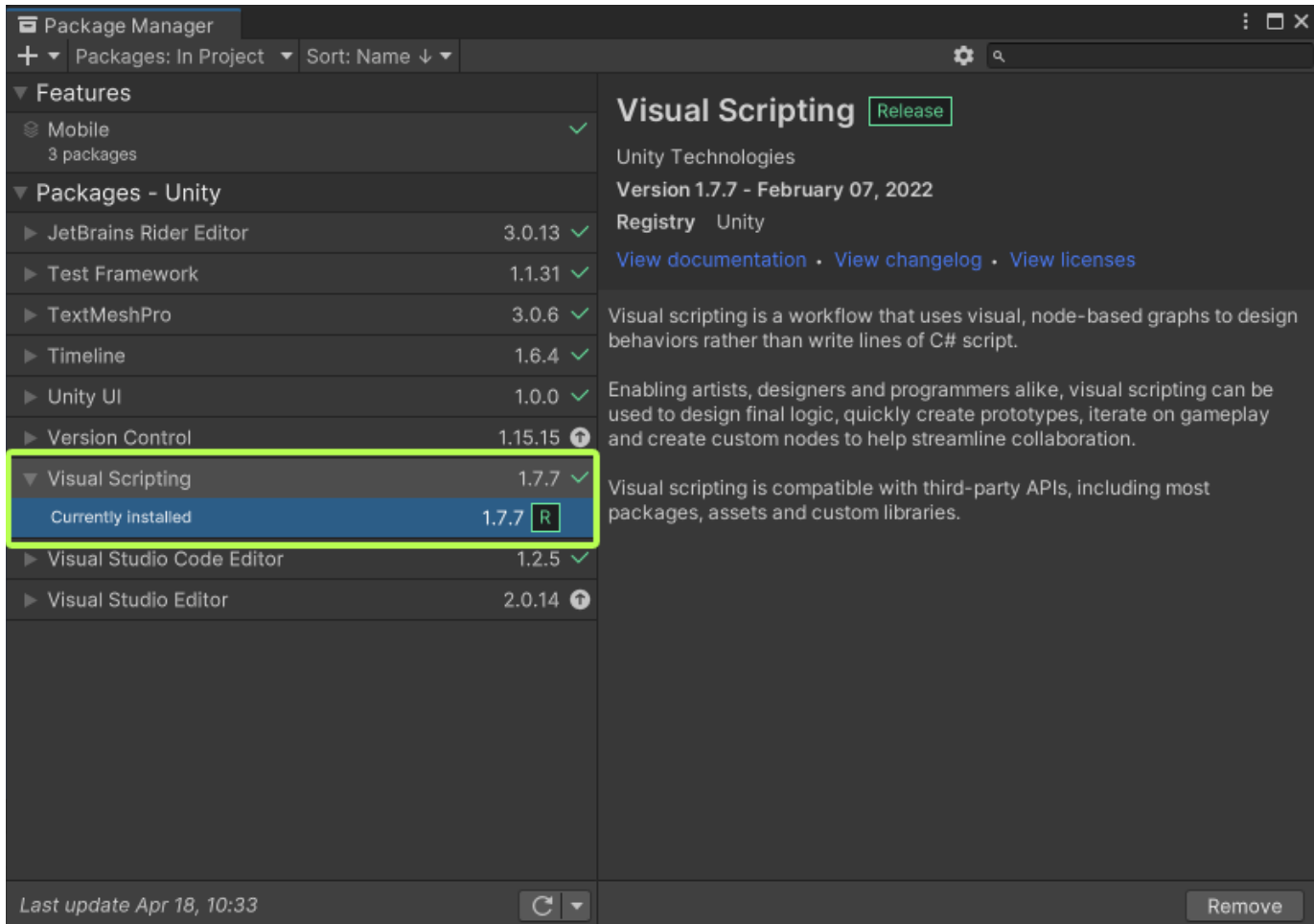


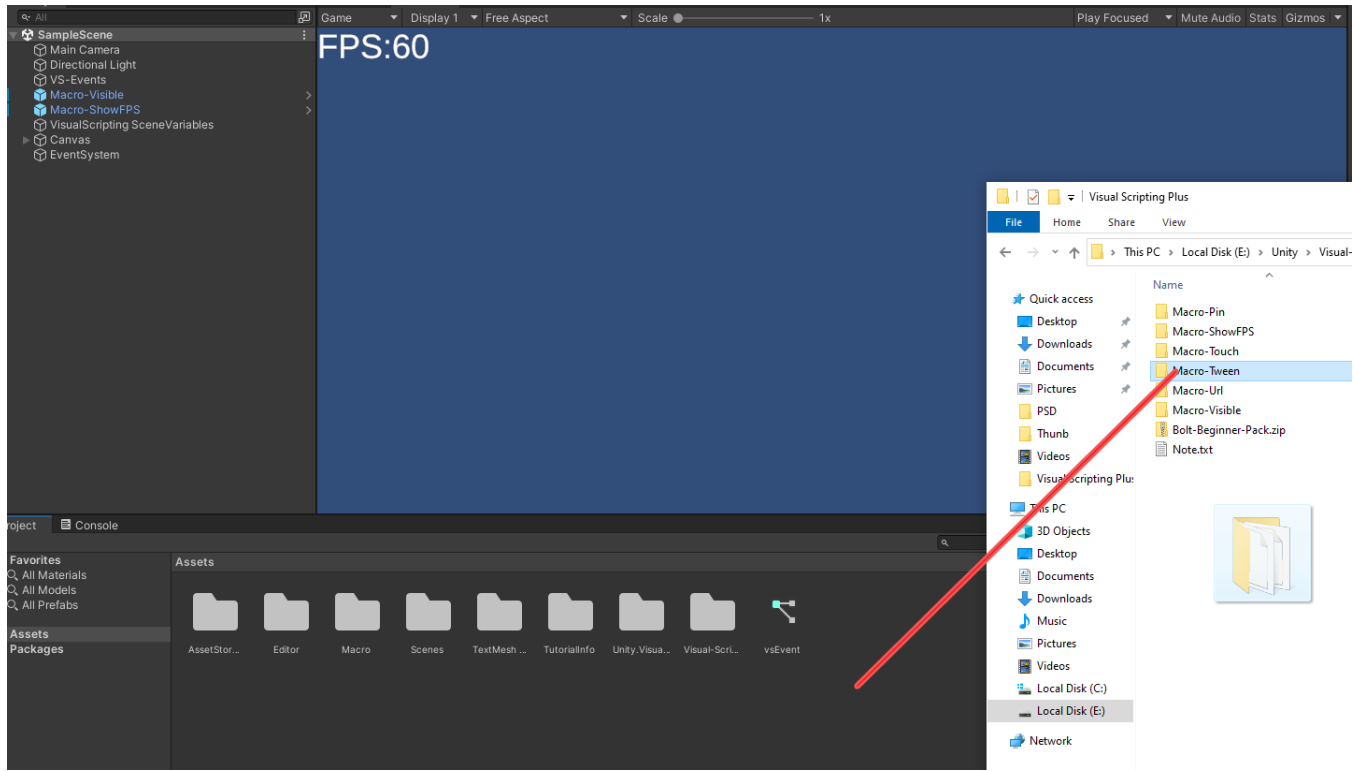
# How to install and use Visual Scripting Plus

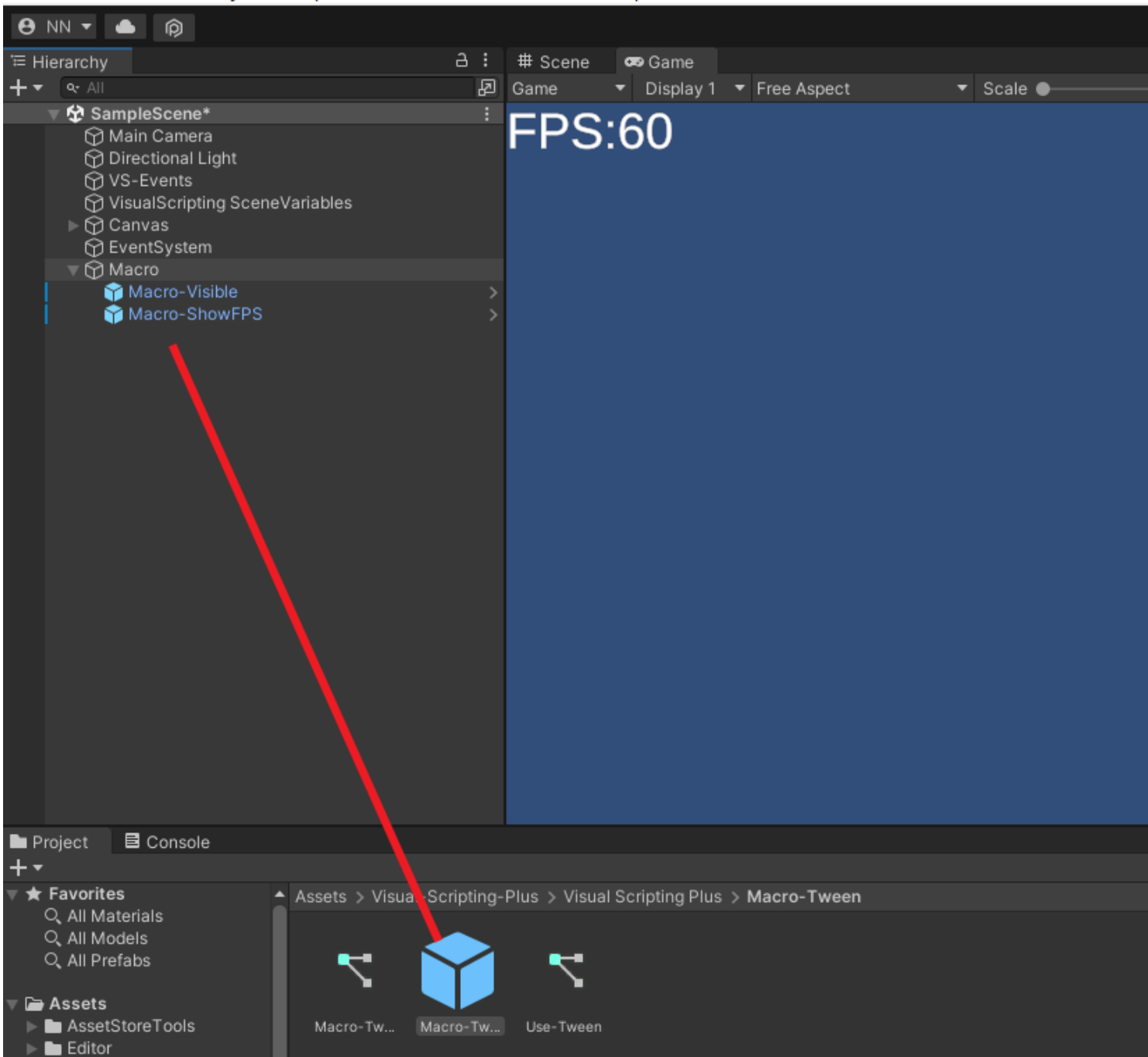
## +Step 1: Update newest version of Visual Scripting

