

Diamond 1.1.4

Visual Scripting for Unity
Documentation

New Features of the 1.1.4 Version

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)

Enable/Disable the “Control Of Data Flow”

To have more user-friendly logic node

Click the setting gear of the input and select “Enable Control of Data Flow”, the control gate will appear. This controls the flow to the input, click it to allow or not the data flow, or connect it to a bool, if the bool is true it's allowing, if not it's blocking



Centralized global zooming

Around the mouse cursor

Individual zooming: mouse cursor inside the logic node to zoom and mouse wheel

Global zooming: Alt/Option + mouse wheel, when zooming-out, logic nodes will move progressively near to the mouse cursor, when zooming-in, logic nodes will move progressively away from the mouse cursor.



Conclusion

Thank you for downloading diamond 1.1.4

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

www.mezanix.com

[Diamond Unity Forum](#)

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