

Unity Composition Manual

PiRho Soft

Axis Input	1
Fields	1
Bar Binding	1
Fields	1
Binding Control	1
Fields	1
Binding Updater	1
Fields	1
Branch Node	1
Fields	1
Break Node	1
Button Input	2
Fields	2
Command Set	2
Fields	2
Composition Manager	2
Fields	2
Conditional Node	2
Fields	2
Create Object Node	2
Fields	2
Destroy Object Node	2
Fields	3
Disable Object Node	3
Fields	3
Enable Object Node	3
Fields	3
Expression Node	3
Fields	3
Focus Indicator	3
Hide Control Node	4
Fields	4
Image Binding	4
Fields	4
Instruction	4
Instruction Graph	5
Fields	5
Instruction Graph Node	5
Fields	5
Instruction Node	5
Fields	5

Interface	5
Fields	5
Interface Binding	5
Fields	5
Interface Control	6
Fields	6
Interface Manager	6
Fields	6
Item Selector	6
Iterate Node	7
Loop Node	8
Fields	8
Message Binding	8
Fields	8
Message Control	8
Fields	8
Message Node	8
Fields	8
Mockup Graph	8
Fields	8
Mockup Node	9
Fields	9
Play Animation	9
Fields	9
Play Animation State	9
Fields	9
Scoped Graph	9
Scroll Selection	10
Fields	10
Selection Binding	10
Fields	10
Selection Control	10
Fields	10
Selection Node	10
Fields	10
Sequence Node	10
Fields	10
Set Animation Parameter	11
Fields	11
Show Control Node	11
Fields	11

Simple Graph	11
Text Binding	12
Fields	12
Update Binding Node	12
Fields	12
Visible Binding	12
Fields	12
Wait Node	12
Fields	12

Axis Input

Fields

string *Axis Name*

float *Axis Value*

<<<

Bar Binding

Fields

Variable Reference *Amount Variable*

Variable Reference *Total Variable*

Gradient *Fill Colors*

<<<

Binding Control

Fields

Variable Reference *Binding*

<<<

Binding Updater

Fields

string *Group*

<<<

Branch Node

Fields

Expression *Switch*

Instruction Graph Node Dictionary *Outputs*

<<<

Break Node

Button Input

Fields

string *Button Name*

<<<

Command Set

Fields

Custom Command List *Custom Commands*

<<<

Composition Manager

Fields

Command Set *Commands*

<<<

Conditional Node

Fields

Expression *Condition*

<<<

Create Object Node

Fields

GameObject *Prefab*

string *Object Name*

Vector2 *Position*

Variable Reference *Parent*

<<<

Destroy Object Node

Fields

Variable Reference *Target*

<<<

Disable Object Node

Fields

Variable Reference *Target*

<<<

Enable Object Node

Fields

Variable Reference *Target*

<<<

Expression Node

Fields

Expression *Expression*

<<<

Focus Indicator

Hide Control Node

Fields

Interface Reference *Control*

<<<

Image Binding

Fields

Variable Reference *Variable*

<<<

Instruction

Instruction Graph

Fields

Instruction Graph Node List *_nodes*

Vector2 *Start Position*

<<<

Instruction Graph Node

Fields

string *Name*

Variable Reference *This*

Vector2 *Graph Position*

<<<

Instruction Node

Fields

Instruction Caller *Instruction*

bool *Wait For Completion*

<<<

Interface

Fields

string *Name*

Interface Control Dictionary *Interface Controls*

<<<

Interface Binding

Fields

string *Binding Group*

<<<

Interface Control

Fields

Dependent Object List *Dependent Objects*

<<<

Interface Manager

Fields

string *Horizontal Axis*

string *Vertical Axis*

string *Accept Button*

string *Cancel Button*

string *Start Button*

KeyCode *Accept Key*

KeyCode *Cancel Key*

KeyCode *Start Key*

<<<

Item Selector

Iterate Node

Loop Node

Fields

Expression *Condition*

<<<

Message Binding

Fields

Message *Message*

<<<

Message Control

Fields

TextMeshProUGUI *Display Text*

GameObject *Continue Indicator*

GameObject *Finished Indicator*

<<<

Message Node

Fields

Interface Reference *Control*

Message Interaction Type *Interaction*

bool *Is Last*

Message *Message*

<<<

Mockup Graph

Fields

Mockup Connection List *Entry Points*

<<<

Mockup Node

Fields

Instruction Graph Execution Mode *_execution Mode*

Mockup Connection List *Connections*

<<<

Play Animation

Fields

Variable Source Type *Type*

Variable Reference *Target*

AnimationClip *Animation*

Variable Reference *Animation Reference*

bool *Wait For Completion*

<<<

Play Animation State

Fields

Variable Source Type *Type*

Variable Reference *Target*

string *State*

Variable Reference *State Reference*

<<<

Scoped Graph

Scroll Selection

Fields

float *Scroll Speed*
int *Displayed Vertical*
int *Displayed Horizontal*
<<<

Selection Binding

Fields

Selection Control *Selection Control*
string *Binding Group*
<<<

Selection Control

Fields

bool *Vertical Wrapping*
bool *Horizontal Wrapping*
<<<

Selection Node

Fields

Interface Reference *Control*
bool *Is Selection Required*
Selection Node Item List *Items*
<<<

Sequence Node

Fields

Instruction Graph Node List *Sequence*
<<<

Set Animation Parameter

Fields

Variable Reference *Target*

string *Parameter*

AnimatorControllerParameterType *Type*

bool *Bool Value*

int *Int Value*

float *Float Value*

<<<

Show Control Node

Fields

Interface Reference *Control*

<<<

Simple Graph

Text Binding

Fields

Variable Reference *Variable*

<<<

Update Binding Node

Fields

Interface Reference *Control*

string *Bindings*

<<<

Visible Binding

Fields

Expression *Condition*

<<<

Wait Node

Fields

float *Time*