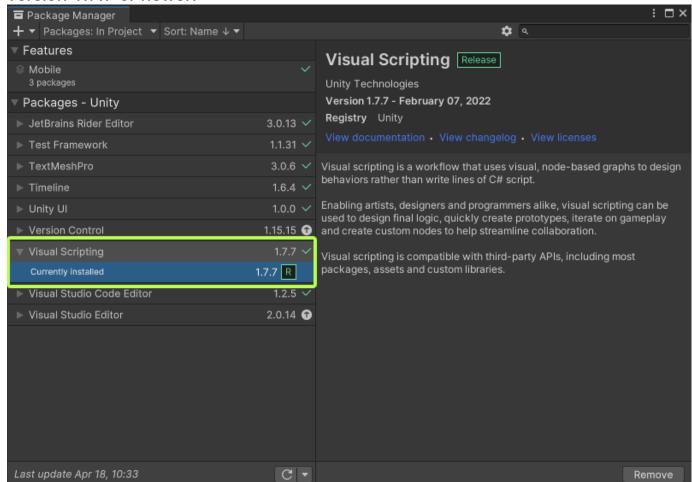
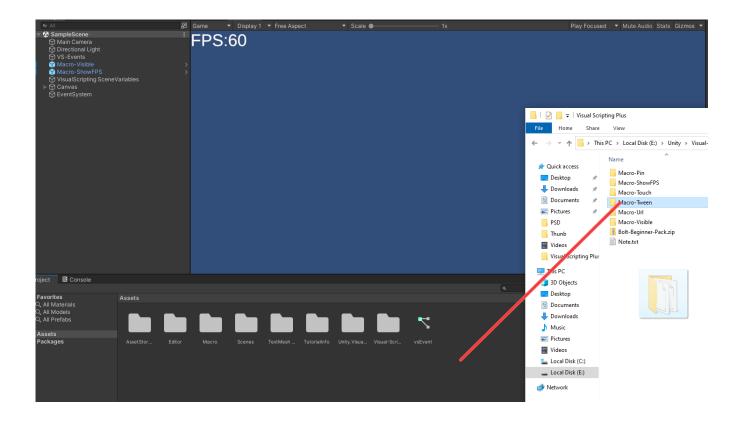
## How to install and use Visual Scripting Plus

## +Step 1: Update newest version of Visual Scripting

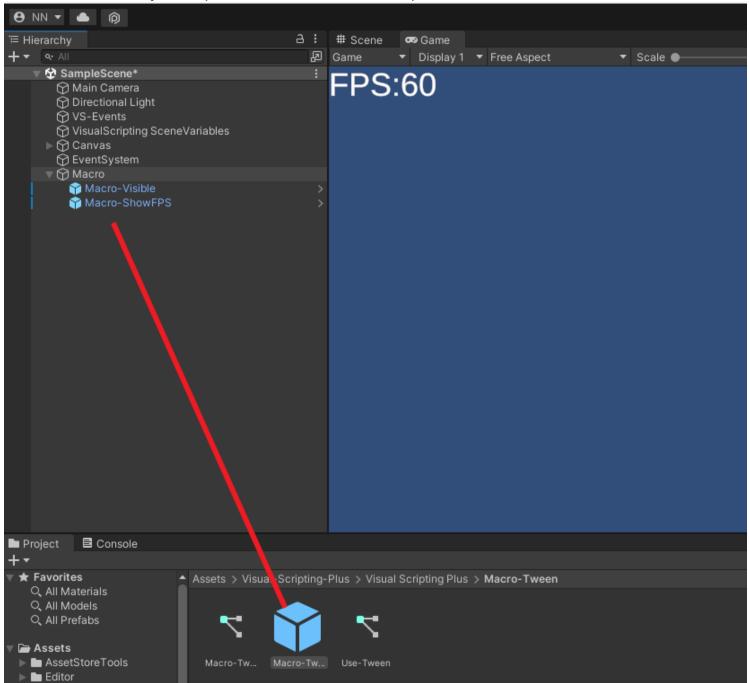
- Windows > Package Manager > Packages: In Project > Visual Scripting > Update the version 1.7.7 or newer.

