



Unity Asset - NodeCanvas v3.2.9

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Unlock the power of advanced AI behavior and logic in Unity with our comprehensive solution: NodeCanvas. Seamlessly integrate three interchangeable modules into your game development toolkit:

- Behavior Trees
- State Machines
- Dialogue Trees

NodeCanvas is a battle-tested framework trusted by acclaimed titles like The Long Dark, Hand of Fate 2, Hurtworld, Len's Island, Ghost of a Tale, P.A.M.E.L.A, The Wild at Heart, Kim, Kingdom, and numerous others. Elevate your game's AI capabilities effortlessly.

- Three interchangeable graph modules for flexible design.
- Sleek and intuitive Visual Node Editor packed with professional features:
- Full Undo/Redo, Zoom In/Out, Minimap, Multi-selection, Duplication, Copy/Pasting, Import/Export, Groups, Comments, and more.
- Support for Graph, GameObject, Asset, and Global Blackboard Variables.
- Blackboard Variables Parenting for organizational efficiency.
- Data Bound Variables with instance or static properties and fields.
- Automatic conversion of Variable data to linked parameter types.
- Prefab Overridable Variables support for streamlined development.
- Support for all Variable Types out-of-the-box.
- Reusable behavior graphs across multiple agents.
- Seamless SubGraphs nesting between all graph modules:
- Behavior Sub-Trees, Sub-State Machines, Sub-Dialogue Trees.
- SubGraph Variables Parametrization and Mapping for flexibility.
- Modular Action and Condition Tasks for customizability.
- Reactive Behavior Trees Evaluation for dynamic responses.
- Stack-Based FSM Transitions for structured state management.
- Colorful and informative runtime Visual Debugging for easy troubleshooting.
- Node/Task Browser for efficient navigation and documentation access.
- Preferred Types Configurator to tailor type-related menus to your project's needs.
- Graph Minimap for effortless navigation within graphs.
- Graph Console for quick identification of log source nodes.
- Graph Explorer for efficient node, task, and parameter search.
- Graph Refactor for batch refactoring of missing nodes, tasks, and reflection references.
- Live Runtime Editing for rapid iteration on design goals.
- Optimized Reflection Tasks for seamless integration of existing code API.
- Custom Events & asset-based Signal Events with any number of parameters.
- Clean and well-documented API for easy integration and extension.
- Ability to extend and create custom Actions, Conditions, Nodes, or Graphs.
- Object and Property Drawers for comprehensive inspector customization.
- Integration with many 3rd Party Assets for enhanced functionality.
- Seamless Integration with FlowCanvas flowScripts for expanded capabilities.
- User Friendly with lightweight setup and no additional requirements.
- Rock Solid Performance with zero allocations after initialization and async graph loading.



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标签

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- Support for all platforms out-of-the-box.
- Includes C# Source Code for full transparency and customization.
- And much more to empower your game development process.



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