Diamond 1.1.7

Visual Scripting for Unity
Documentation
New Features of the 1.1.7 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

Get Set Variables in scene game objects

Interact with public variables of scripts attached to game objects in your scene (any C# script)
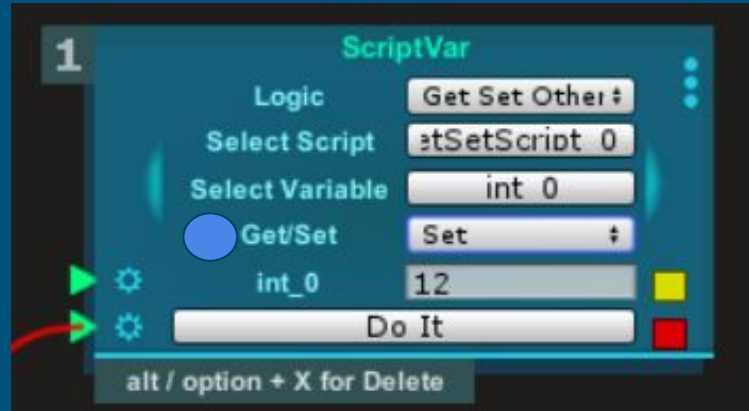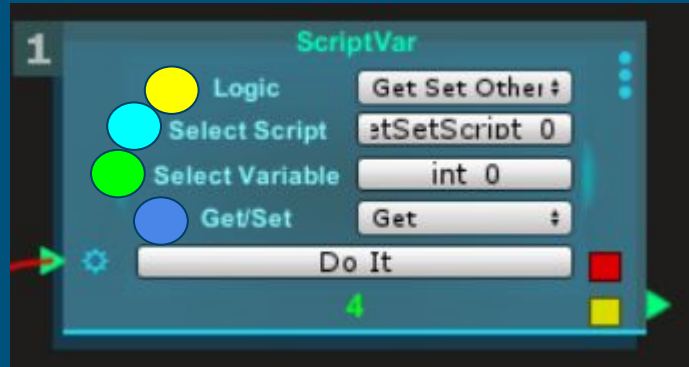
Select "Get Set Other Game Objects Scripts Variables"

Select your script

Select your variable in the script

Select if if you want to get or set this variable

Any C# script whether created by diamond or not

Conclusion

Thank you for downloading diamond 1.1.7

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

www.mezanix.com

Diamond Unity Forum

mezanixissa@gmail.com