



Get Started

Installation

Import the GDI package in Unity by clicking:

Assets -> Import Package -> Custom Package

Select the package in the popup and import all contained files.

Your projects 'Asset' folder should now contain an folder called 'GDI'. Open the GDI editor window from the main menu of Unity:

Window -> GDI

In the editor window click **Graph -> Open** to open one of the examples or **Graph -> New** to create a new graph.

You can find a detailed documentation about GDI as a HTML site in the folder **/Assets/StreamingAssets/Documentation**. You can also open this site in the editor window by clicking **GDI -> Documentation**.

Controls

Middle mouse button + drag	Drag the canvas.
Scroll	Zoom the canvas.
Right click on canvas	Open node adding conext menu.
Right click on node	Open node conext menu.
Left click on node	Select node.
Left click on node + drag	Move node.
Left click on canvas + drag	Selection box.
Left click on node + shift	Add node to selection.
Left click on edge	Add edge path point.
Drag edge path point	Move egde path point.
Right click on edge path point	Remove point.

Behaviours

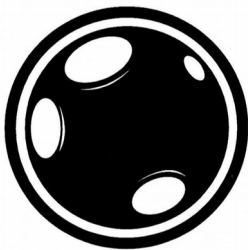
To start using the editor with your script take a look at the folder **/Assets/GDI/Behaviour**. Simply add a behavior as a component to a GameObject in the scene. Take a look at the source code of the behaviour and read its documentation.

Performance

This tool gives you the freedom to create complex graphs that can lead to heavy computations. This can cause Unity to freeze or even crash. Make sure to frequently save your progress to avoid loss of work. Read the node help text to learn more about performance optimizations of your graphs. Take a look at the standard patterns to find solutions for common use cases.

About

GDI is a product of:



Nuke The Moon

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Nuke The Moon is a german label that releases cross platform mobile games and tools to create games. We developed a ,match 3, mobile game with in app purchases for iOS and Android as well as a 3D racing game with procedural generated landscapes. GDI is the first product that we sell on the Unity Asset Store. It is based on our open source project Brotherhood Of Node that is released on GitHub. You can find out more about Nuke The Moon at the website. For customer / business and technical contact please use the mail linked above

Developed by:

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