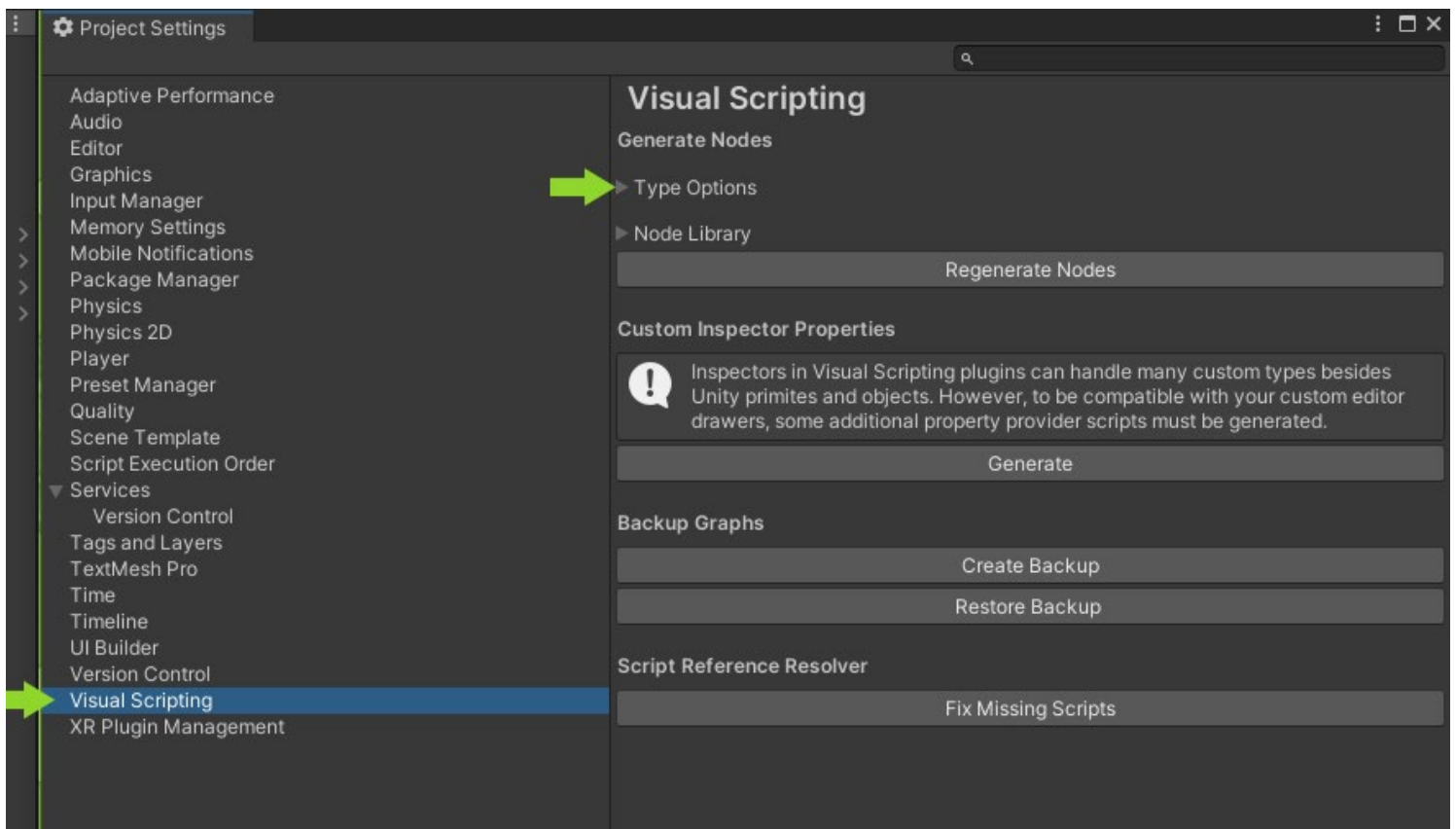
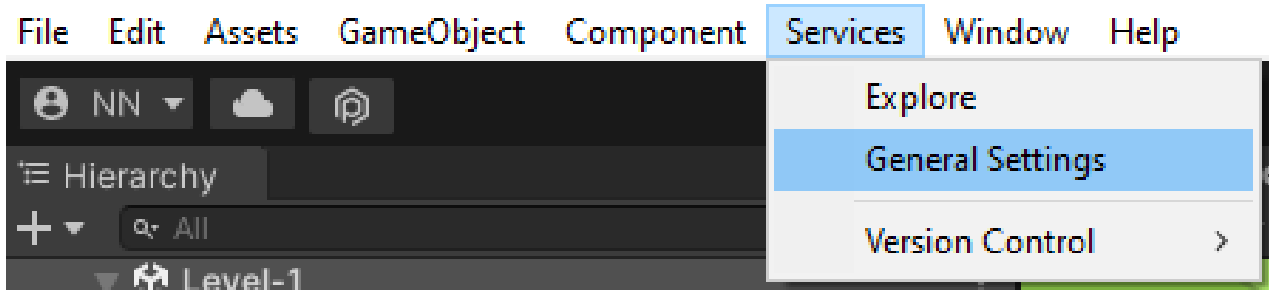


