# Use of plot diagrams

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

You can right-click the project, select GalForUnity, and select Create PlotFlowGraph or PlotItemGraph
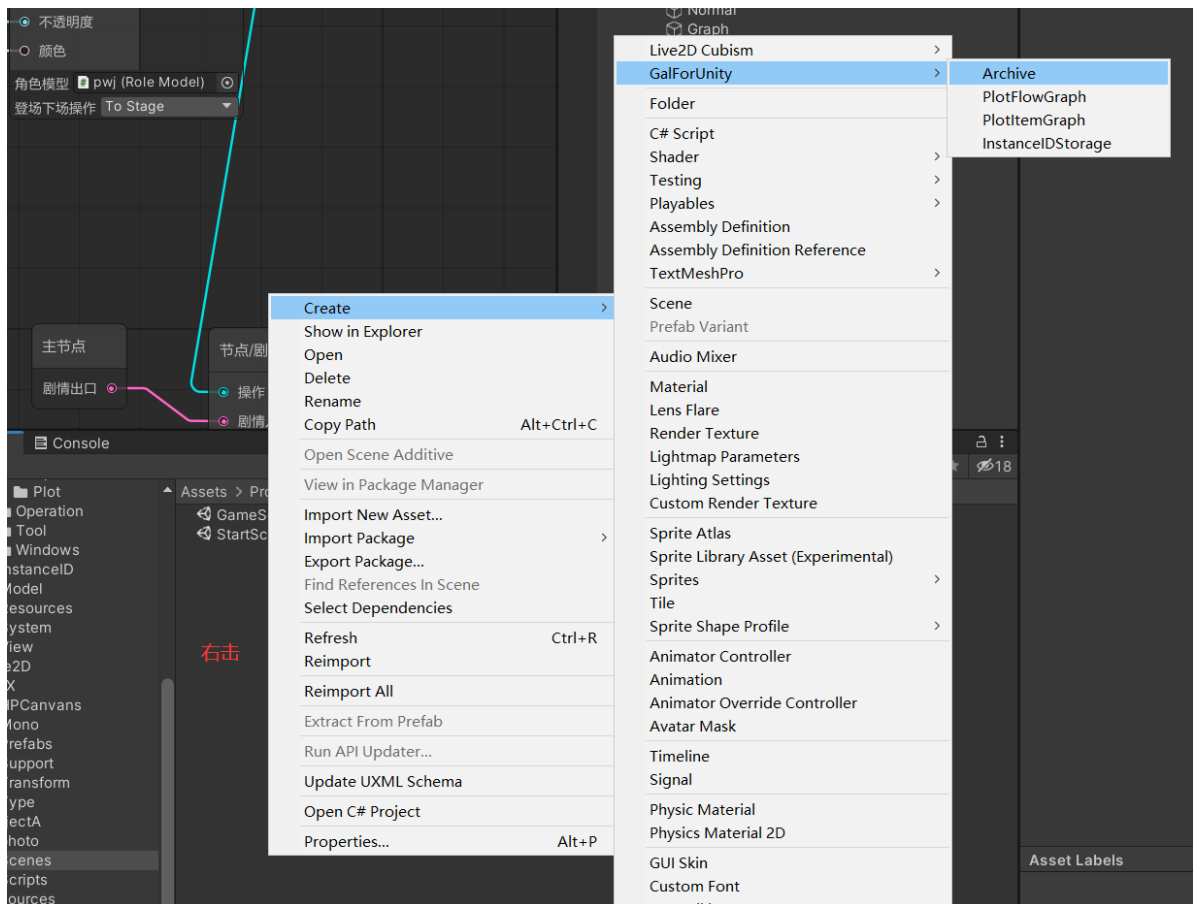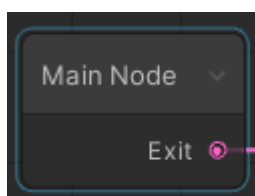

PlotItemGraph: a plot item that is used to create the flow of dialogue, and is responsible for some of the logic

PlotFlowGraph: PlotFlowGraph, used to manage the flow of PlotItemGraph, dealing with the logic of long story branches

RoleData runs through the graph system.

Every graph has a master node, and the story starts at the master node and ends at the end node

On the way, you can perform various operations through the node system without programming, simplifying workflow, and supporting additional scripts for personalized operations

