

# Diamond 1.1.3

Visual Scripting for Unity  
Documentation

New Features of the 1.1.3 Version

[www.mezanix.com](http://www.mezanix.com)



# Before Diving in Diamond

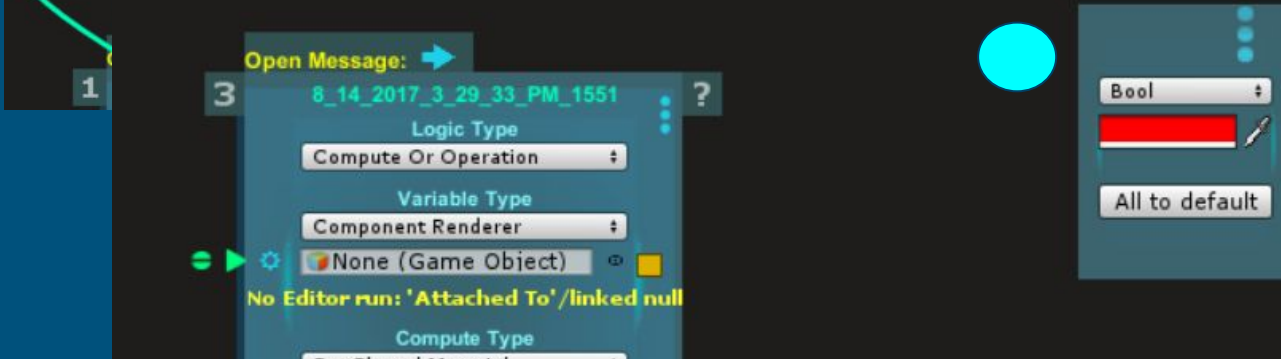
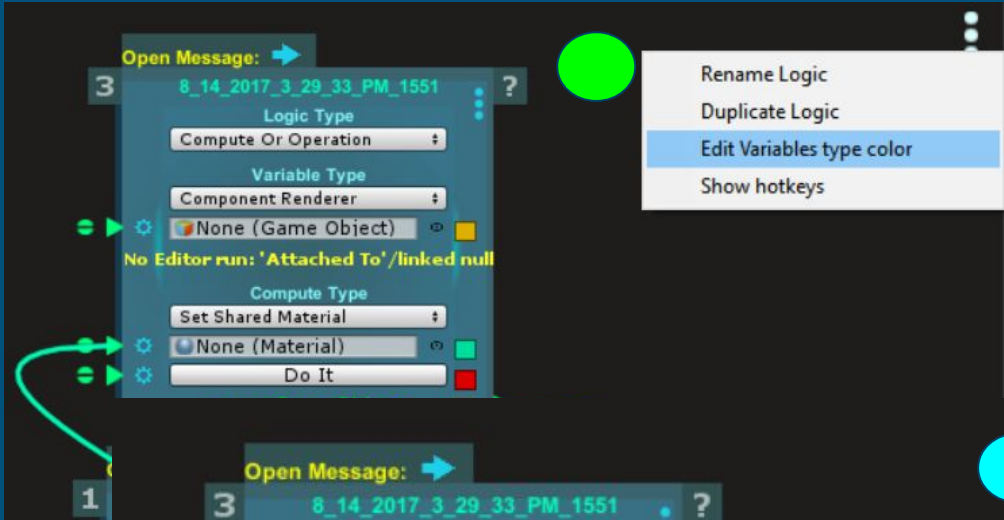
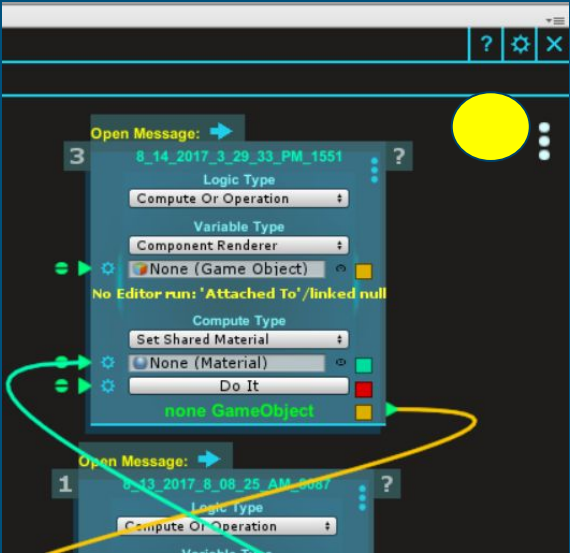
Diamond use the State Machine  
concept. You can have an idea about  
it here