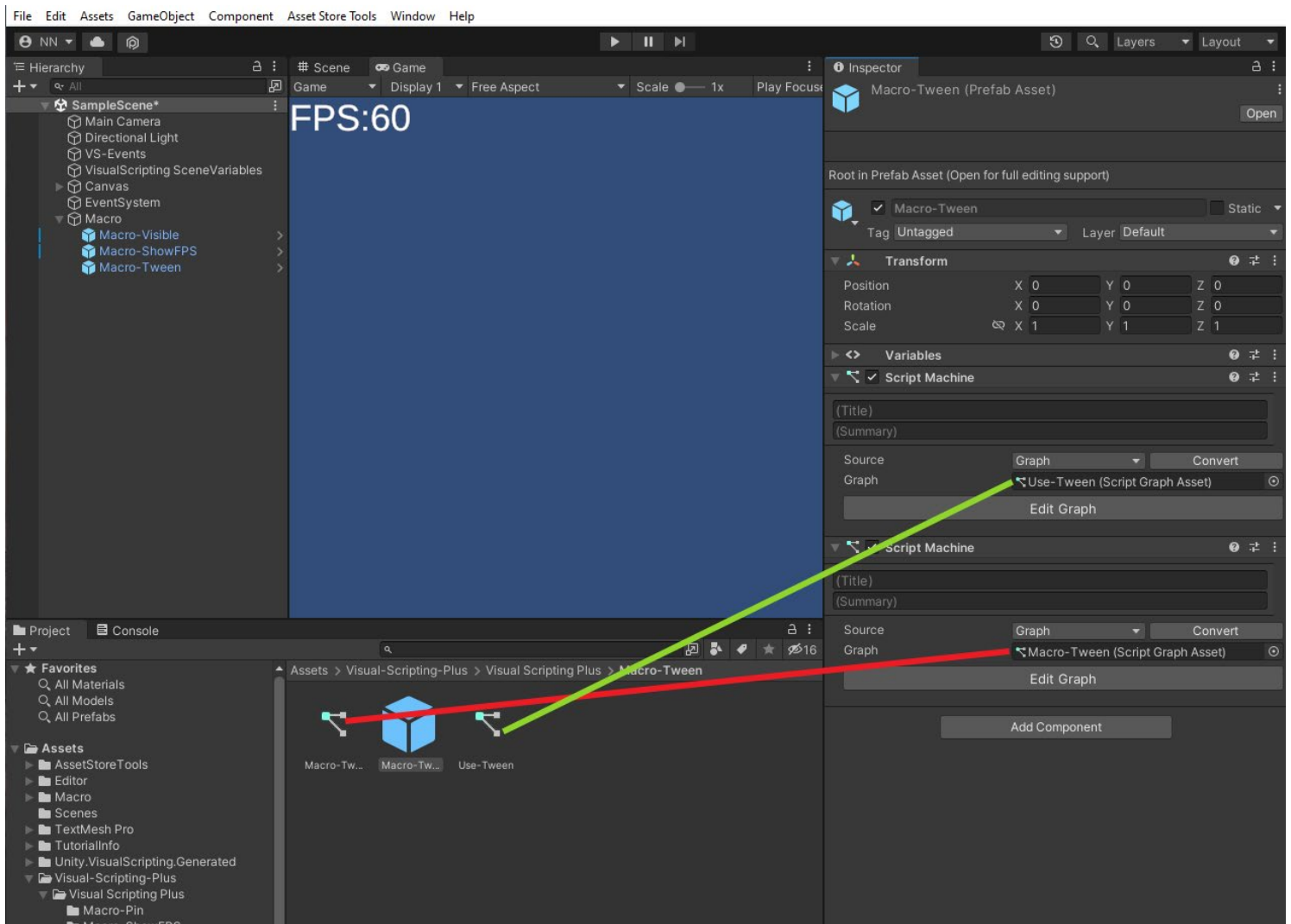
- Windows > Package Manager > Packages: In Project > Visual Scripting > Update the version 1.7.7 or newer.



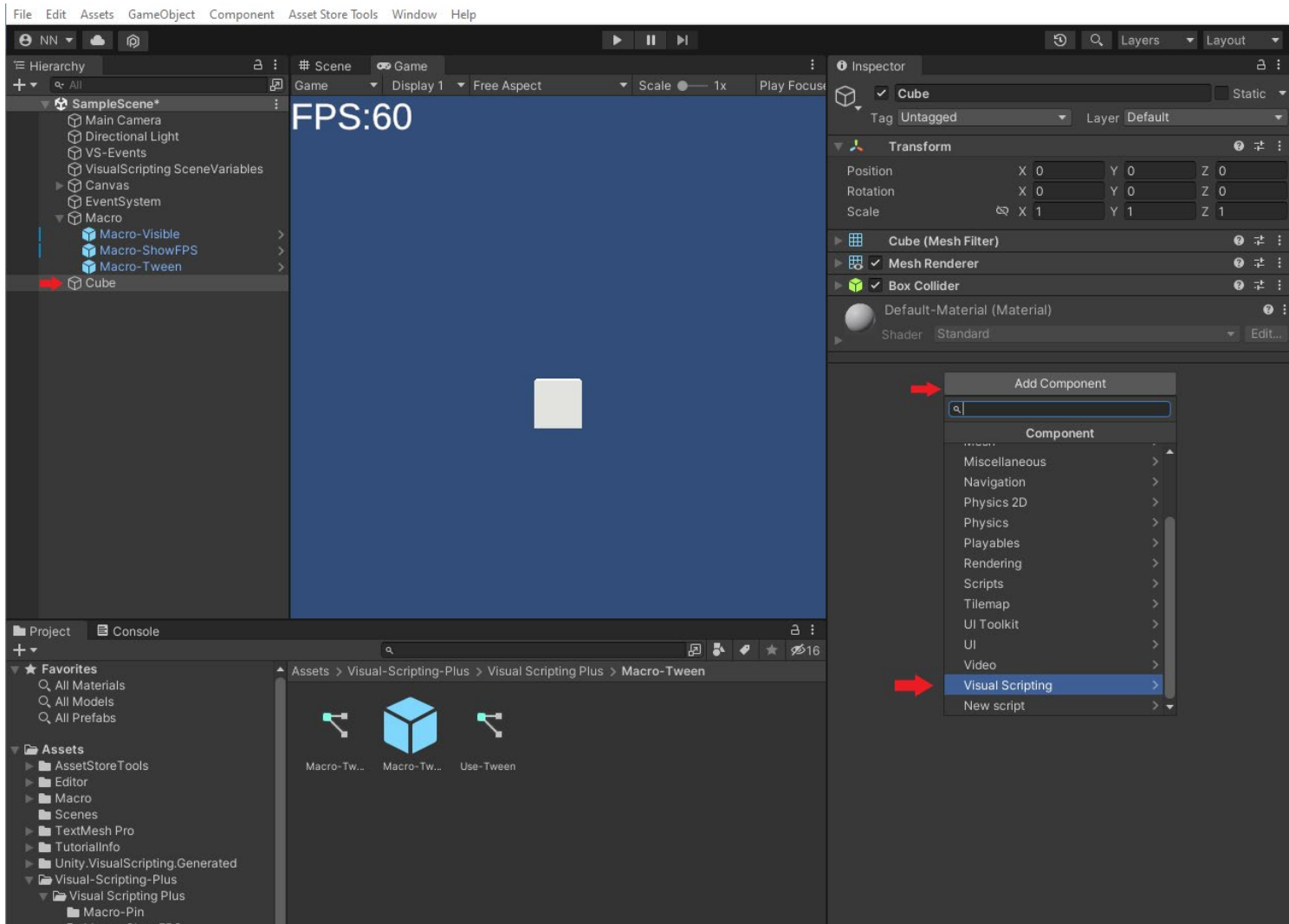
## +Step 2: Import Visual Scripting Plus into project

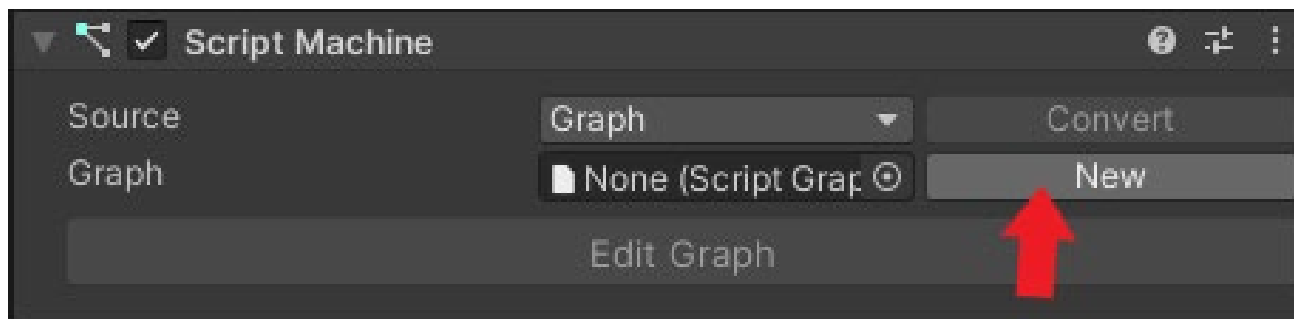
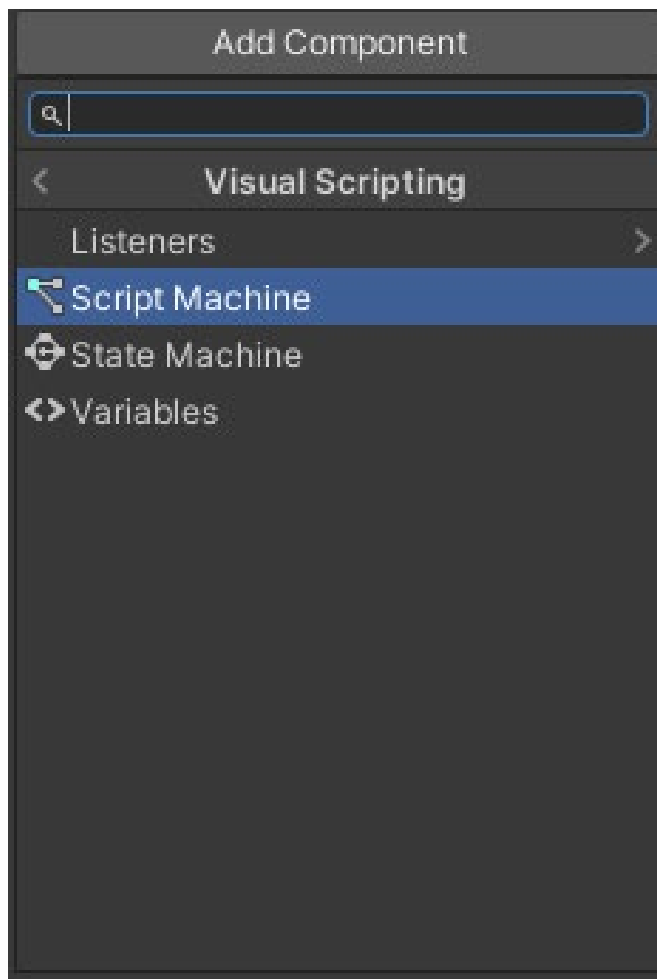