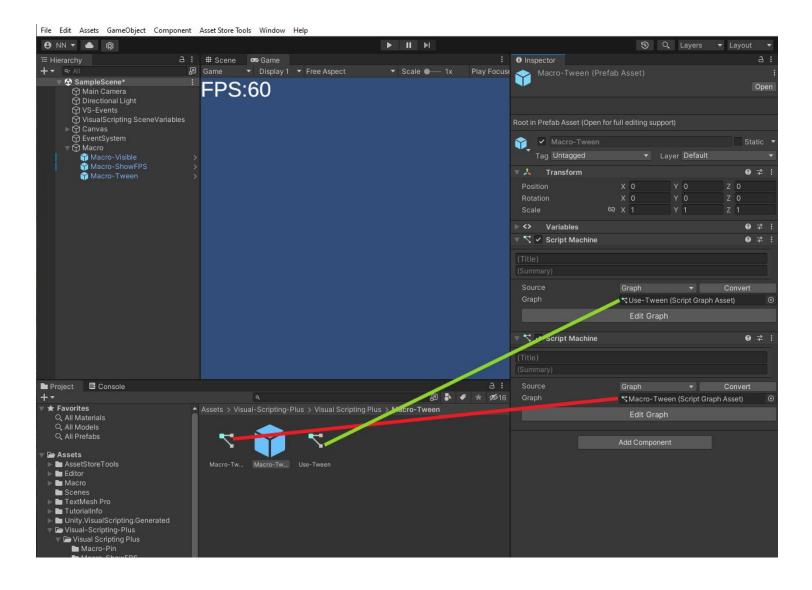


## +Step 2: Import Visual Scripting Plus into project

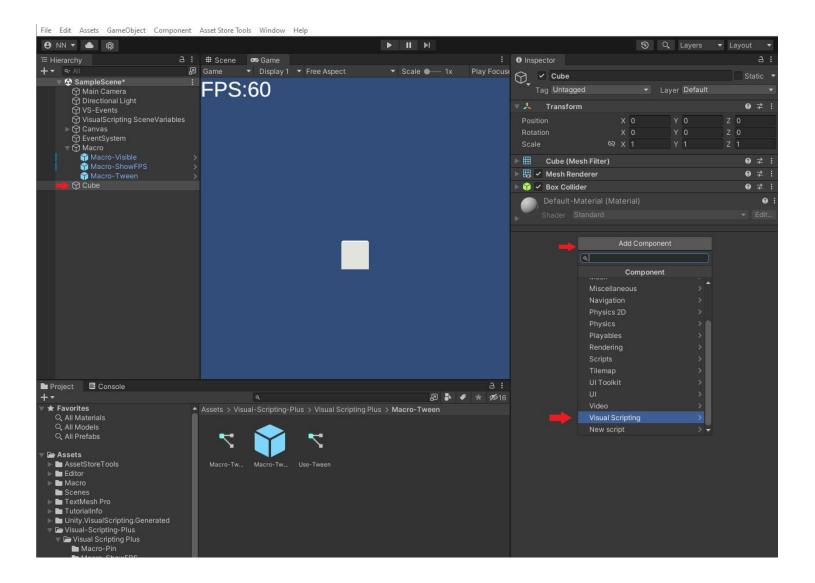


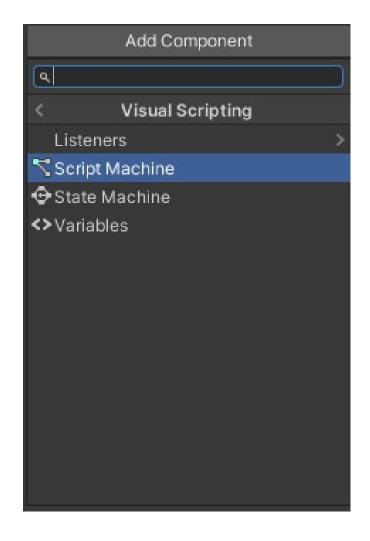
File Edit Assets GameObject Component Asset Store Tools Window Help

