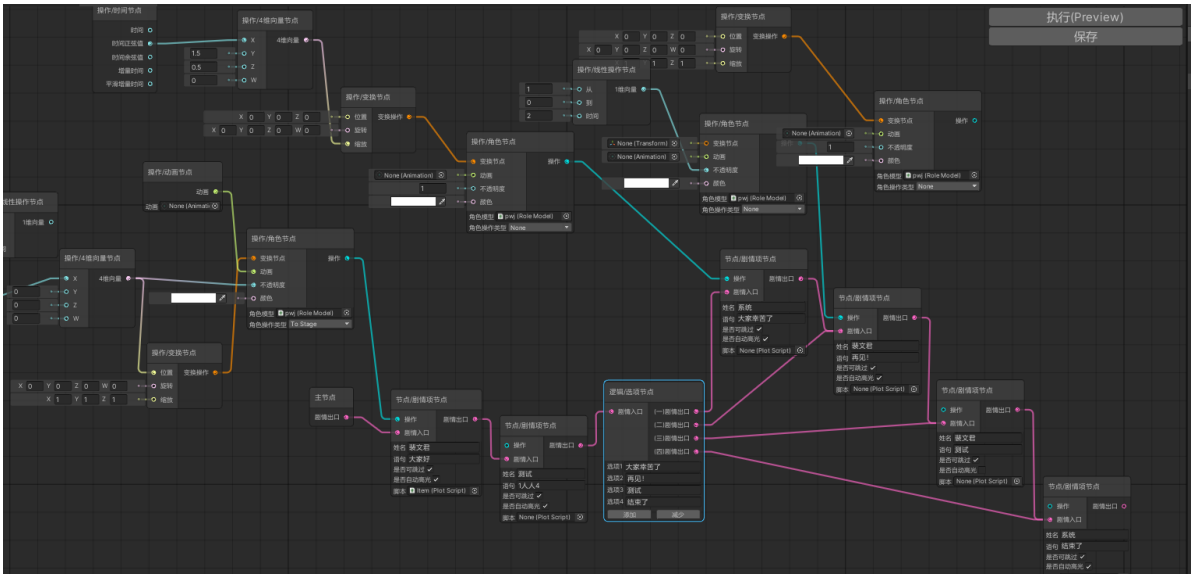
Major changes

$GalForUnity1.1b$ The version ushered in the first workflow innovation, and the original workflow has been stripped, through the new workflow can be stripped of code development, and quickly realize the idea of word games

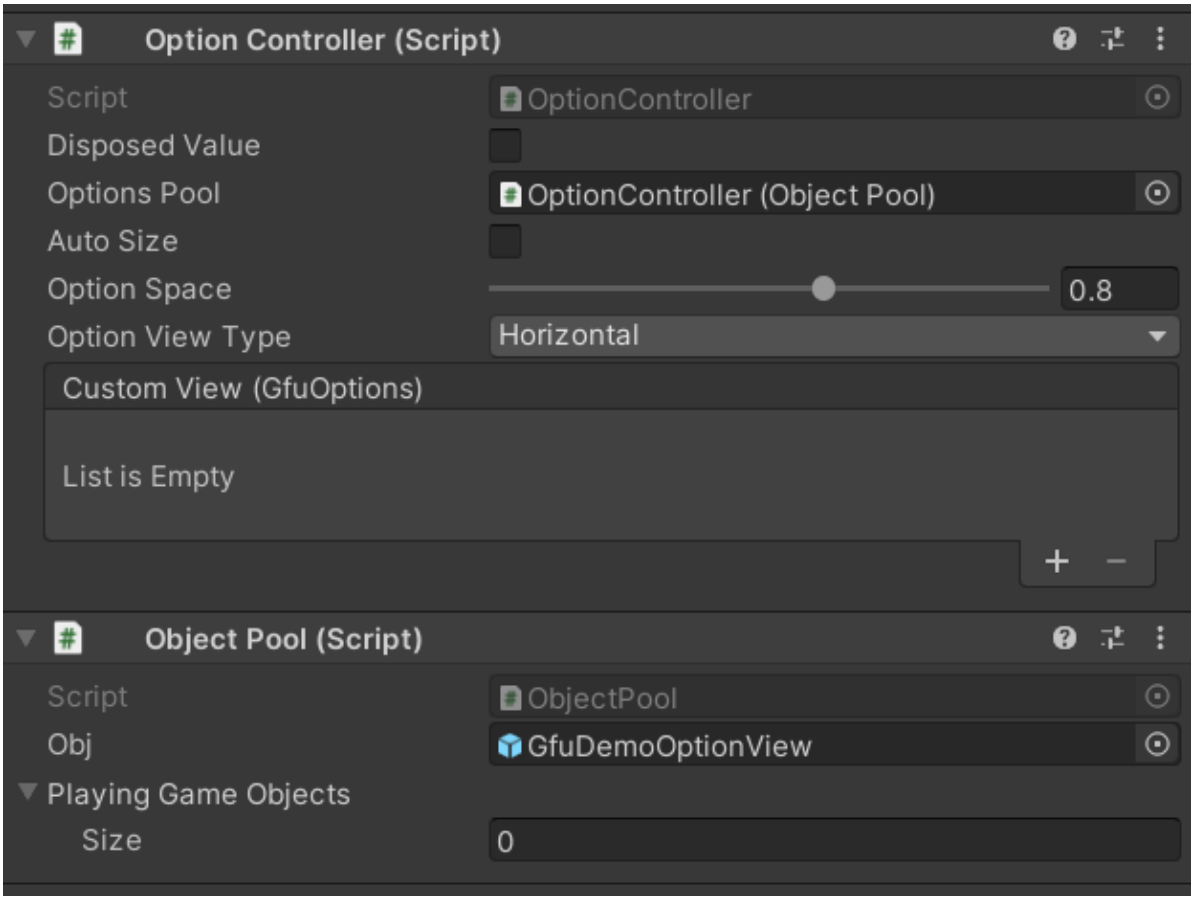
new content

1. The Graph system



The Graph system is a set of visual node programming plug-ins that implement the Unity GraphView, designed to revolutionize the workflow of Gal development. By connecting nodes, you can quickly build games without programming, and also support custom nodes from C# code