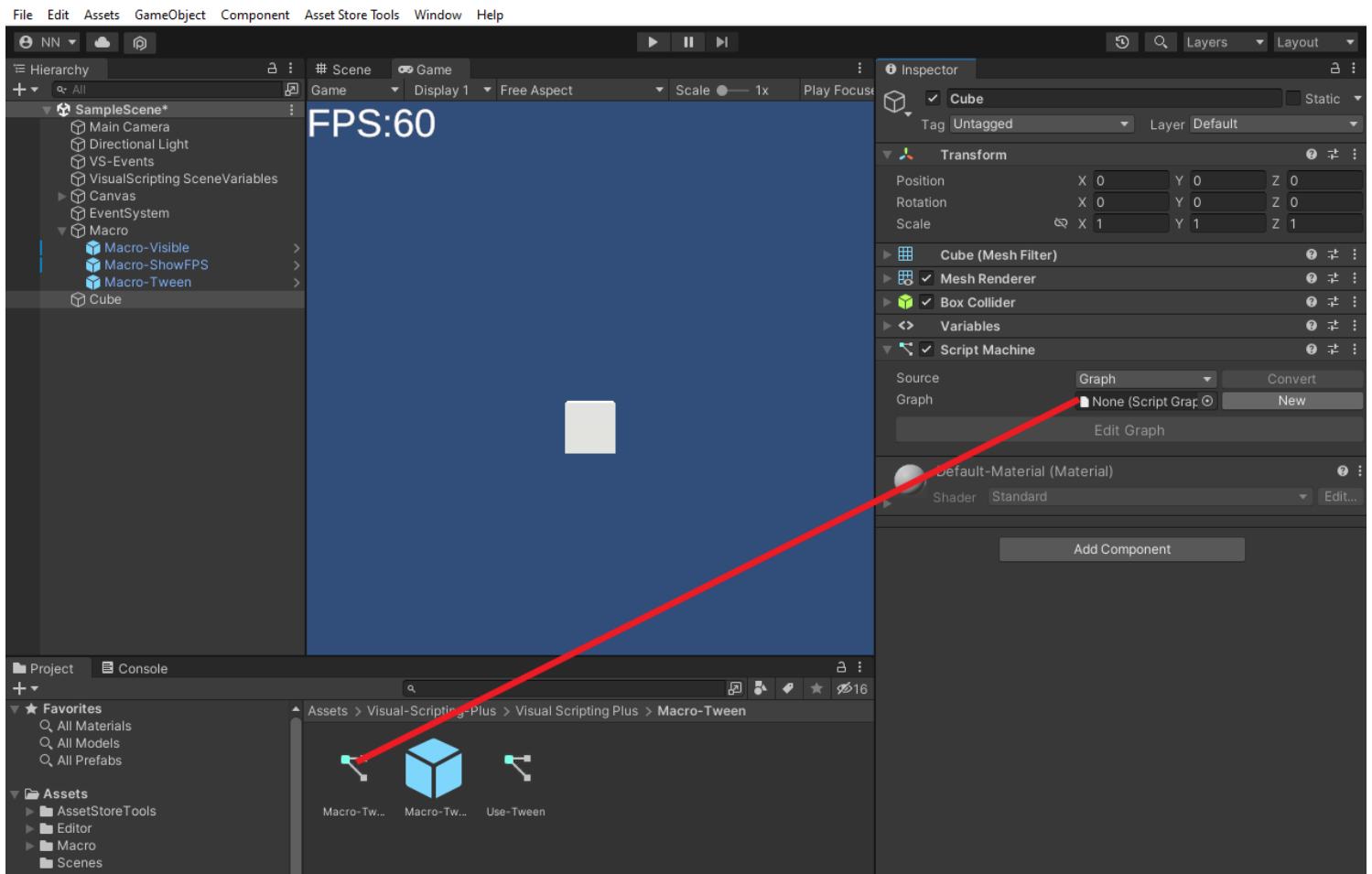


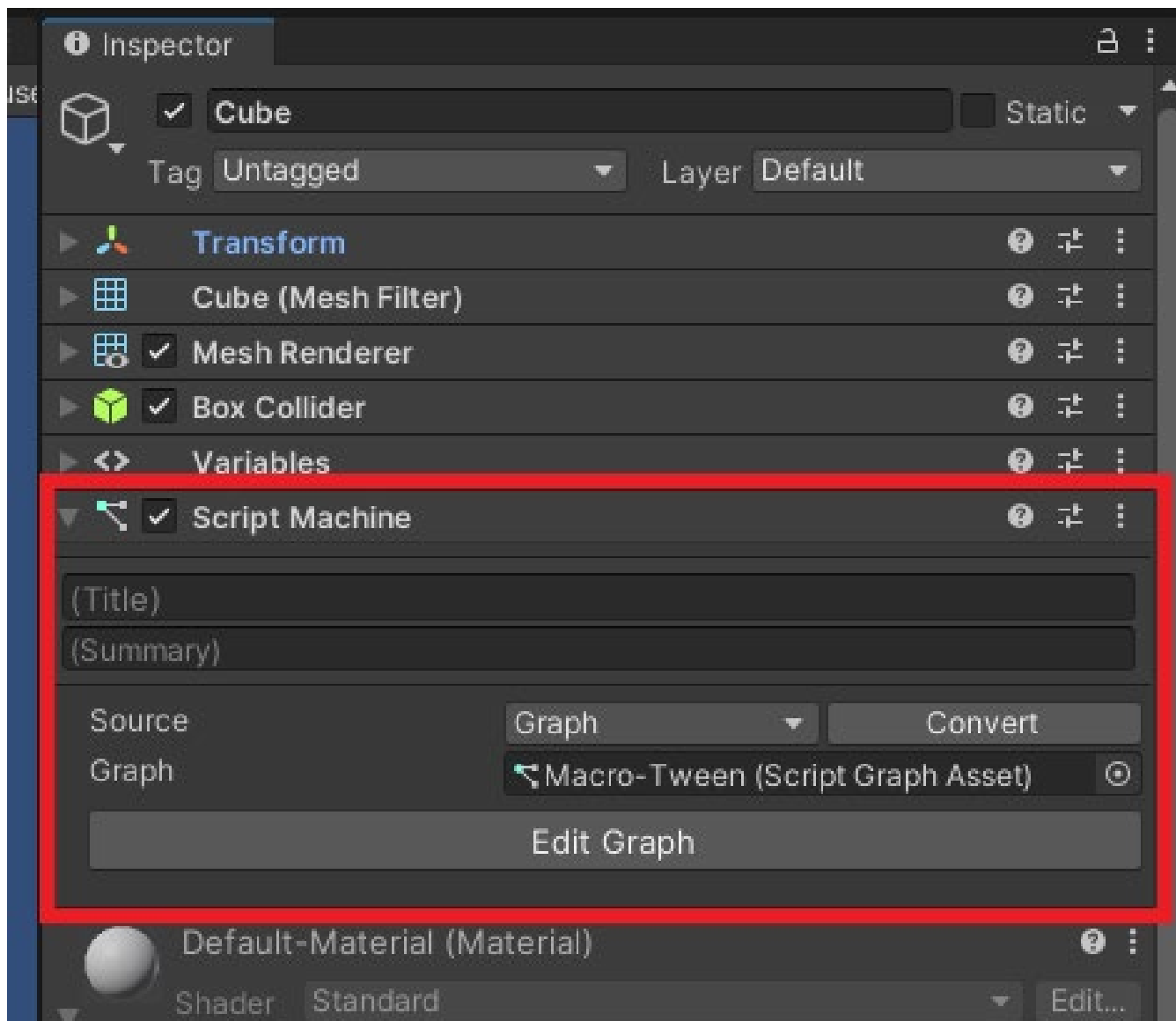


**+Step 3: Add Macro into Object wants to use it. And Copy Event want to play.**



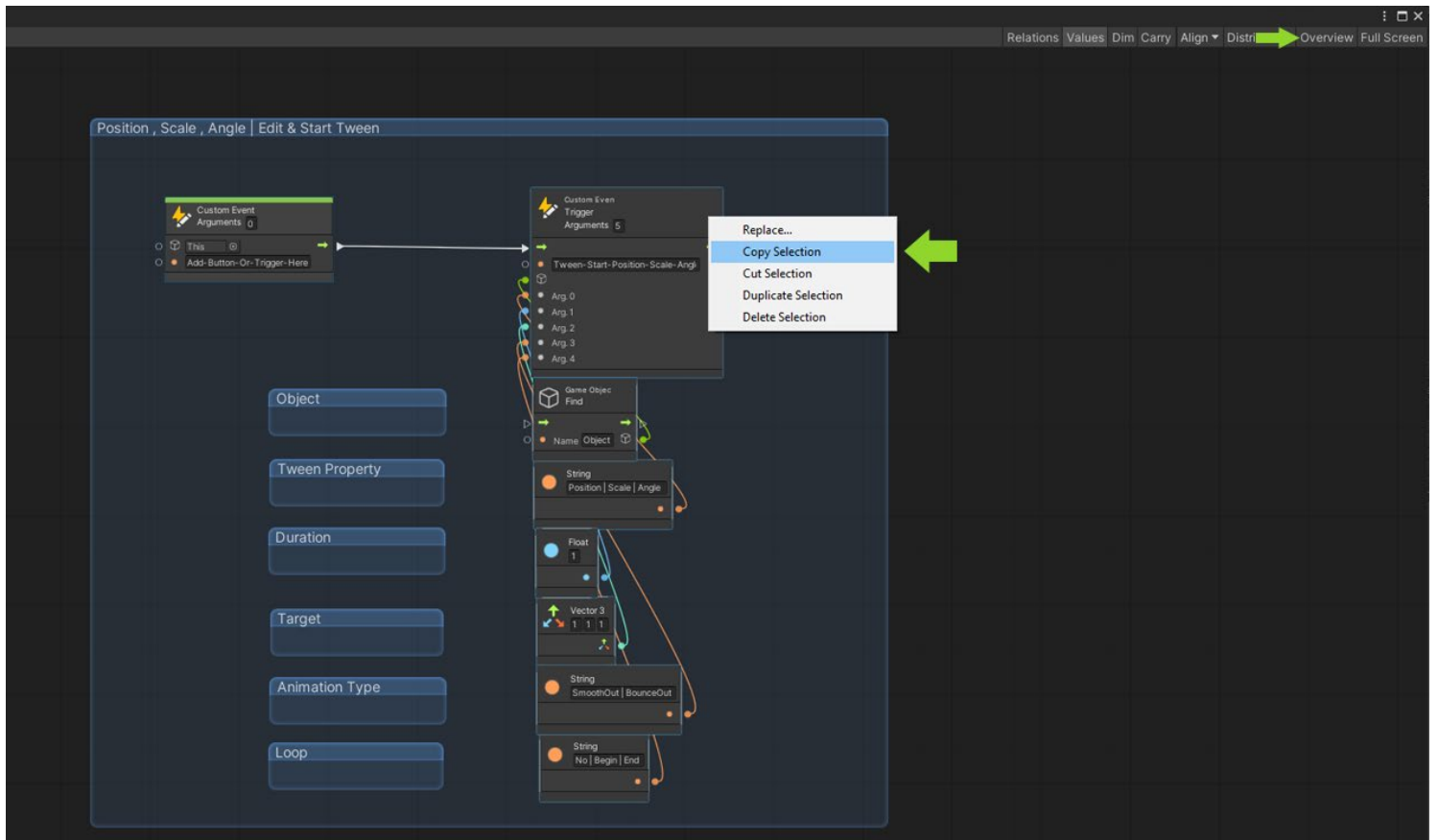
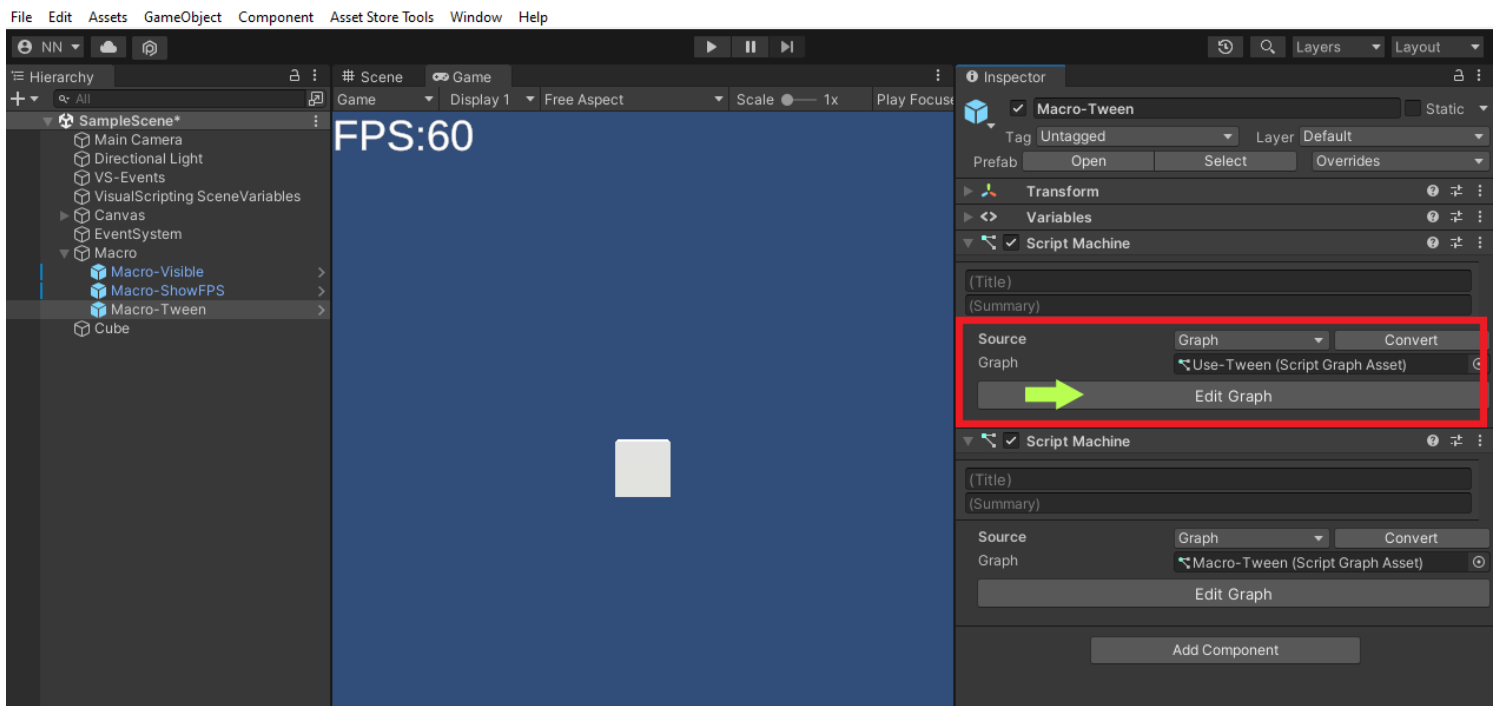