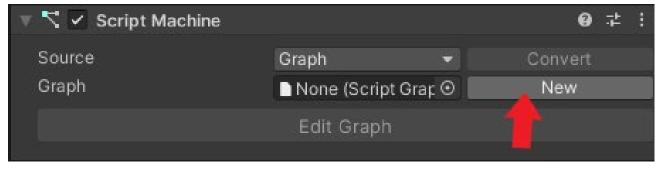




+Step 3: Add Macro into Object wants to use it. And Copy Event want to play.







File Edit Assets GameObject Component Asset Store Tools Window Help **⊕** NN **▼** 👜 ⑤ Q Layers ▼ Layout ▼ **▶ II** ▶I 
 A : # Scene
 Game

 B Game
 ▼ Display 1 ▼ Free Aspect
 ▼ Scale ● 1x
 Play Focuse
 : 1 Inspector Cube
Tag Untagged FPS:60 ▼ Layer Default ▼ Macro

↑ Macro-Visible

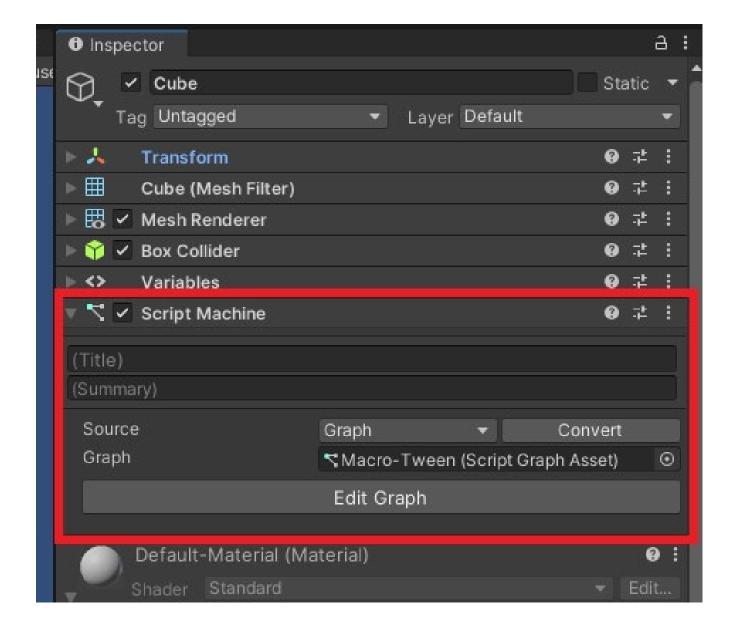
↑ Macro-ShowFPS

↑ Macro-Tween ∞ x 1 ► ☐ Cube (Mesh Filter) 9 ‡ ; ▶ ₩ ✓ Mesh Renderer Cube ▶ 👸 🗸 Box Collider 0 ‡ : > <> Variables 🔻 🤻 🗸 Script Machine None (Script Grar. ⊙ efault-Material (Material) ☑ ♣ ♥ ★ Ø16 ★ Favorites

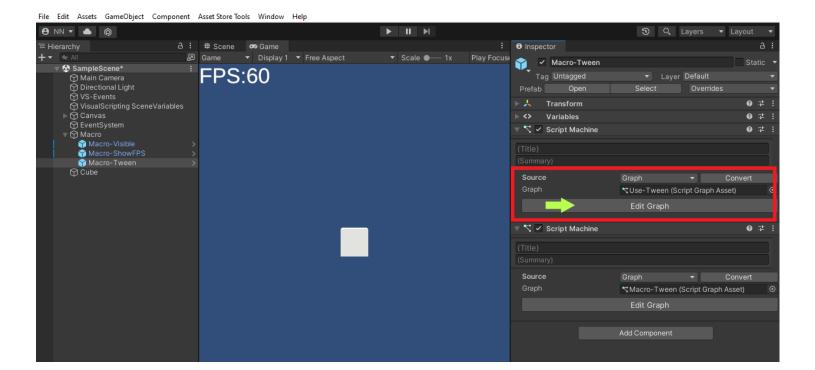
Q All Materials
Q All Models Assets > Visual-Scripting-Plus > Visual Scripting Plus > Macro-Tween