Note











Visual Scripting Plus

- Add Url-Request.cs and Re-node

MyFirstGame - Level-1 - iOS - Unity 2022.1.0b8.2747 <DX11>



Visual Scripting











=	 Gizmos	▼	—
=	 Animator State Info	▼	—
=	 Base Event Data	▼	—
=	 Pointer Event Data	▼	—
=	 Axis Event Data	▼	—
=	 List Interface	▼	—
=	 Dictionary Interface	▼	—
=	 Aot List	▼	—
=	 Aot Dictionary	▼	—
=	 Exception	▼	—
=	(No Type)	▼	—



Reset to Defaults

q

Visual Scripting

=	 Gizmos	▼	-
=	 Animator State Info	▼	-
=	 Base Event Data	▼	-
=	 Pointer Event Data	▼	-
=	 Axis Event Data	▼	-
=	 List Interface	▼	-
=	 Dictionary Interface	▼	-
=	 Aot List	▼	-
=	 Aot Dictionary	▼	-
=	 Exception	▼	-
=	(No Type)	▼	-



q

+

Type

- Float
- Integer
- String
- Boolean
- Vector 3
- Game Object
- { } (Global Namespace)**
- { } AOT
- Jet Brains
- Microsoft
- System




sides
editor

Visual Scripting

▶ Node

Custom



Formal Event Data

Axis Event Data

List Interface

Dictionary Interface

Aot List

Aot Dictionary

Exception

Url_Request

< (Global Namespace)

Outline

Timeline Preferences

Timeline Project Settings

Url_Request ✓

sides

editor

Adaptive Performance
Audio
Editor
Graphics
Input Manager
Memory Settings
Mobile Notifications
Package Manager
Physics
Physics 2D
Player
Preset Manager
Quality
Scene Template
Script Execution Order
Services
 Version Control
Tags and Layers
TextMesh Pro
Time
Timeline
UI Builder
Version Control
Visual Scripting
XR Plugin Management

Visual Scripting

=	Audio Mixer Group	▼	-
=	Nav Mesh	▼	-
=	Gizmos	▼	-
=	Animator State Info	▼	-
=	Base Event Data	▼	-
=	Pointer Event Data	▼	-
=	Axis Event Data	▼	-
=	List Interface	▼	-
=	Dictionary Interface	▼	-
=	Aot List	▼	-
=	Aot Dictionary	▼	-
=	Exception	▼	-
=	Url_Request	▼	-
			+