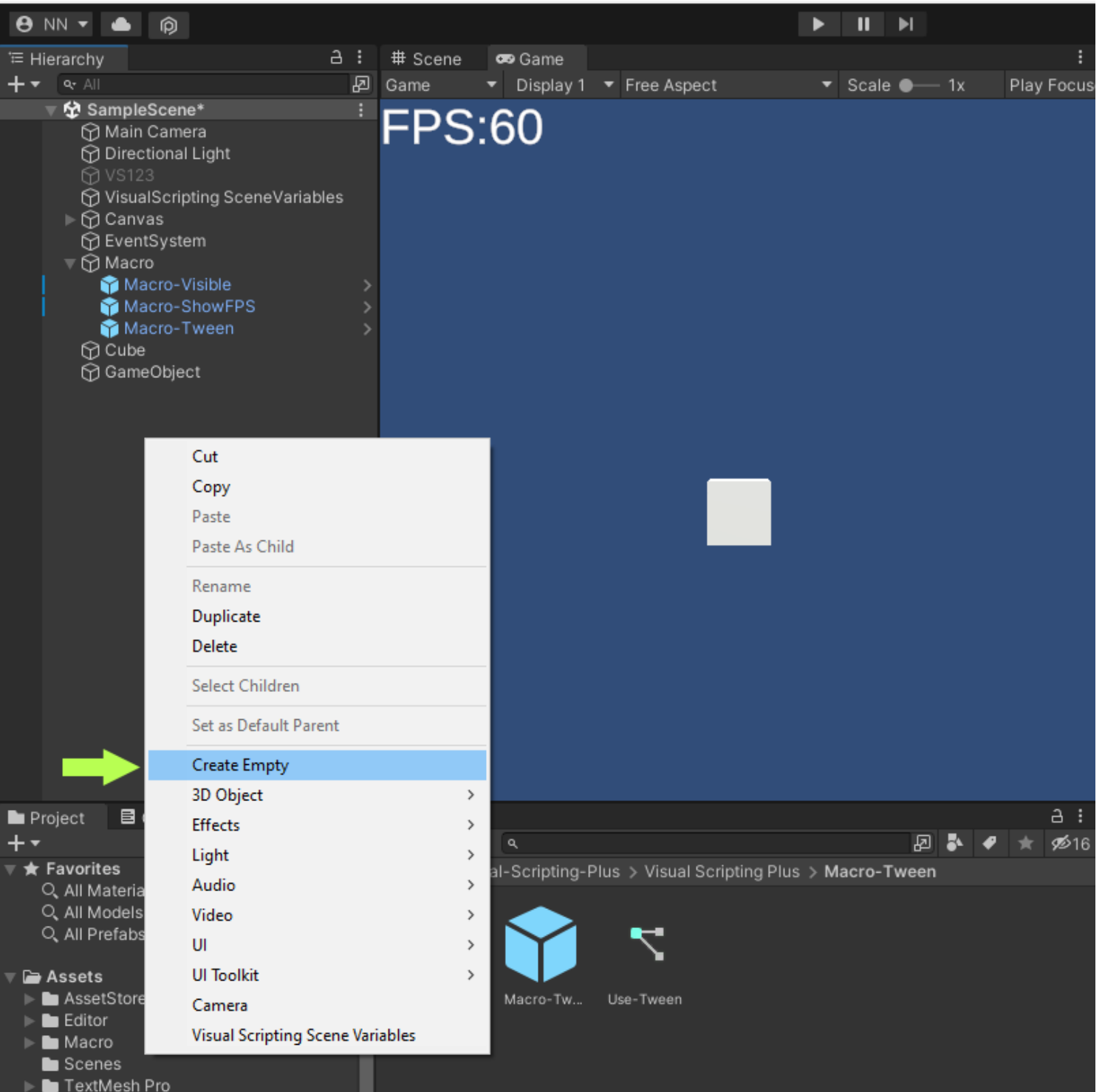


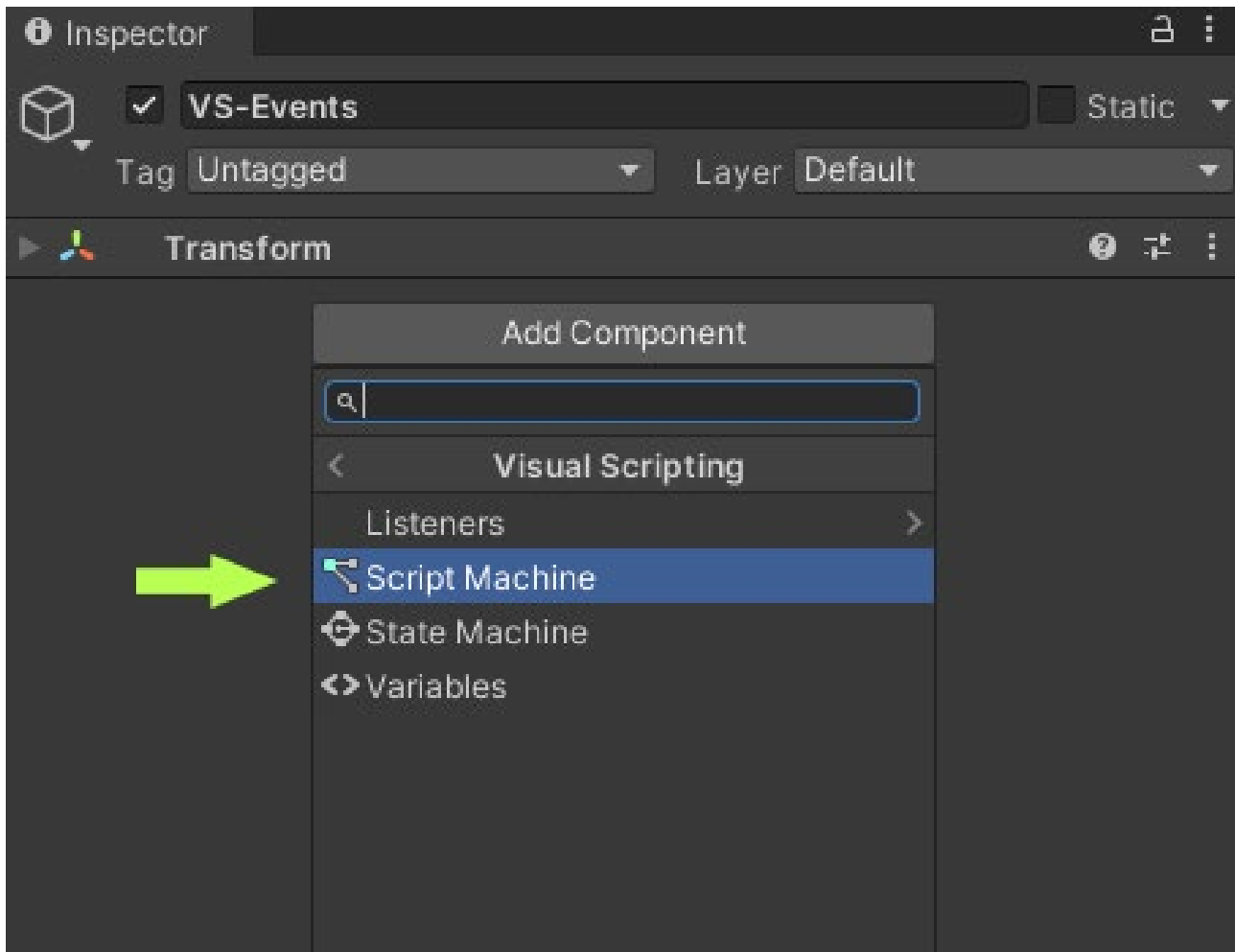
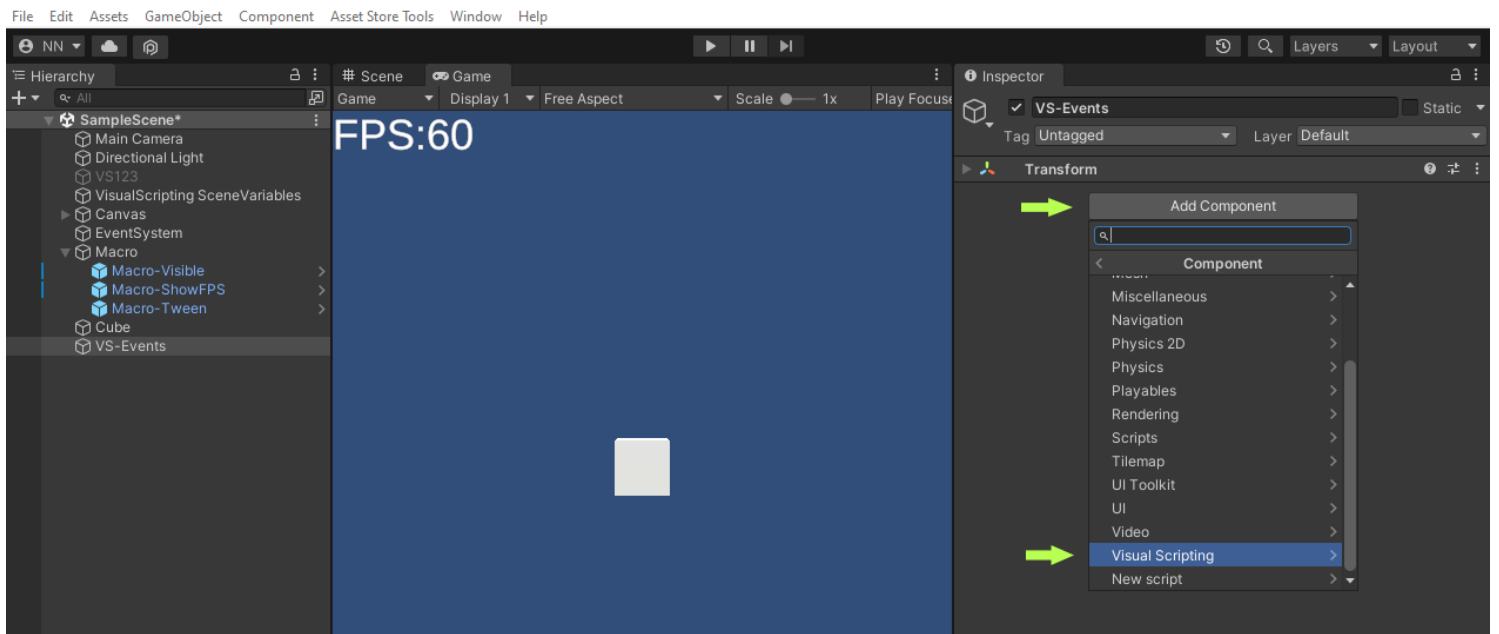
**. Pick Event want to play in the Macro-xxx Prefab. ( in Use-xxx or Macro-xxx file . Open Use-xxx to load faster )**