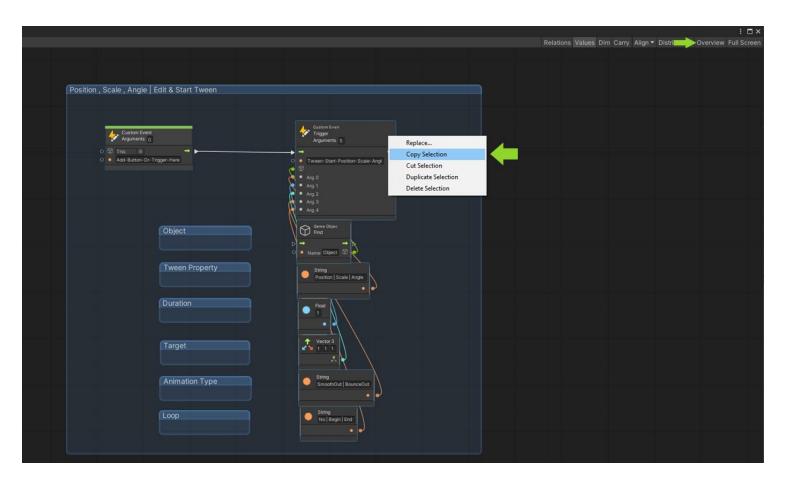
Assets

► MassetStoreTools
► Editor
► Macro
■ Scenes



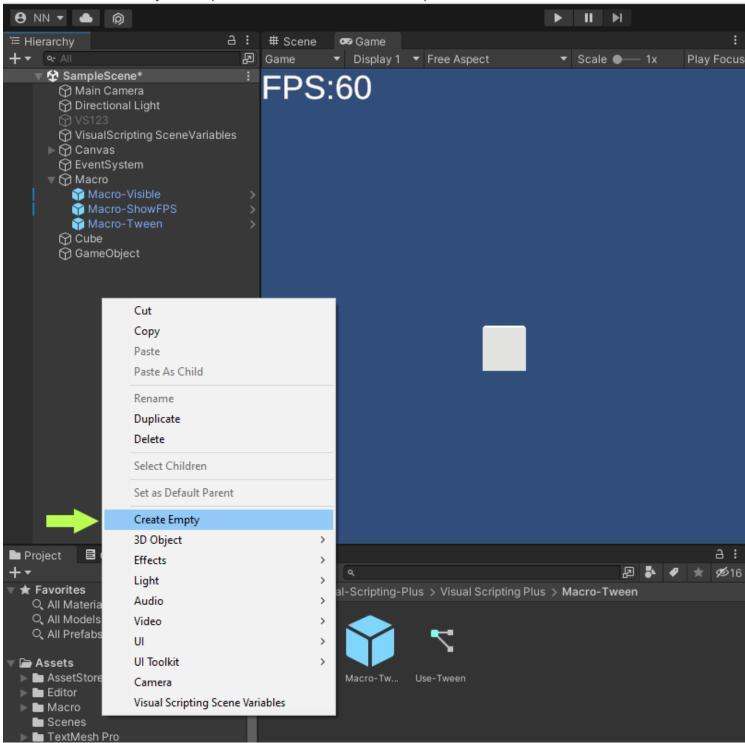
. Pick Event want to play in the Macro-xxx Prefab. (in Use-xxx or Macro-xxx file . Open Use-xxx to load faster)



