BehaviorGroup

BehaviorGroup (Fusion Group) is used to group multiple behaviors (Fusion nodes). This simplifies the organization of behaviors (Fusion nodes) in the extra scene tree and on the Fusion diagram, and makes overall management easier. Once created, BehaviorGroups can be renamed to anything you want and duplicated for other uses.

A similar function is the BehaviorBuildingBlock, which can be instantiated by creating a template. For this reason, BehaviorGroup is easier and faster to use.

How to use

1. Add a BehaviorGroup to the extra scene tree of the target node by dragging and dropping it from the Behaviors in the Toolbox panel.
   - A Fusion Group node will also be added on the target node's Fusion diagram (connected to the top node).
2. After selecting the behavior to be added, copy and paste it into the BehaviorGroup.
   - It will be added in the same way on the Fusion diagram.

Renaming

After selecting the target BehaviorGroup in the extrascene tree, rename it in one of the following ways

- Select [Rename] from the context menu.
- Change [General > Name] in the properties panel.

Copy

After selecting the target BehaviorGroup in the extrascene tree, select [Copy] from the context menu and execute [Paste] at the any location.

Revision #3
Created 2023-03-01 03:01:27 UTC by Kanai Tomoaki
Updated 2025-04-04 03:38:52 UTC by Tsuyoshi.Kato