2. Option controller



Option controller is a program to automatically control the game option system, intelligent management of the game options

3. Decouple Live2D

It is still Live2D compatible, but Galforunity has been designed to run without Live2D.

4. Language system

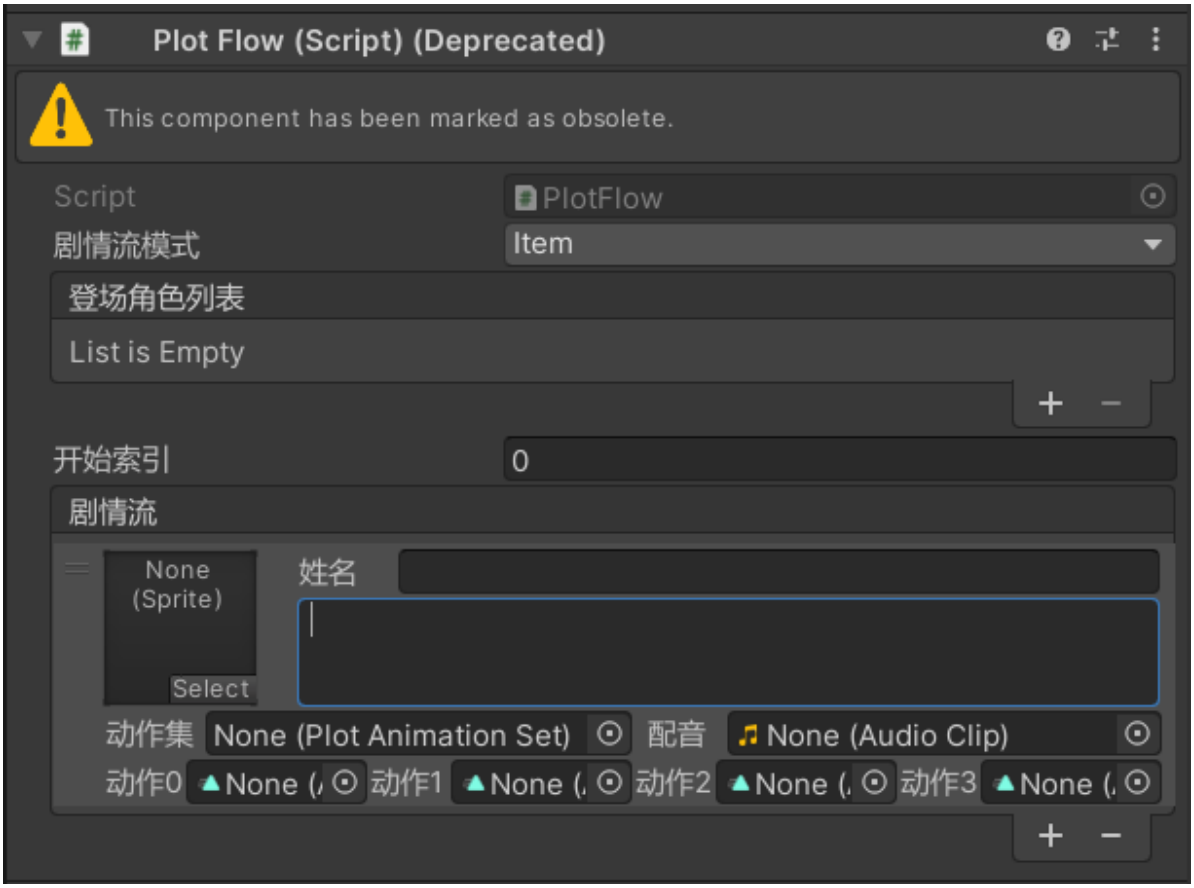
GalforUnity now supports English and Chinese, if you are familiar with other languages, welcome to help us translate, or choose to join us

5. InstanceID system

Object instances are identified in memory and hard disk by InstanceID

Content to be eliminated

1. PlotFlow



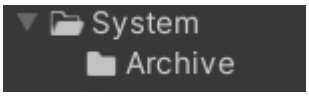
The old version of workflow is identified as Obsolete and will be deleted in future versions. The current version of PlotFlow is Obsolete and no longer participates in the program execution process

2. ActionModel

ActionModel has been identified as Obsolete and may be removed in future releases due to its functionality and replacement by PlotScript

New features that may be developed in the future

1. Built-in filing system



At present, the archiving system is still under development. If you need to use the archiving system, you need to develop by yourself.

2. Compatible with other scripts

Support for other interpreted languages such as Lua will be added in the future.

3. Language support

Will try to support more languages to serve developers around the world

4. Compatibility with Bolt

It's not just Bolt that will be compatible with popular plugins like Keel and Spine