[https://en.wikipedia.org/wiki/Finite-  
state\\_machine](https://en.wikipedia.org/wiki/Finite-state_machine)

# Variable Types Colors

## Graph Readability Enhancement

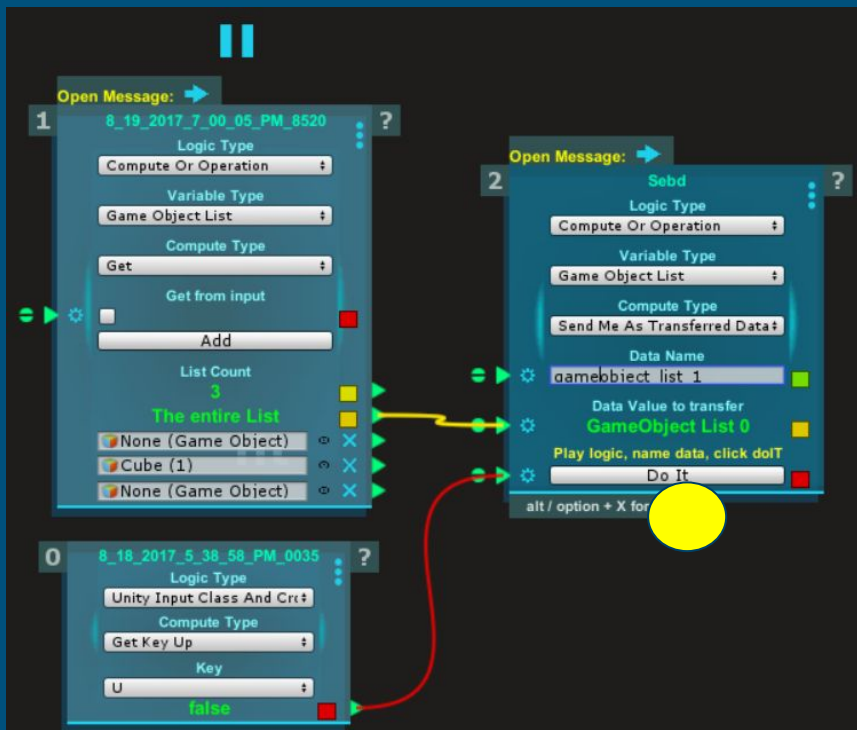
That affects every field and link. In logic options, edit it For any Variable Type you want.



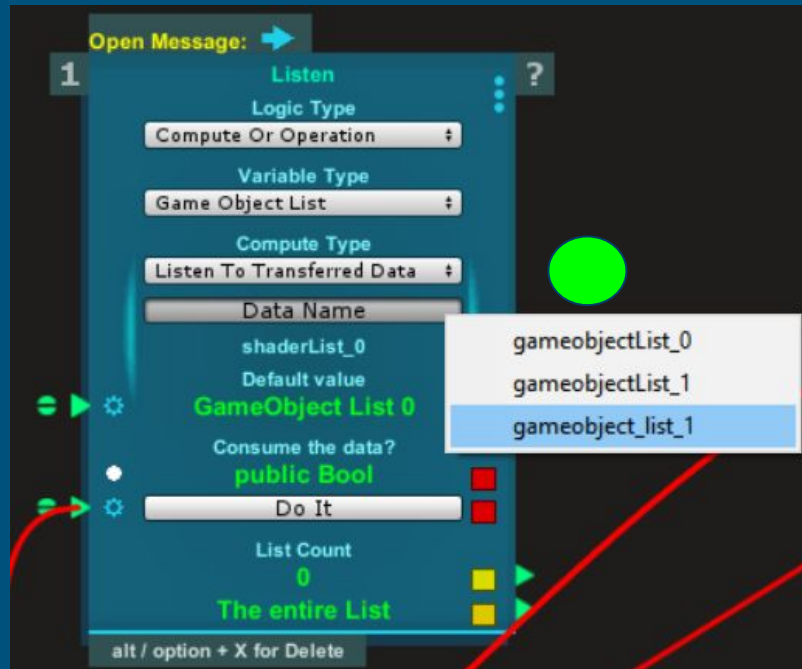
# Data Transfer

Communication in the scene between scripts

Send and listen variables. To send, play the logic, enter the Data Name, and click Do It. To listen, click the Data Name button and choose in the list of the sent Data Names