Reset to Defaults

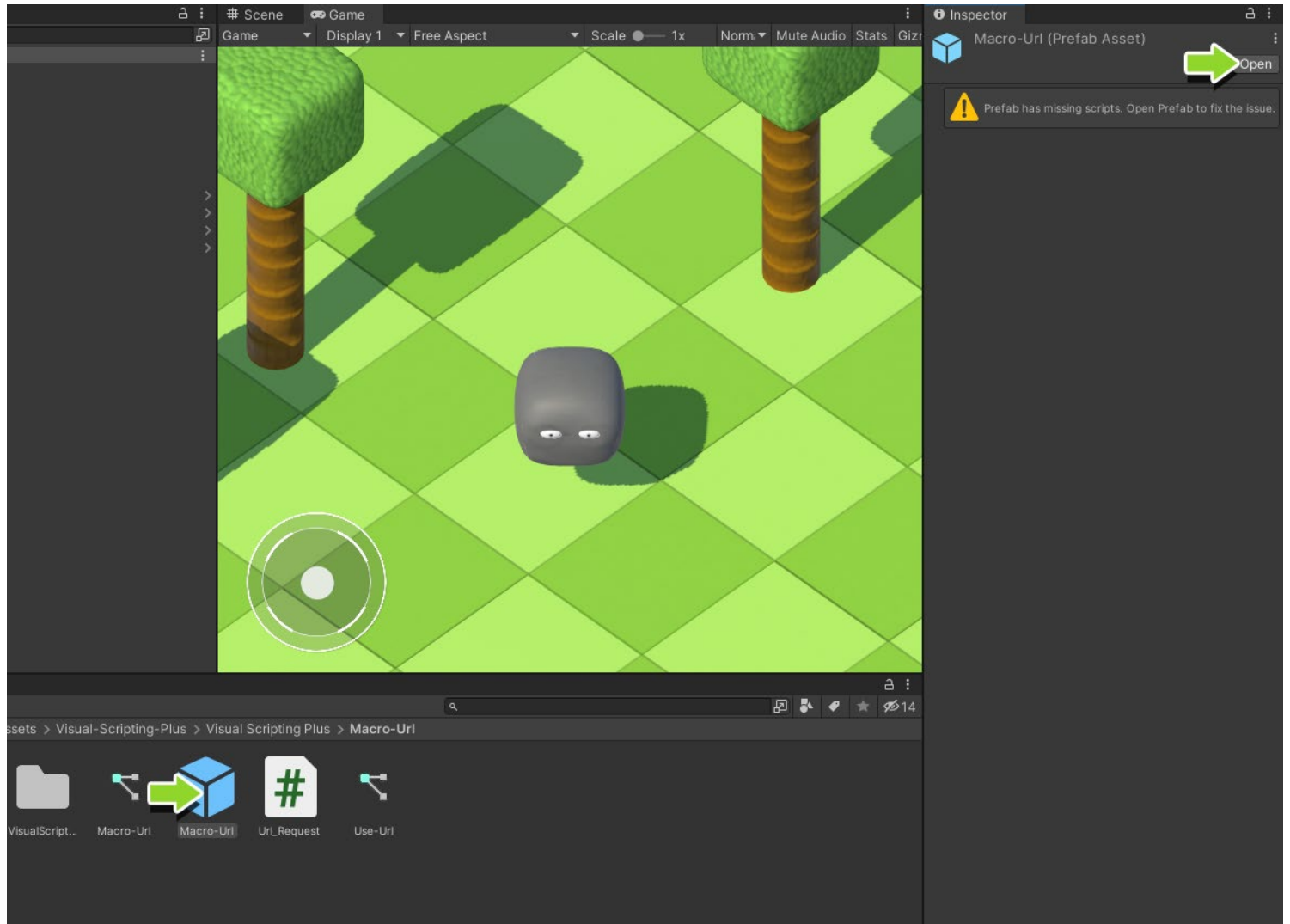
► Node Library

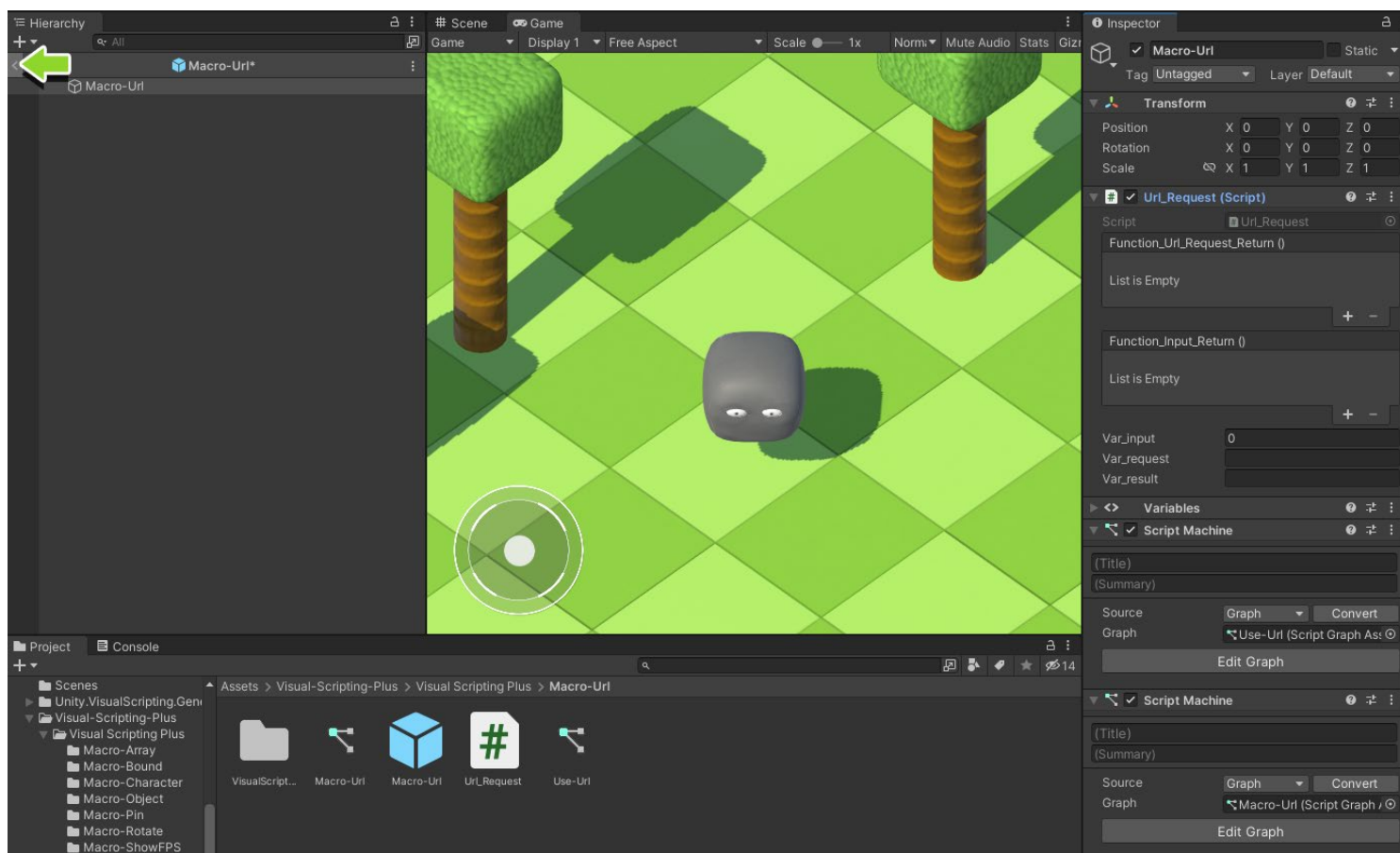