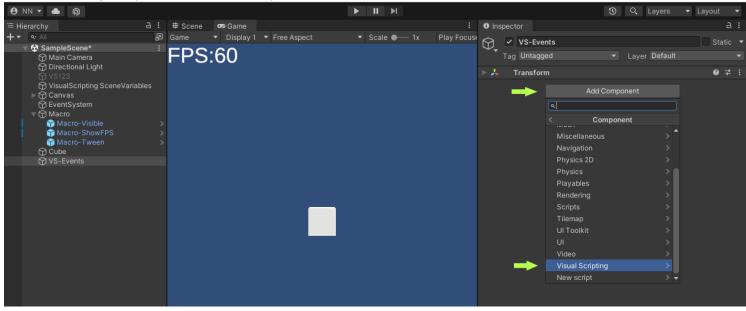


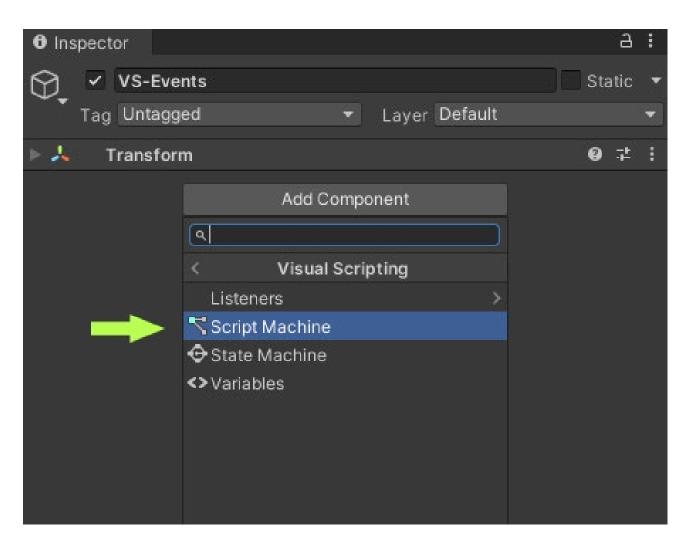
. Create an object to paste the Copied event, name it VS-Events ( or any names you want ). Add Visual Scripting component in it.

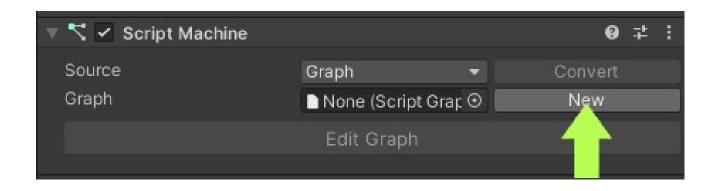
File Edit Assets GameObject Component Asset Store Tools Window Help

