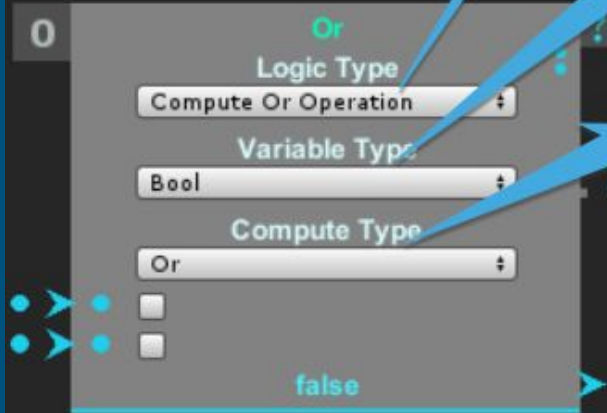


Adaptive Logic Node - One Node for All Your Needs

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Logic Type

Where you can select a :

1. 'Compute or operation': The most common operations.
2. 'Time Operation': Delta Time, TicTac, Time since begin, etc..
3. Input and Cross-platform input.

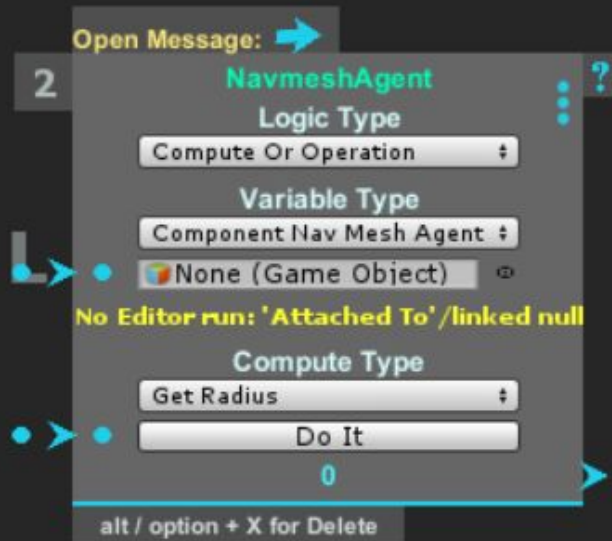
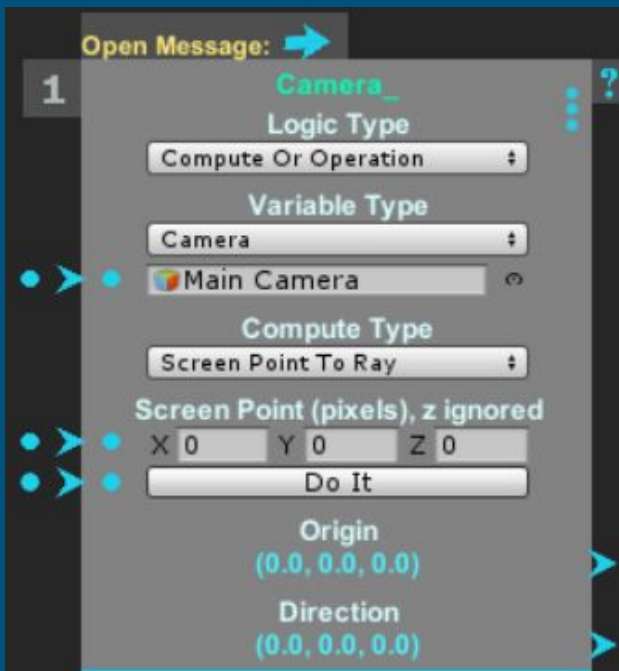
Variable Type

bool, float, string, GameObject, Camera, and components like: Rigidbody, NaveMeshAgent, Transform, Renderer etc

Compute Type

Once you have selected your Logic Type and Variable Type, the Compute Type section adapte itself to your choice. In this example, the Compute Type section lets you select between: the and operator, the or operator and other things related to the boolean variable. In this example, the or operator was selected.





Here we can see the adaptation of the node in 2 cases one for a Camera and another for a NavMeshAgent. Notice how the same node can draw for you the fields and inputs / outputs depending on your need.

So in Diamond there is no node list, for ergonomic and workflow speed reason, the same node can be changed at any time to fit your need



End

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