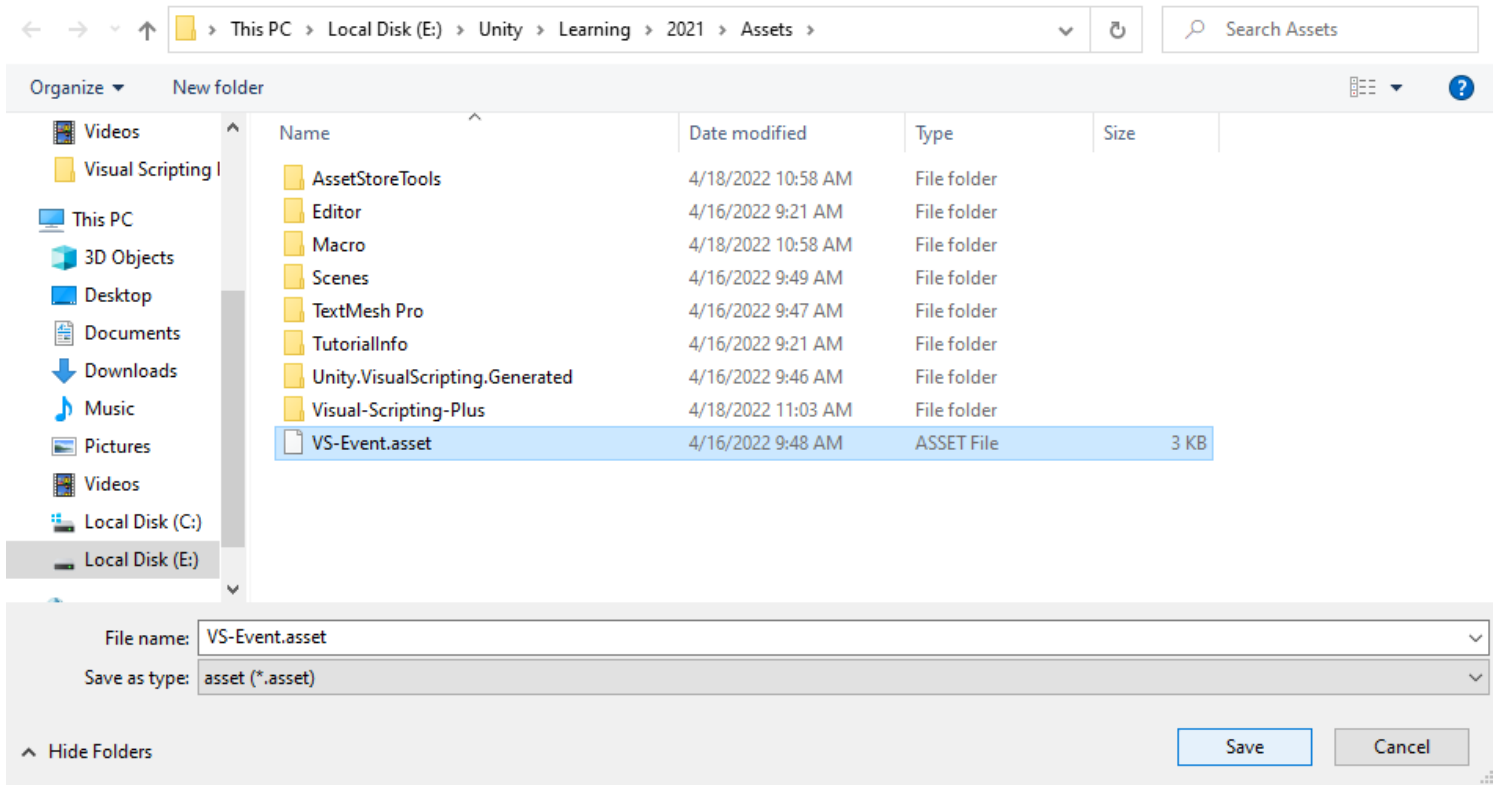
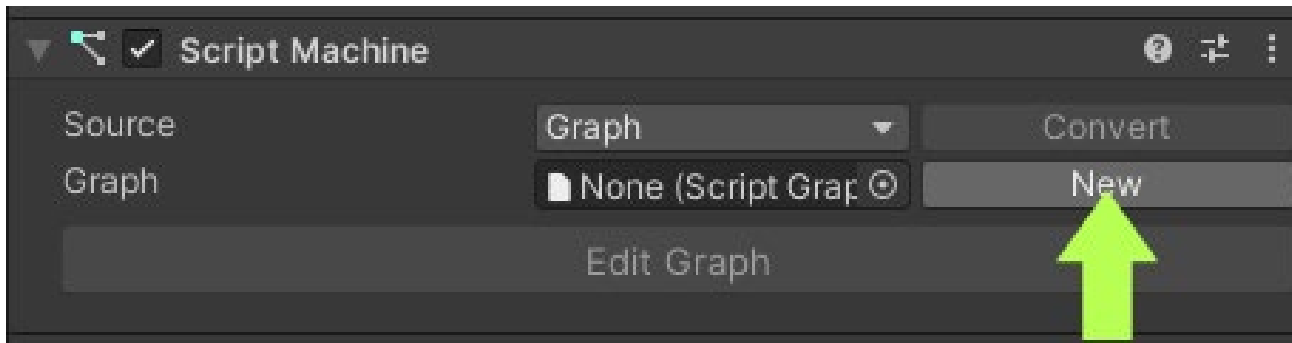




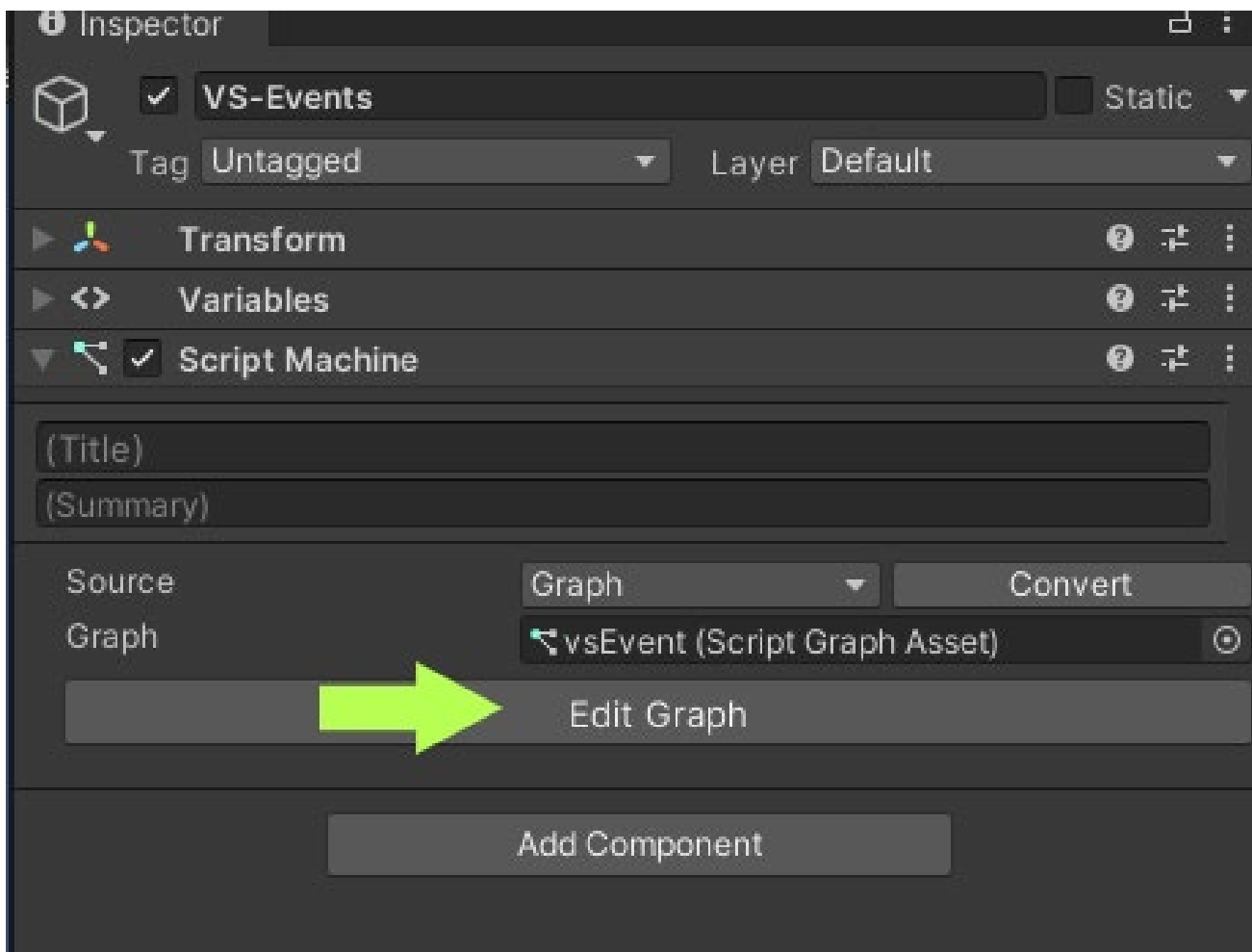
**. Create an object to paste the Copied event, name it VS-Events ( or any names you want ). Add Visual Scripting component in it.**