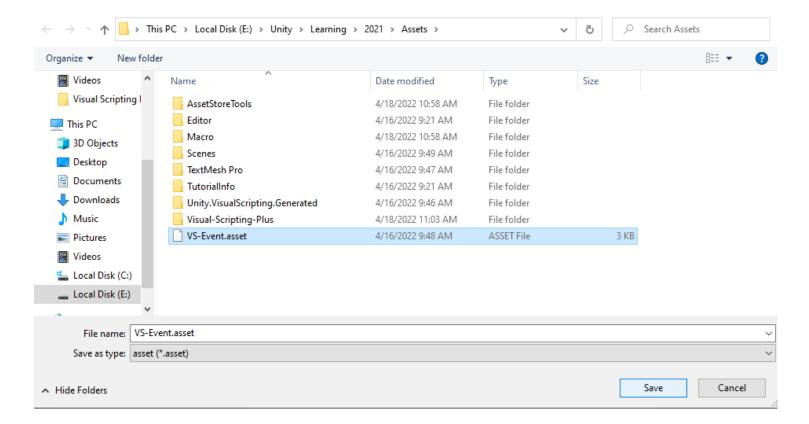




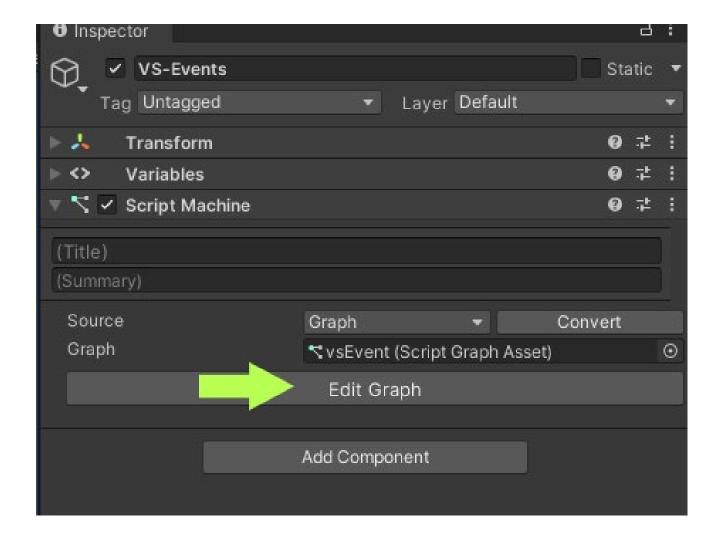




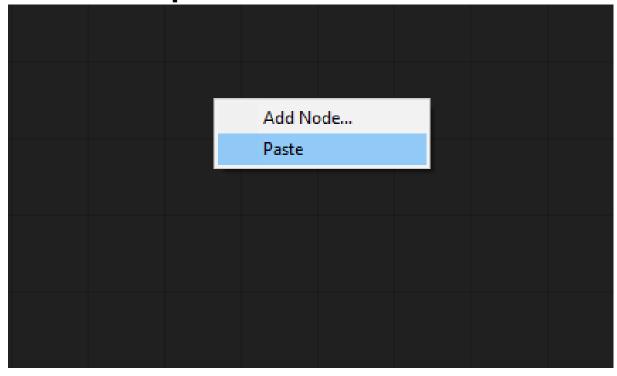


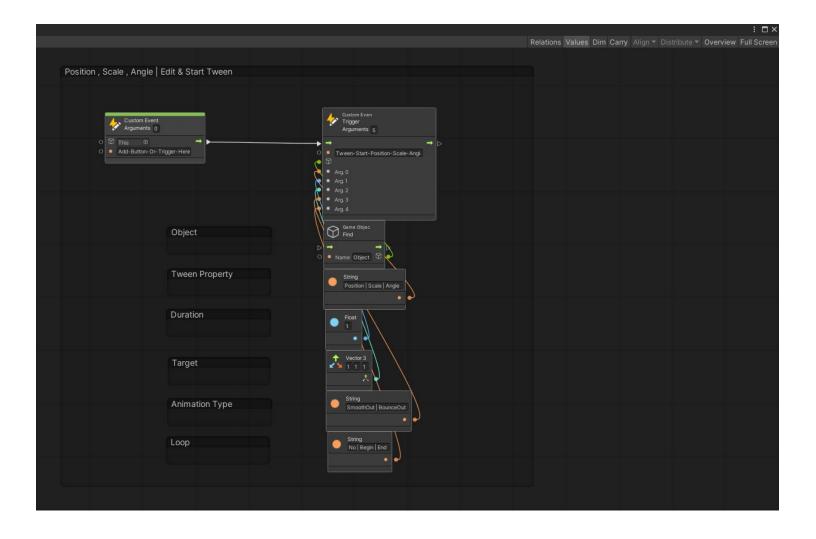


## . Open it

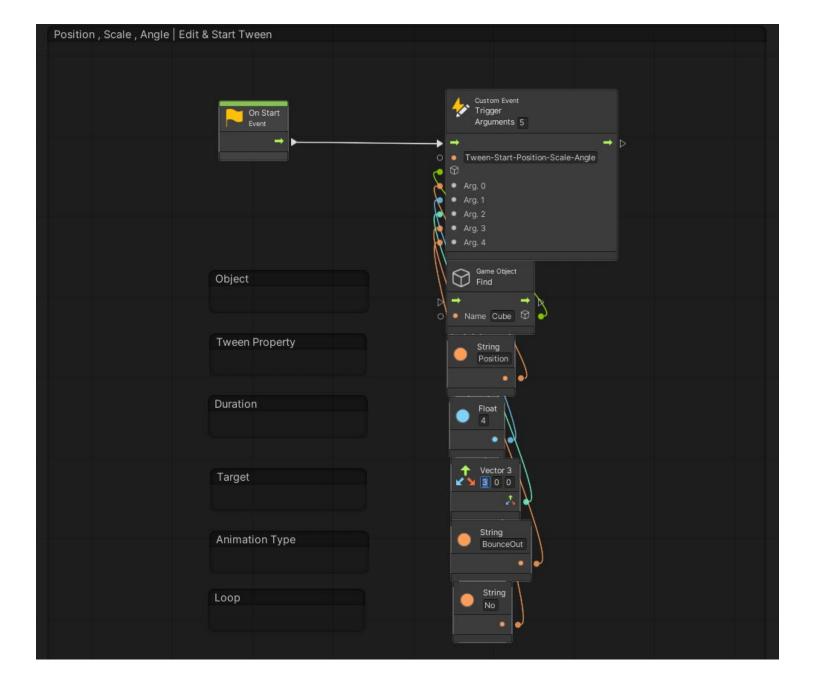