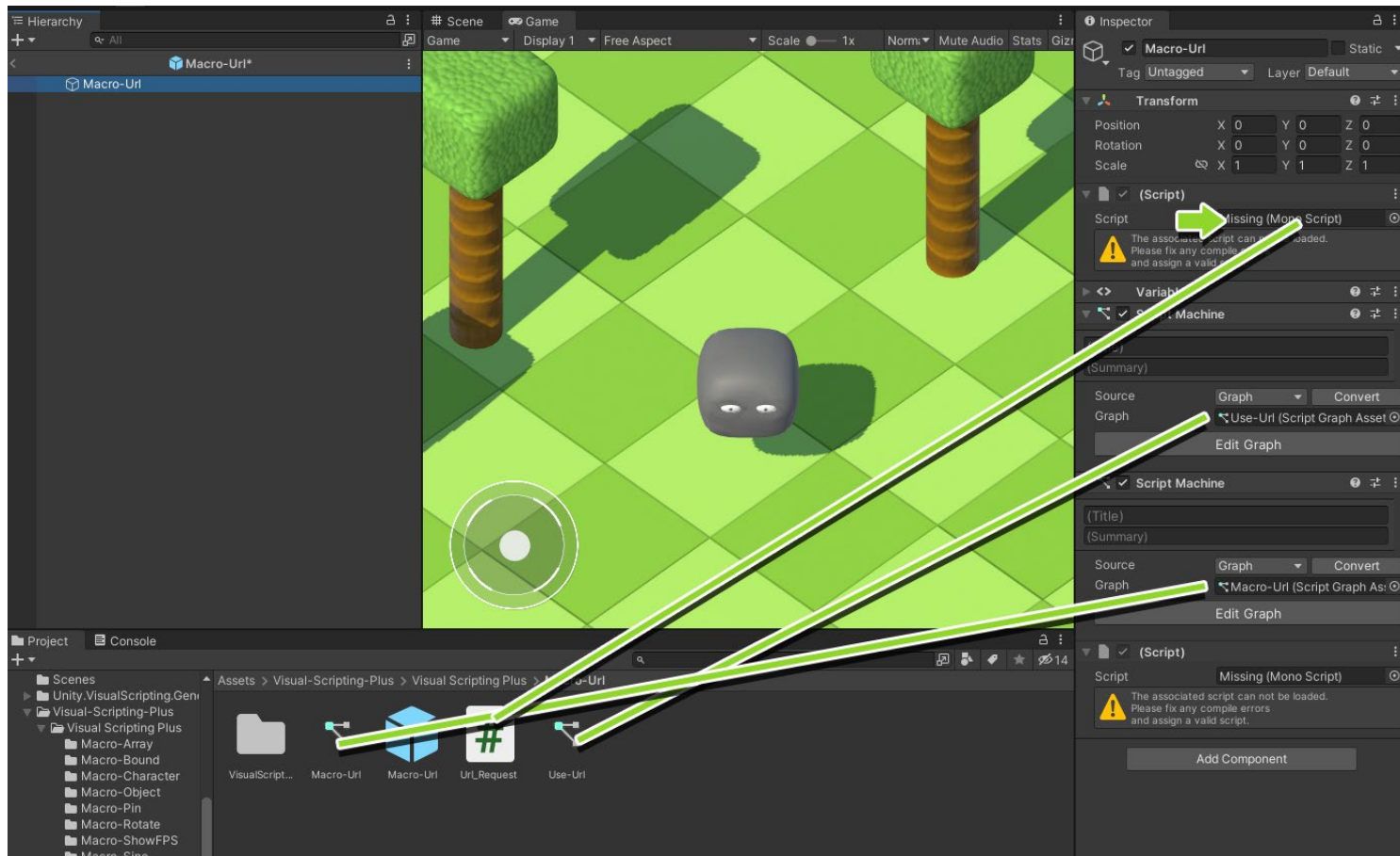
Regenerate Nodes



Custom Inspector Properties

- Add Macro into Prefab :





- All Done ! Now you can copy and use events as other Macro.