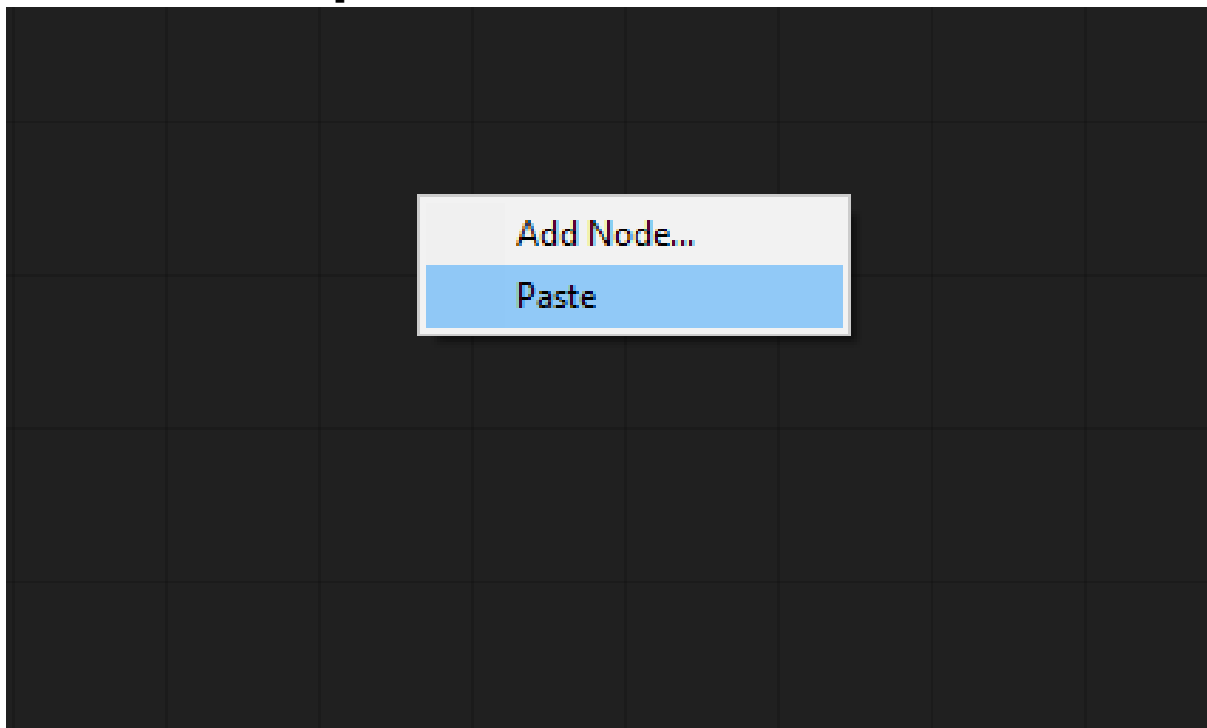


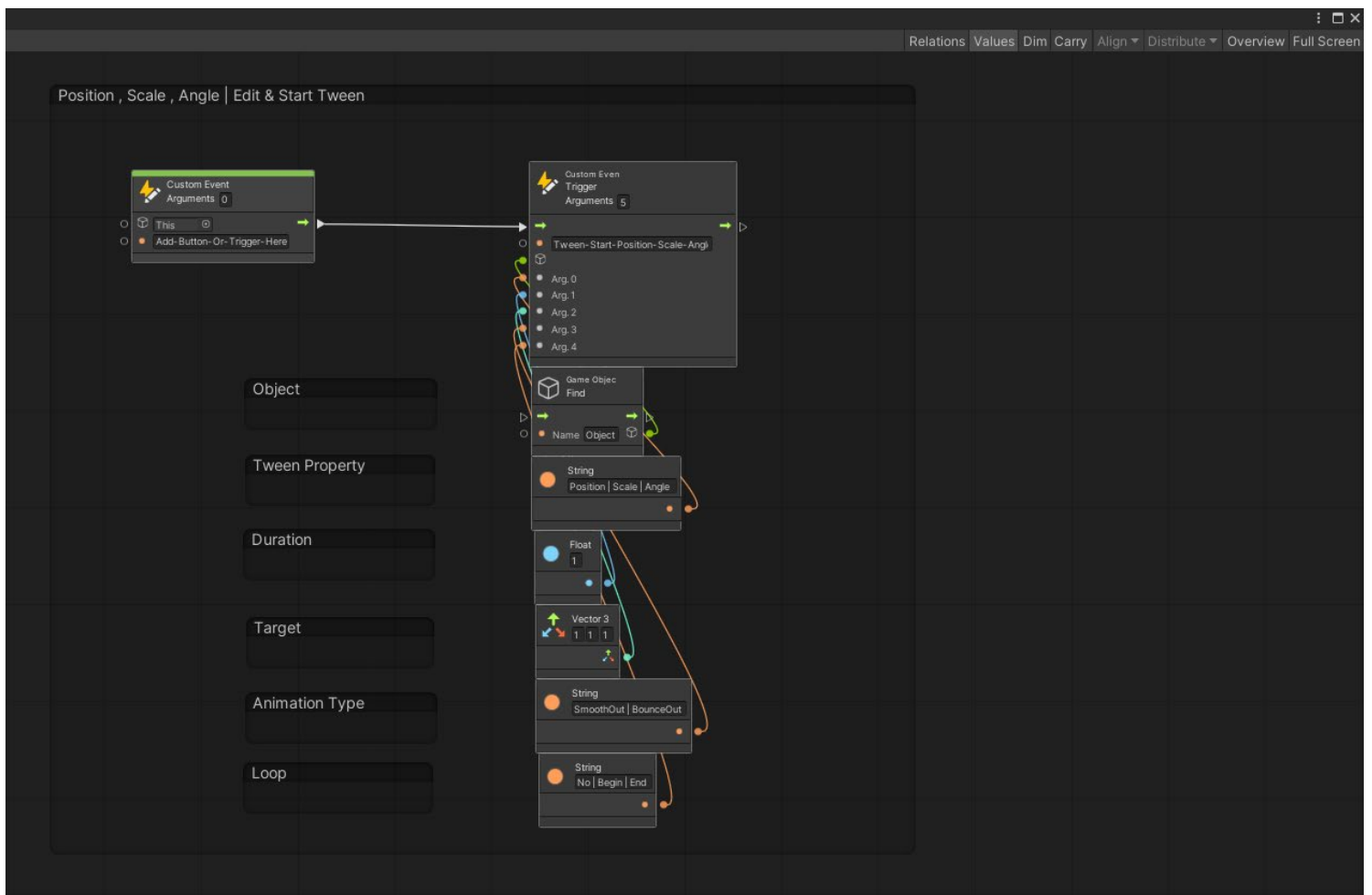


## . Open it

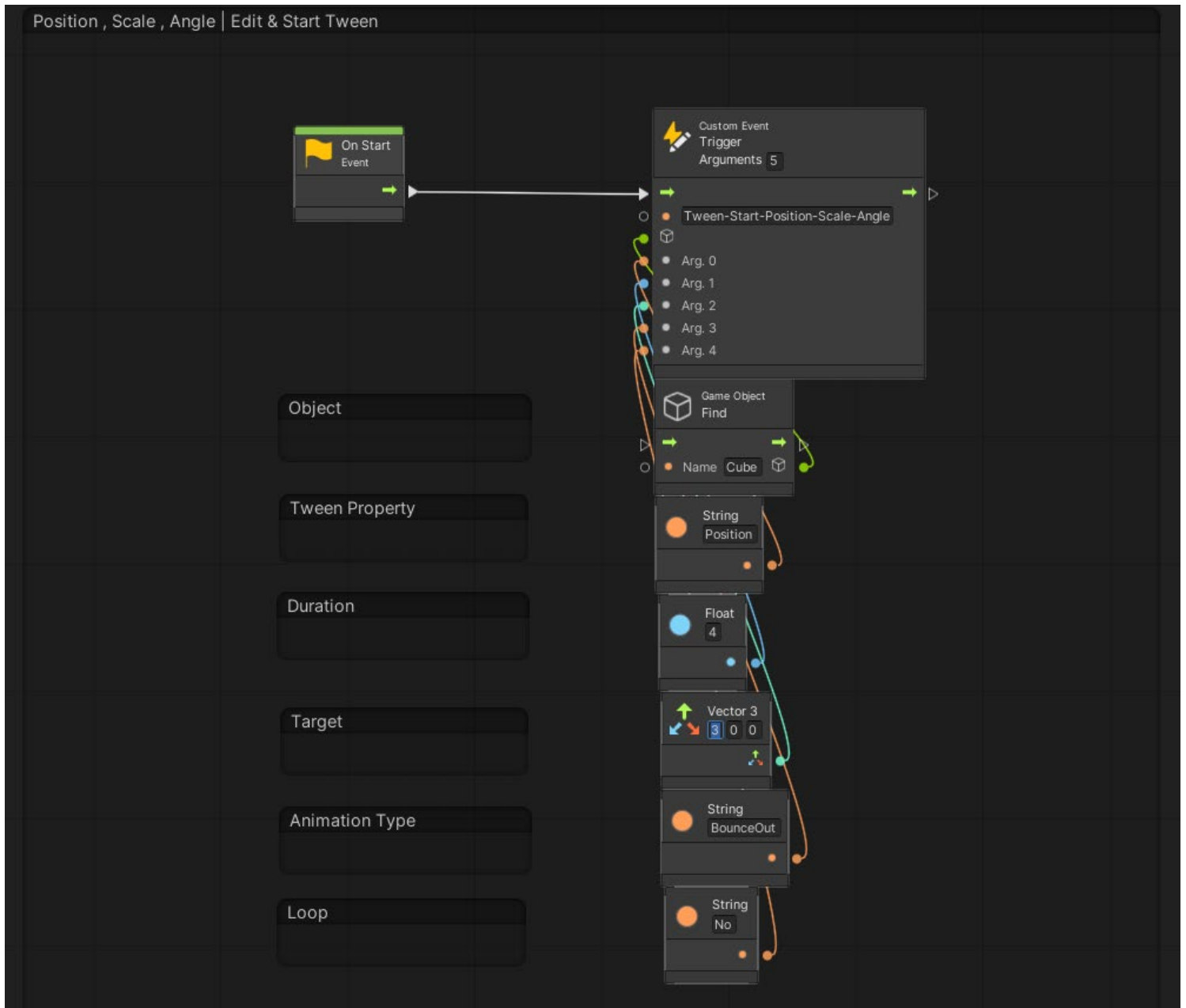


## . Paste the Copied Event.

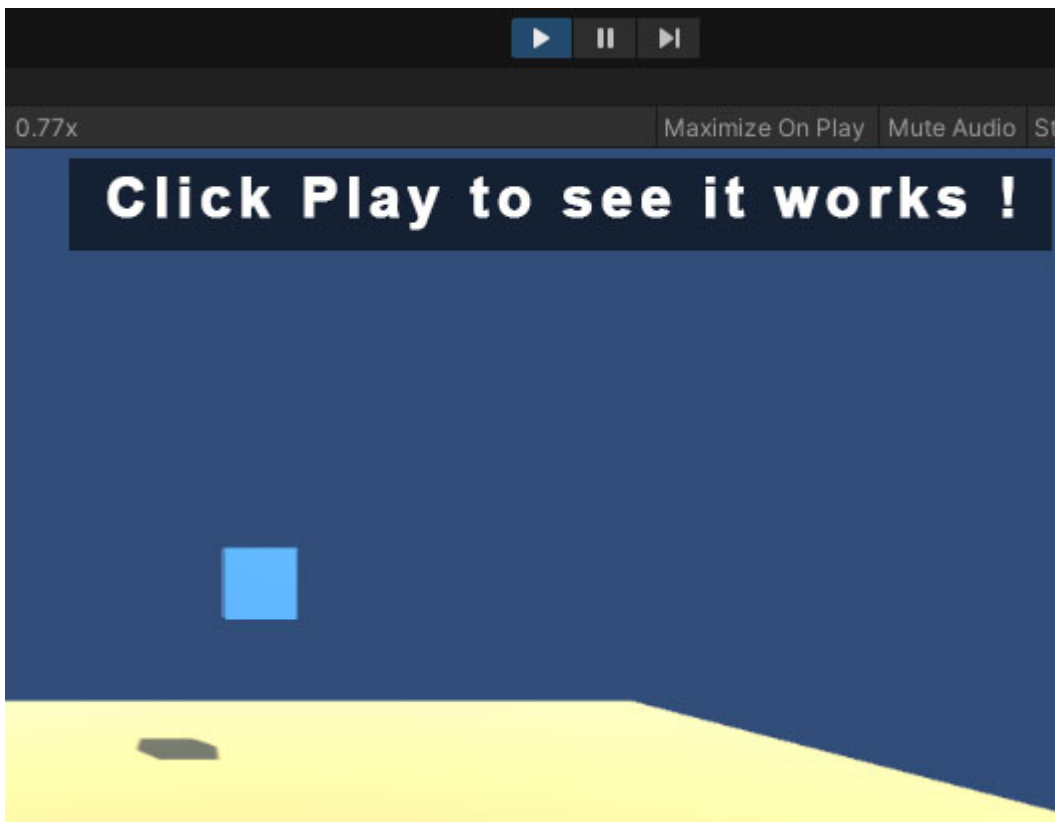




**. Edit and connect the Trigger. All Done !