Unity Composition Manual

PiRho Soft

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*