Communication can be done between different graphs or different logics.



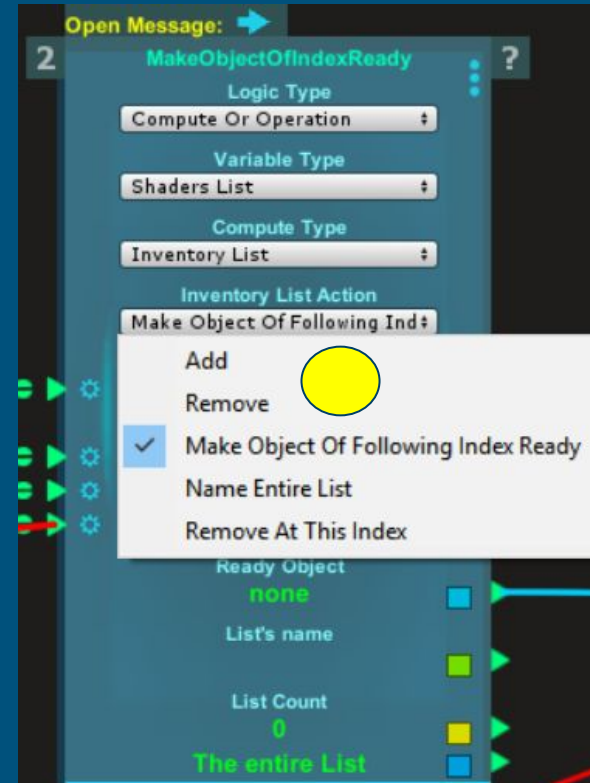
# Inventory List Actions

Simple Inventory List like in RPG games

Applicable to all variable type lists. Add new object (element) to the list, remove it, make it ready according to its lists index, name the list, and remove element according to index.

The “Make Object Of Following Index Ready”, is very useful, it can be used by a player having many weapons and wants to switch between them to use the ready one.

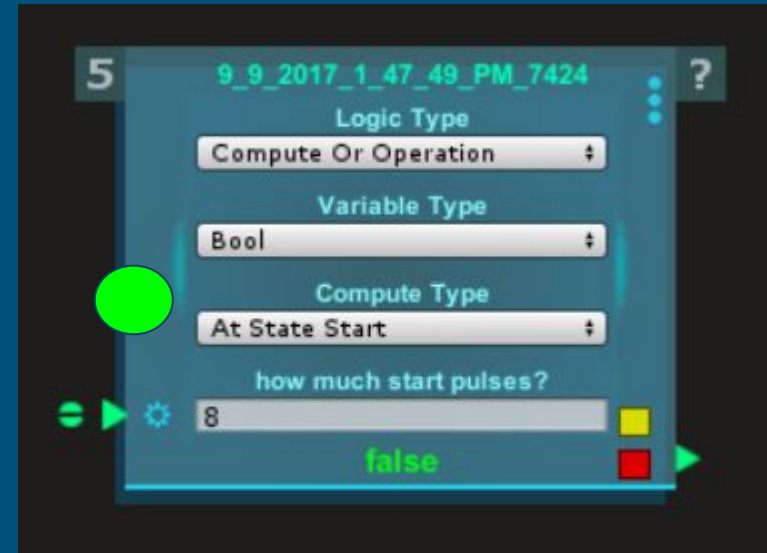
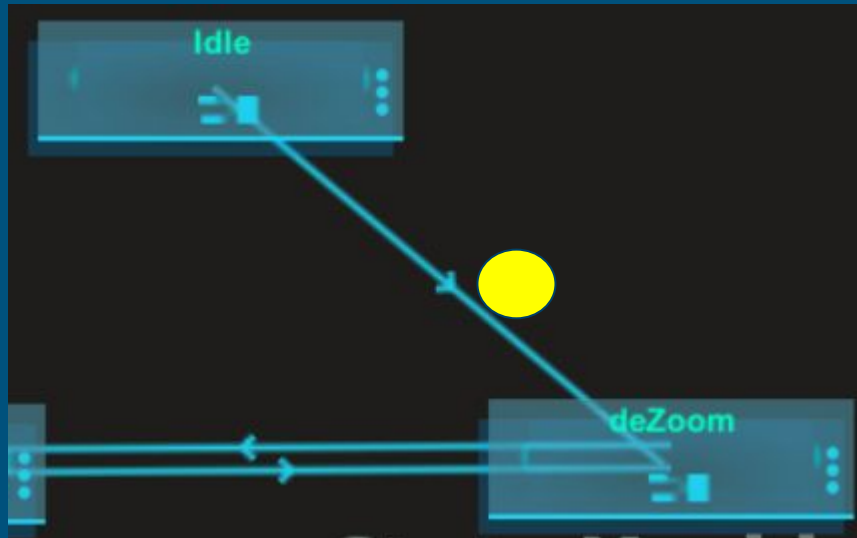
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# At State Start