**



**. Click Play to see it work ! Congrat.**

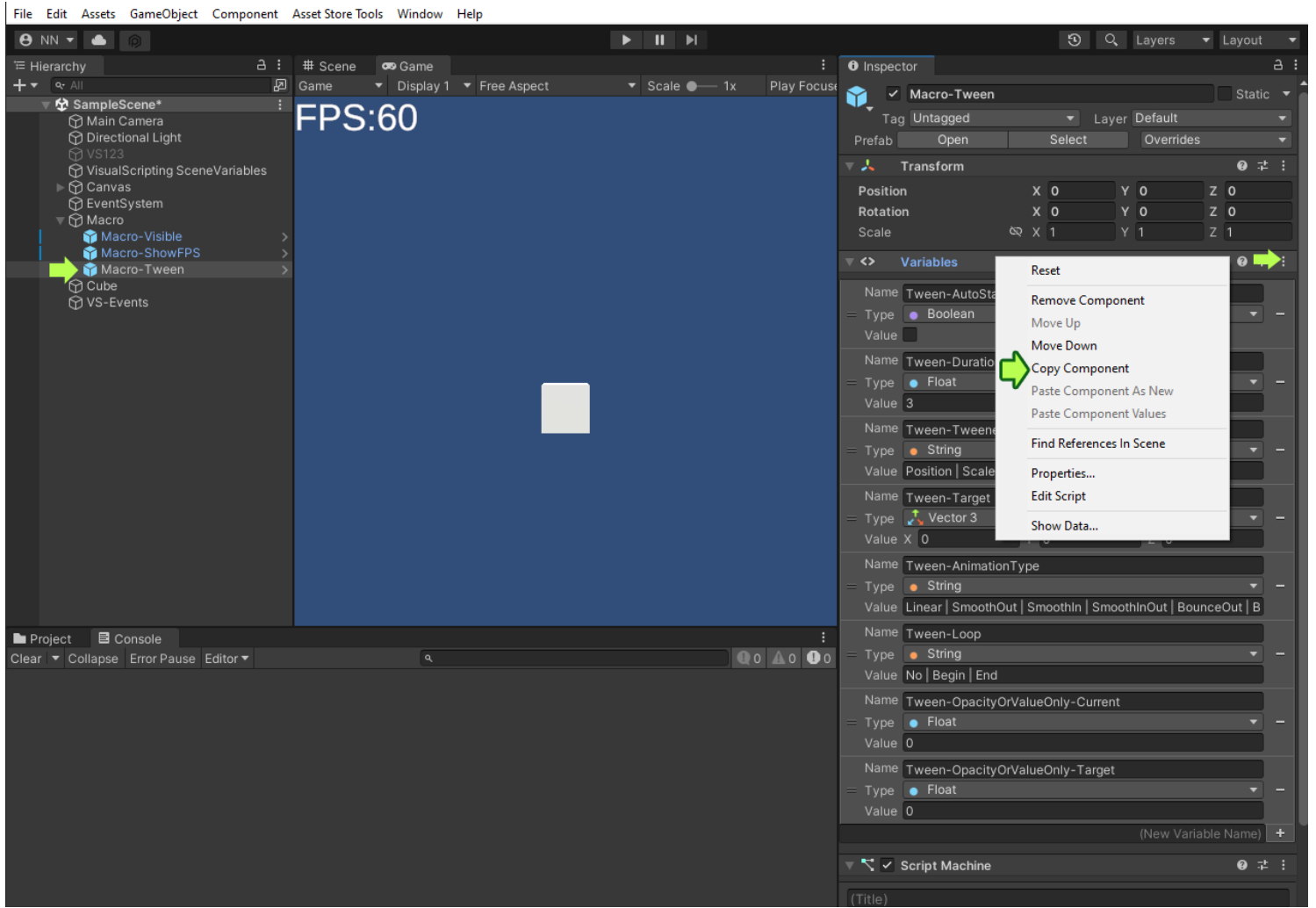


**. Above way is usually used in your game more often.**

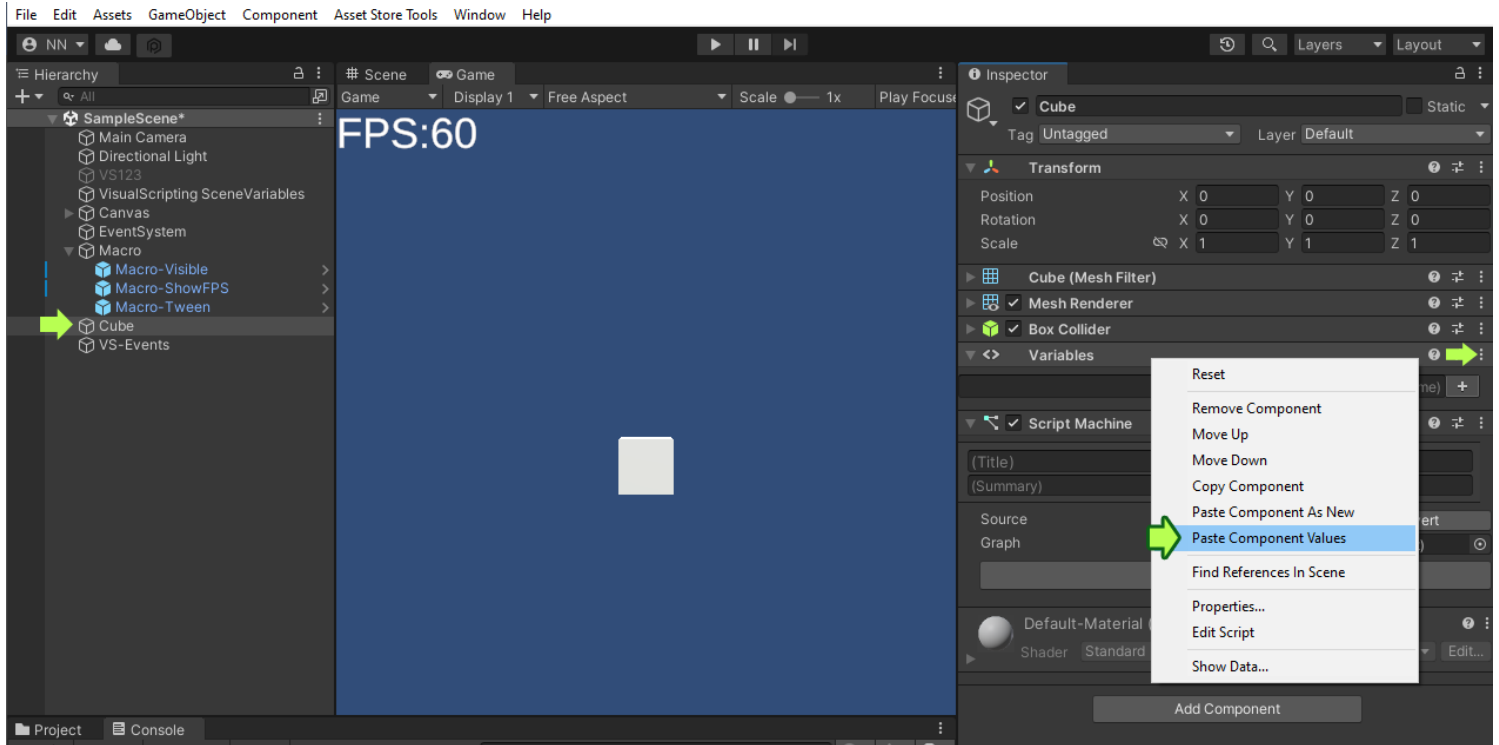
**+ Another way to use the Macro , better way to edit variables :**