Create a node by right-clicking on the storyboard and clicking CreateNode.
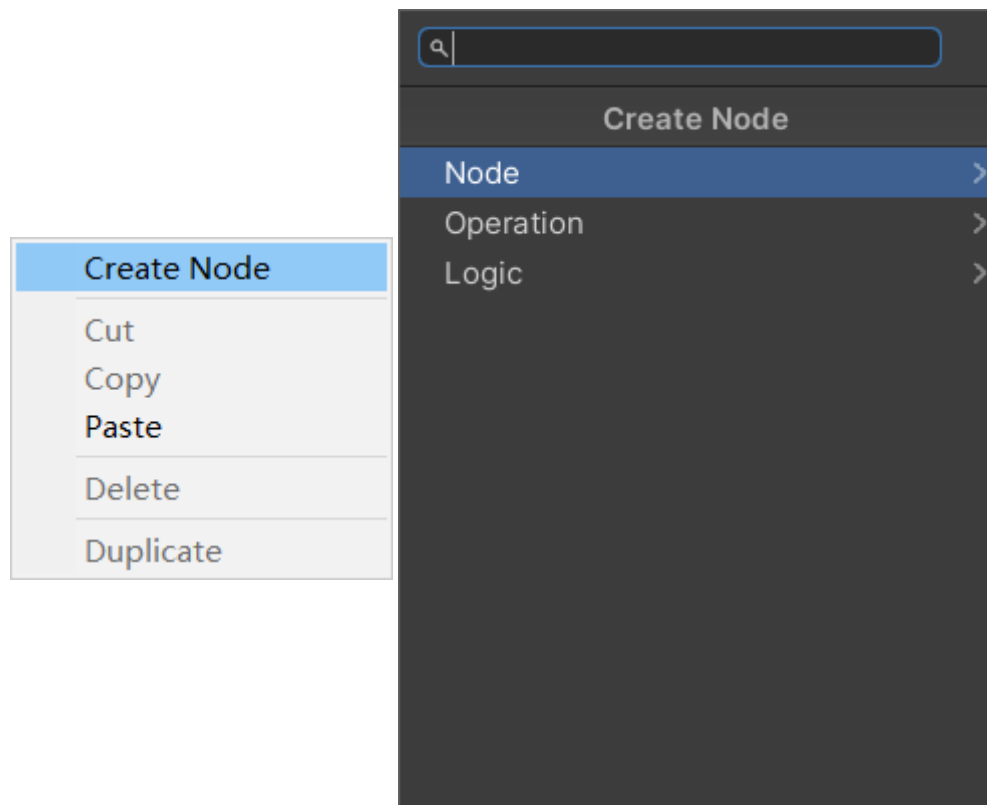
Some node plot diagrams and plot flow diagrams can be used, but some nodes can only be used in specific diagrams because the responsibilities of the two diagrams are different.

Through the story chart system you can effectively manage the story branches, it is visual, very simple and intuitive, unlike the traditional script control story need to constantly try and jump script control story line.

In this system, you can quickly judge the relationship between the story through the line, but also easy to modify each line.
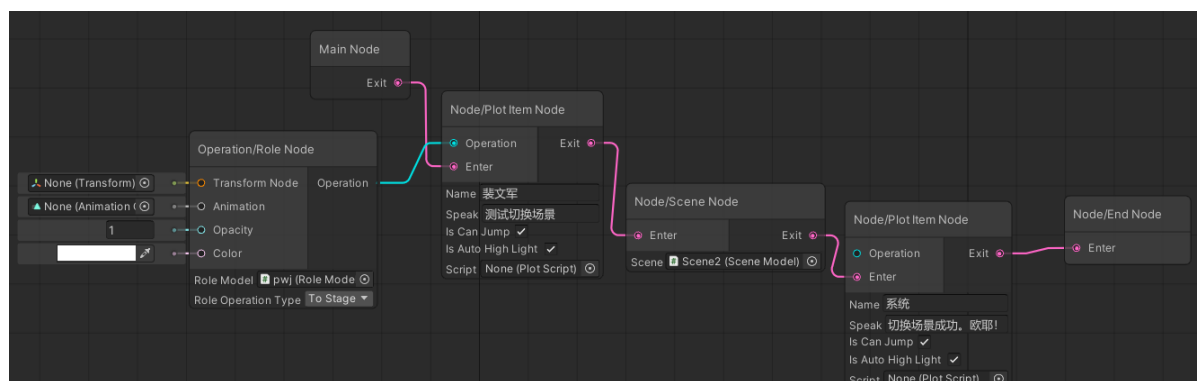
When a plot diagram is attached to a story model, the plot diagram fires when the story requirements in the story model are met. You can also preview the plot by clicking the Execute button in the upper right.

Yes, it's as good as it looks, and while it's still a 1.1b(beta) version, it won't be long before a 1.1 release is released.

For information about the functions of the various nodes, see the Complete Set of nodes.

Note: If you create a diagram in a resource and reference a scene object. The diagram loses references when you open a new scene because the objects in the original scene have been destroyed. You can't save your original scene diagram at this point, because that would really cause references to be lost. When you open the original scene, your object reference to the scene is restored. This means that a resource diagram can only be used for one scenario

Note: Beta versions tend to be buggy. You can through our feedback [official website] ([http://muxi game.uicp.net/pc/feedback/feedback.html](http://muxigame.uicp.net/pc/feedback/feedback.html)) bugs or directly in our group internal feedback official QQ group: 916784261 261