

Unity Composition Manual

PiRho Soft

Activate Interface Node	1
Fields	1
Auto Size Text	1
Axis Input	2
Fields	2
Bar Binding	2
Fields	2
Binding Control	2
Fields	2
Binding Updater	2
Fields	2
Branch Node	2
Fields	2
Break Node	3
Button Input	4
Fields	4
Clear Transition	4
Command Set	5
Fields	5
Comment Node	5
Fields	5
Composition Manager	5
Fields	5
Conditional Node	5
Fields	5
Create Object Node	5
Fields	5
Cutoff	5
Deactivate Interface Node	6
Fields	6
Destroy Object Node	6
Disable Component Node	7
Disable Game Object Node	8
Dissolve	9
Fields	9
Enable Component Node	9
Enable Game Object Node	10
Expression Node	11
Fields	11
Fade	11
Fields	11

Focus Indicator	11
Hide Control Node	12
Fields	12
Image Binding	12
Fields	12
Instruction	12
Instruction Graph	13
Fields	13
Instruction Graph Node	13
Fields	13
Instruction Node	13
Fields	13
Interface	13
Fields	13
Interface Binding	13
Fields	13
Interface Control	14
Fields	14
Interface Manager	14
Fields	14
Item Selector	14
Iterate Node	15
Loop Node	16
Fields	16
Message Binding	16
Fields	16
Message Control	16
Fields	16
Message Node	16
Fields	16
Mockup Graph	16
Fields	16
Mockup Node	17
Fields	17
Pixelate	17
Fields	17
Play Animation	17
Fields	17
Play Animation State	17
Fields	17
Play Transition	17

Fields.....	17
Scoped Graph	17
Scroll Selection	18
Fields.....	18
Selection Binding	18
Fields.....	18
Selection Control.....	18
Fields.....	18
Selection Node.....	18
Fields.....	18
Sequence Node	18
Fields.....	18
Set Animation Parameter	19
Fields.....	19
Show Control Node	19
Fields.....	19
Simple Graph.....	19
Text Binding.....	20
Fields.....	20
Transition.....	20
Fields.....	20
Transition Manager	20
Transition Renderer.....	21
Update Binding Node.....	22
Fields.....	22
Visible Binding	22
Fields.....	22
Wait Node.....	22
Fields.....	22

Activate Interface Node

Fields

string *Interface Name*

<<<

Auto Size Text

Axis Input

Fields

string *Axis Name*

float *Axis Value*

<<<

Bar Binding

Fields

float *Speed*

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*

<<<

Clear Transition

Command Set

Fields

[Custom Command List](#) *Custom Commands*

<<<

Comment Node

Fields

string *Comment*

<<<

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*

<<<

Cutoff

Deactivate Interface Node

Fields

string *Interface Name*

<<<

Destroy Object Node

Disable Component Node

Disable Game Object Node

Dissolve

Fields

Color *Color*

Texture2D *Texture*

float *Noise Scale*

<<<

Enable Component Node

Enable Game Object Node

Expression Node

Fields

Expression *Expression*

<<<

Fade

Fields

Color *Color*

<<<

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*

bool *Is Breakpoint*

<<<

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

Mockup Connection List *Connections*

Color *Display Color*

<<<

Pixelate

Fields

int *Max Amount*

<<<

Play Animation

Fields

Animation Clip Variable Source *Animation*

bool *Wait For Completion*

<<<

Play Animation State

Fields

String Variable Source *State*

<<<

Play Transition

Fields

Transition Variable Source *Transition*

Transition Phase *Phase*

bool *Auto Finish*

<<<

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*
Primary Axis *Primary Axis*
int *Column Count*
int *Row Count*
<<<

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

String Variable Source *Parameter*

AnimatorControllerParameterType *Type*

Boolean Variable Source *Bool Value*

Integer Variable Source *Int Value*

Number Variable Source *Float Value*

<<<

Show Control Node

Fields

Interface Reference *Control*

<<<

Simple Graph

Text Binding

Fields

Variable Reference *Variable*

<<<

Transition

Fields

float *Duration*

<<<

Transition Manager

Transition Renderer

Update Binding Node

Fields

Interface Reference *Control*

string *Group*

bool *Wait For Completion*

<<<

Visible Binding

Fields

Expression *Condition*

<<<

Wait Node

Fields

float *Time*