**.Click the prefab then copy the Variables component.**

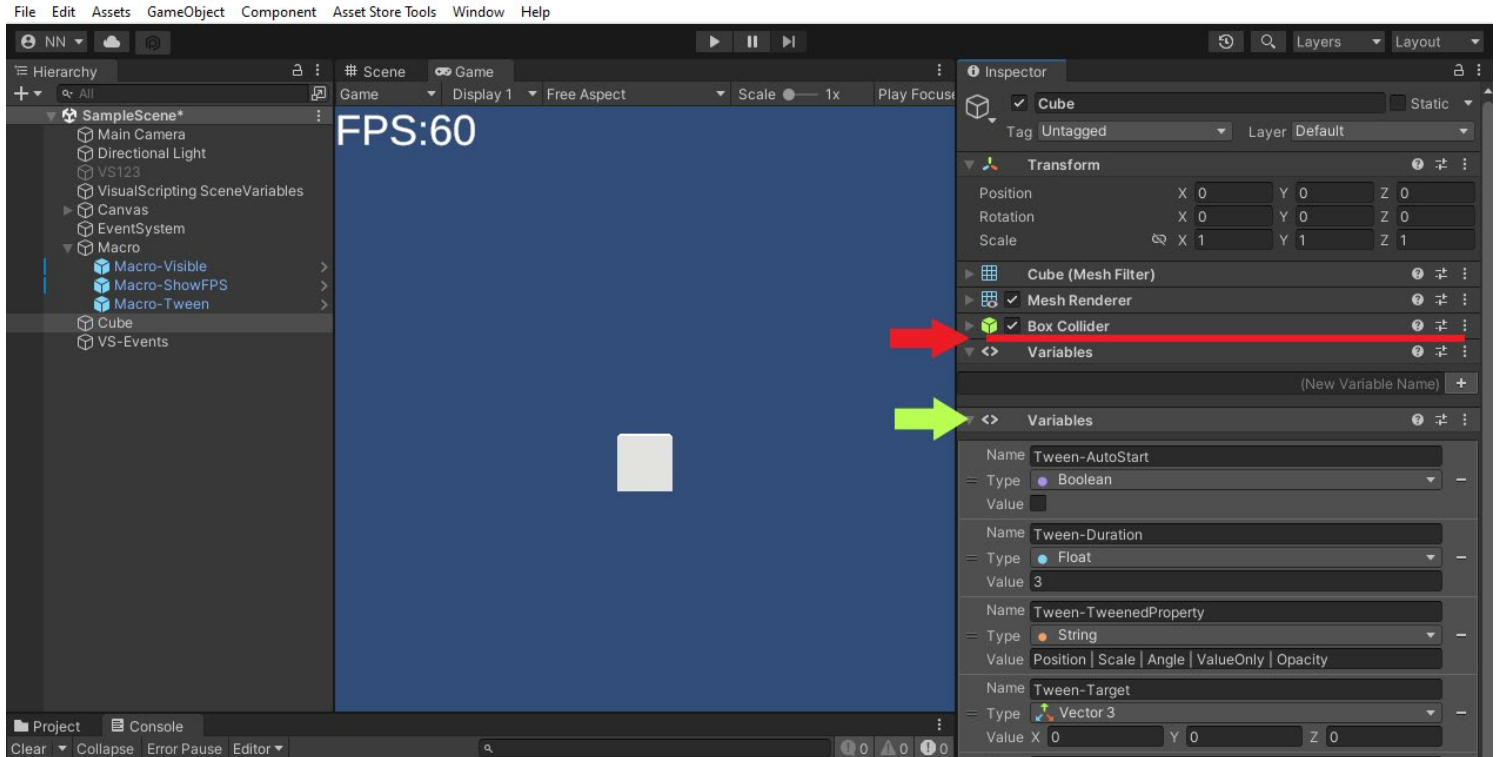




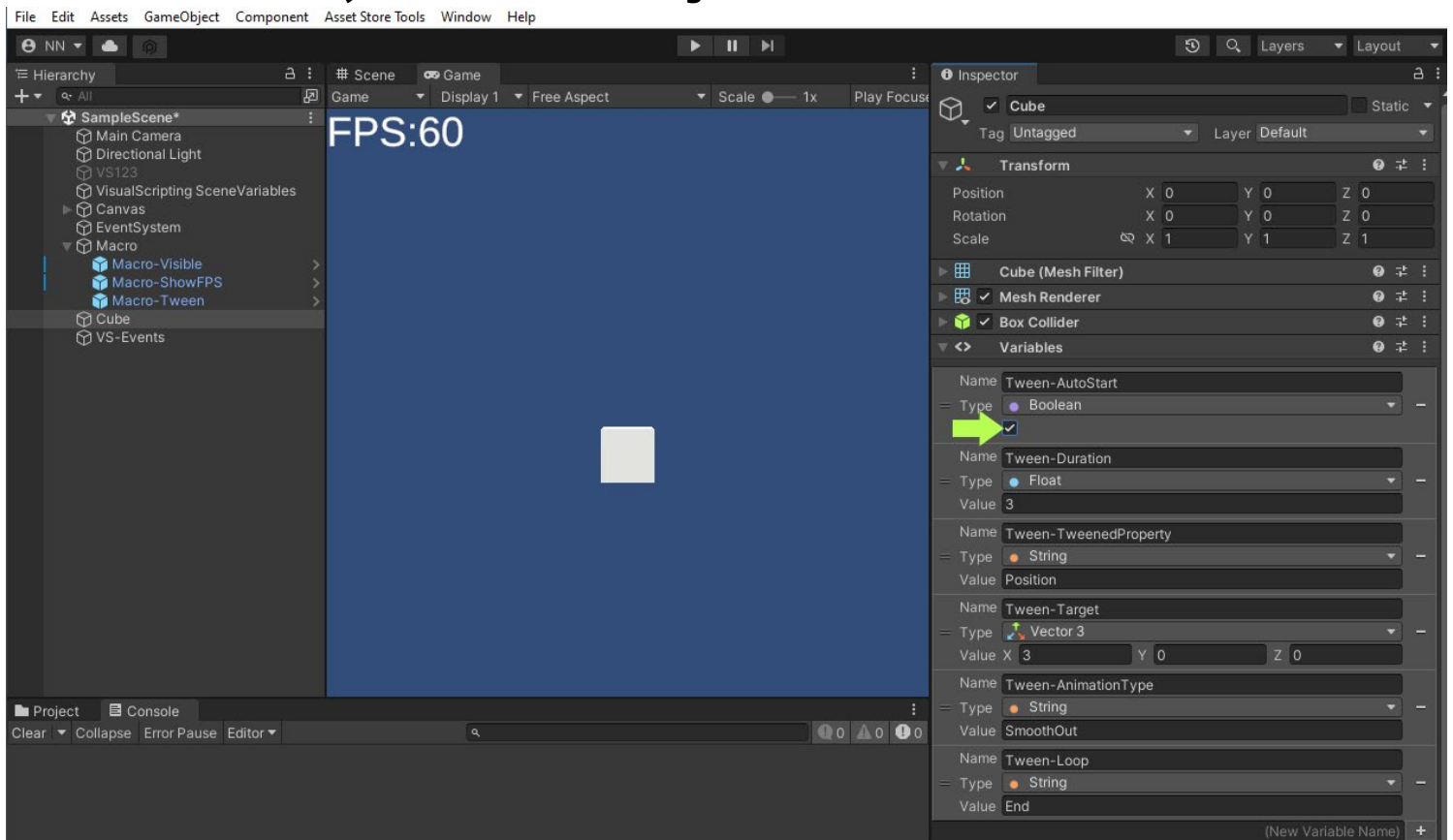
## . Click on the Object want to use, and Paste it



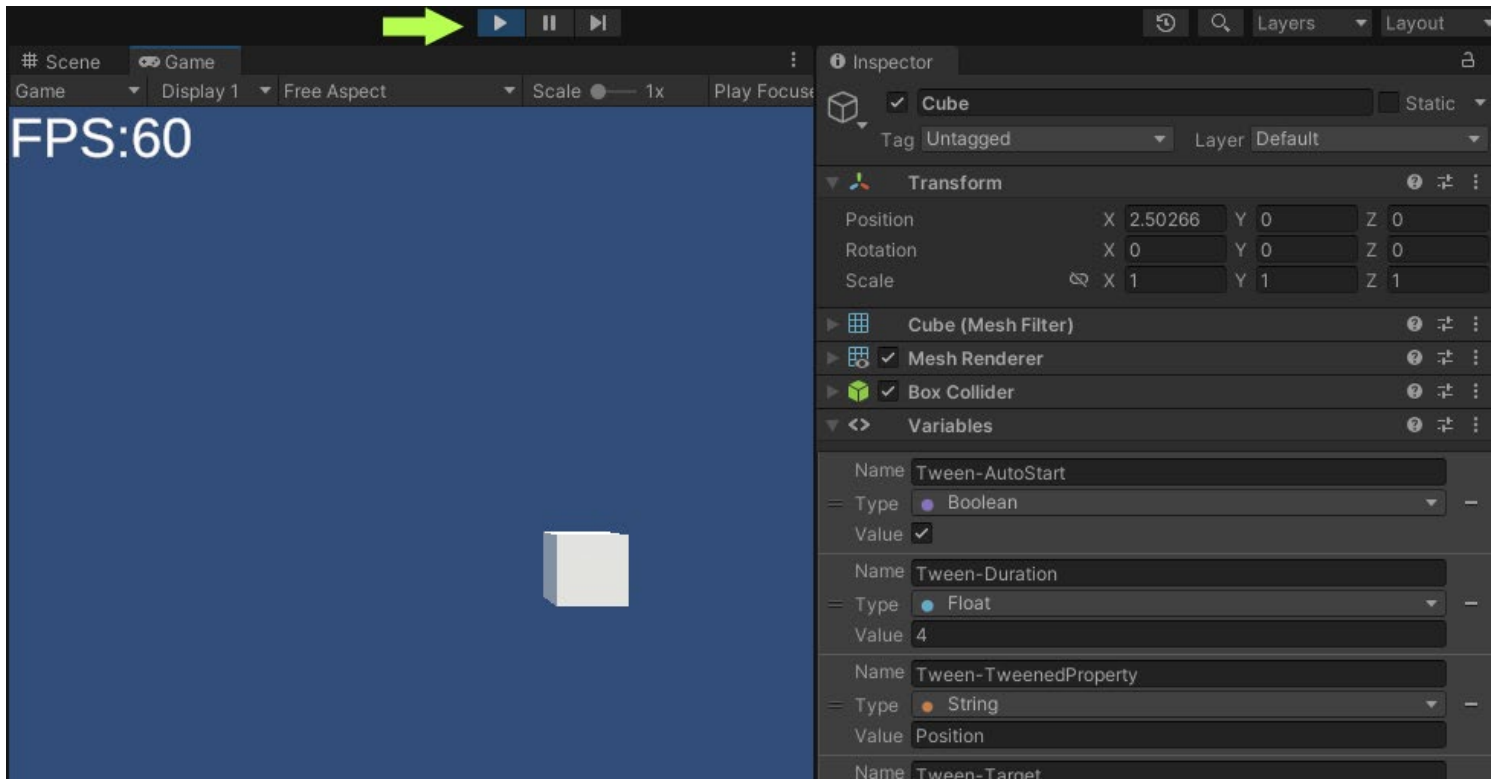
## . Variables must be in the 1<sup>st</sup> Variable component ( if there are many Variables components )



## . Edit variables, click Auto-Play. Done !



## . Click Play to see it work !



**\* Any suggest or bug : please email me at : [gngnht@gmail.com](mailto:gngnht@gmail.com)**  
**Or discord ( tag me at @Leo69 to reply faster ) : <https://discord.gg/MsmQ64rX9y>**