. Paste the Copied Event.





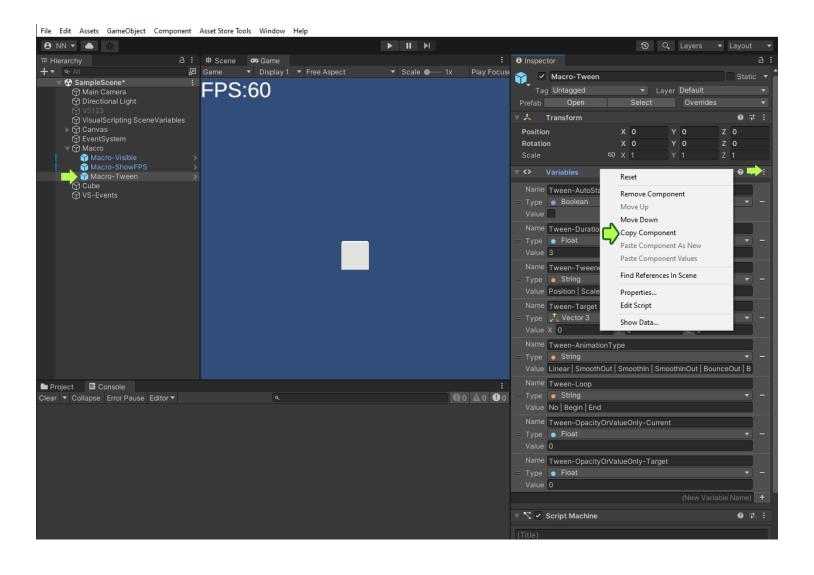
. Edit and connect the Trigger. All Done!



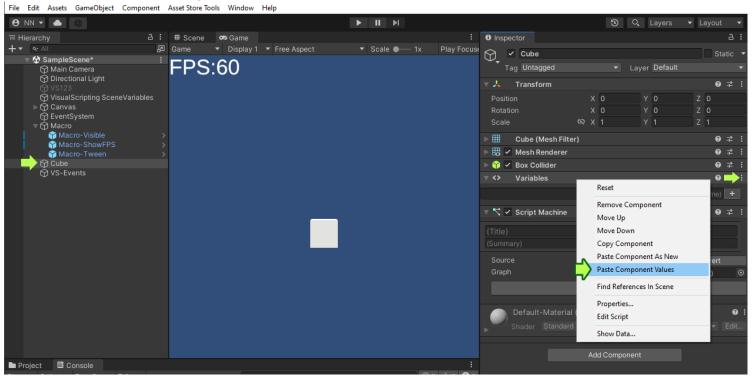
. Click Play to see it work! Congrat.