Get True Pulses at your state start

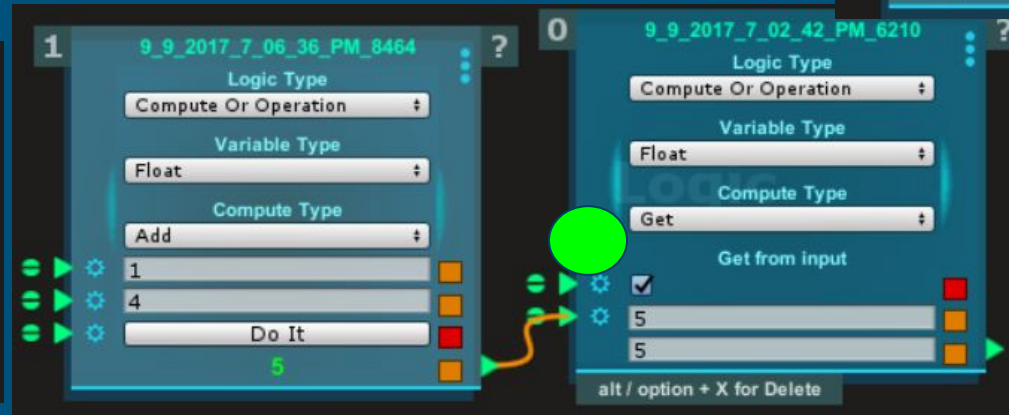
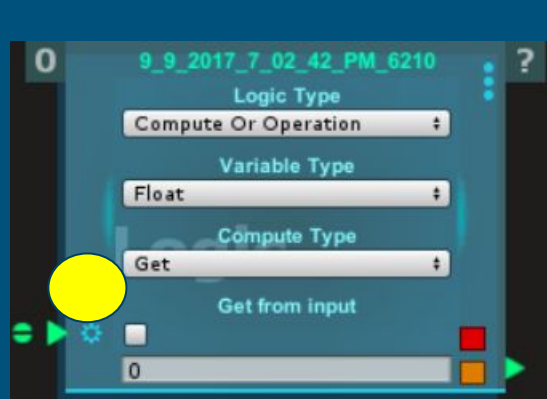
When going to a new state. If you put the “At State Start” logic node in the destination state you will have a number of true pulses when switching to this state.



# Get Node Enhancement

Possibility to get the variable from an input

New option in the Get Logic Node: the get from input. Once selected, an input field is opened, letting you getting the variable from another node output, or having the choice to turn to public this input, so your variable is editable from the unity inspector of the generated script.



# Conclusion

Thank you for downloading diamond 1.1.3

For any further questions and suggestions. Here is the mezanix website, mezanix email, and the diamond Unity Forum

[www.mezanix.com](http://www.mezanix.com)

[Diamond Unity Forum](#)

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