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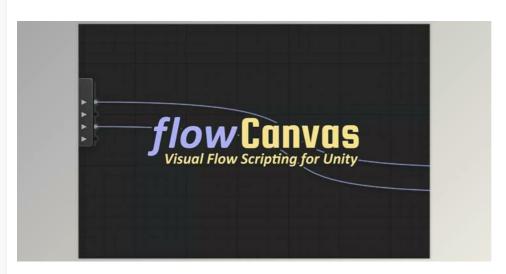
编程 设计

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Unity asset - FlowCanvas v3.3.0

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Unity asset - FlowCanvas v3.3.0:

FlowCanvas stands out as an exceptionally robust Visual Scripting Solution tailored for Unity, empowering game developers to craft and tweak virtually every aspect of gameplay elements with ease, mirroring the intuitive functionality of Unreal Blueprints but with significantly reduced programming expertise prerequisites.

With FlowCanvas, you unlock the full spectrum of coding concepts and tools within a user-friendly visual node editor. Whether you're crafting quick prototypes or fleshing out intricate game mechanics, FlowCanvas eliminates the need for traditional code composition, enabling seamless creation and manipulation of game components.

- **Designers:** Seamlessly translate your ideas into reality sans the need for coding, while also gaining valuable insights into programming concepts in an engaging manner. If you're familiar with Unreal Blueprints, FlowCanvas offers a familiar environment for rapid development.
- Programmers: Interface with your code at a higher abstraction level, establishing modular systems and furnishing
 designers with self-contained nodes through an accessible and comprehensively documented API.

Through the interconnection of Events, Flow Controllers, and Function Nodes, you can orchestrate a plethora of gameplay elements, encompassing but not limited to:

- Player Controls.
- Level Design Events.
- Gameplay Mechanics.
- User Interfaces.
- Player Interactions.
- Resource Management Systems.
- And an extensive array of other functionalities!

FlowCanvas stands as a production-ready framework trusted by renowned games such as Graveyard Keeper, Deadhold, Memories Retold, and Len's Island, among a host of others.

Discover the unparalleled capabilities of our Visual Node Editor, equipped with advanced features tailored for professional use:

- Comprehensive Type Support: Seamlessly handle Classes, Structs, Enums, Collections, Interfaces, and more right out of the box.
- Automated Node Generation: Effortlessly access Unity functionalities, your custom code, and third-party APIs with automatically generated Nodes covering Methods, Properties, Fields, Events, Delegates, and more.
- Extensive Built-in Events: Access over 60 pre-built Event nodes, covering triggers, collisions, particles, input, UI interactions, and a myriad of other scenarios.
- Flexible Flow Control: Utilize over 30 Flow Controller nodes for loop management, conditional statements, cooldowns, filters, toggling, and more.
- **Custom Events & Signals:** Create custom events with any number of parameters, along with asset-based Signal Events for versatile event handling.
- Graph Variables: Utilize Graph, GameObject, Asset, and Global Variables, with support for Blackboard Variables
 Parenting and Prefab Overridable Variables.
- Visual Debugging: Enjoy colorful and informative runtime debugging to swiftly identify and resolve issues.
- Intuitive Tools: Navigate your graphs effortlessly with features like Node Browser, Graph Minimap, Graph Console, and Graph Explorer.



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- Enhanced Productivity: Benefit from live editing in runtime, auto-conversion of connection types, type-sensitive
 context menus, and multi-targeted object-based Event Nodes.
 - **Seamless Integration:** Integrate smoothly with NodeCanvas BehaviourTrees, FSMs, and DialogueTrees, with support for nested subgraphs between modules.
 - User-Friendly & Lightweight: Experience a hassle-free setup with solid performance and near-zero allocations.
- Optimized Performance: Enjoy highly optimized reflection for JIT platforms, strong type connections without boxing, and async graph loading for improved efficiency.
- Cross-Platform Compatibility: Our tool supports all platforms, ensuring versatility and accessibility for developers.
- Full C# Source Code: Gain full access to the C# source code for customization and extension.
- And Much More: Explore additional features such as Graph Refactor, Live Editing, Clean API, and Compact Display Modes.

Unleash your creativity and streamline your development process with our feature-rich Visual Node Editor – the ultimate solution for empowering your projects.



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