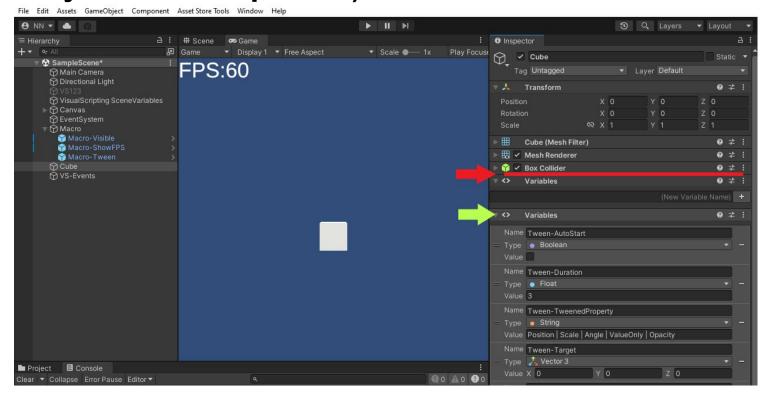
- . Above way is usually used in your game more often.
- + Another way to use the Macro, better way to edit variables:
- .Click the prefab then copy the Variables component.



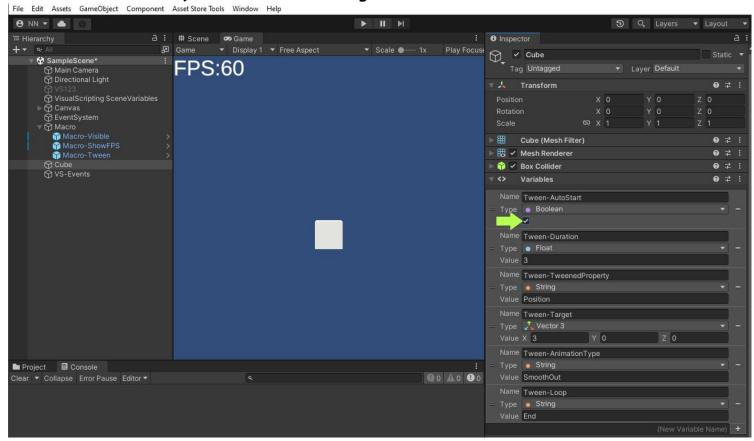
. Click on the Object want to use, and Paste it



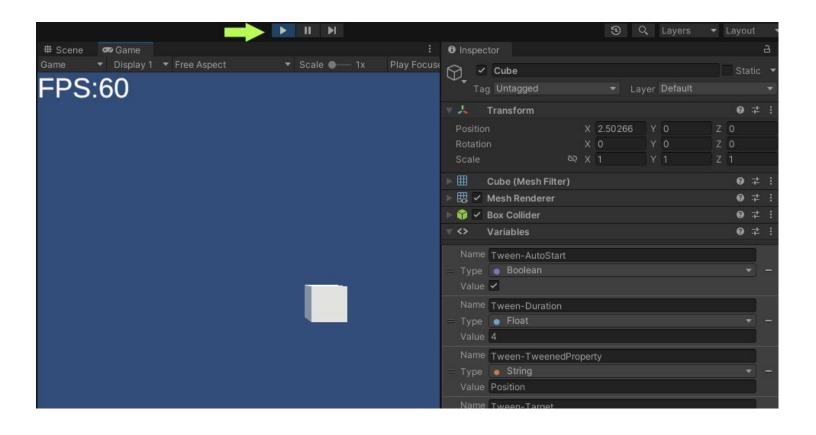
. Variables must be in the 1<sup>st</sup> Variable component ( if there are many Variables components )



. Edit variables, click Auto-Play. Done!



. Click Play to see it work!



\* Any suggest or bug : please email me at : <a href="mailto:qngnht@gmail.com">qngnht@gmail.com</a>
Or discord ( tag me at @Leo69 to reply faster ) : <a href="https://discord.gg/MsmQ64rX9y">https://discord.gg/MsmQ64rX9y</a>