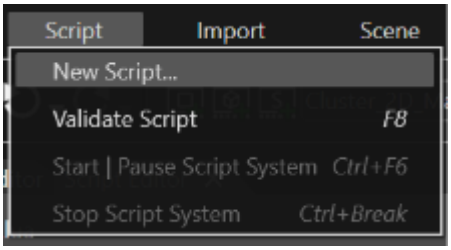
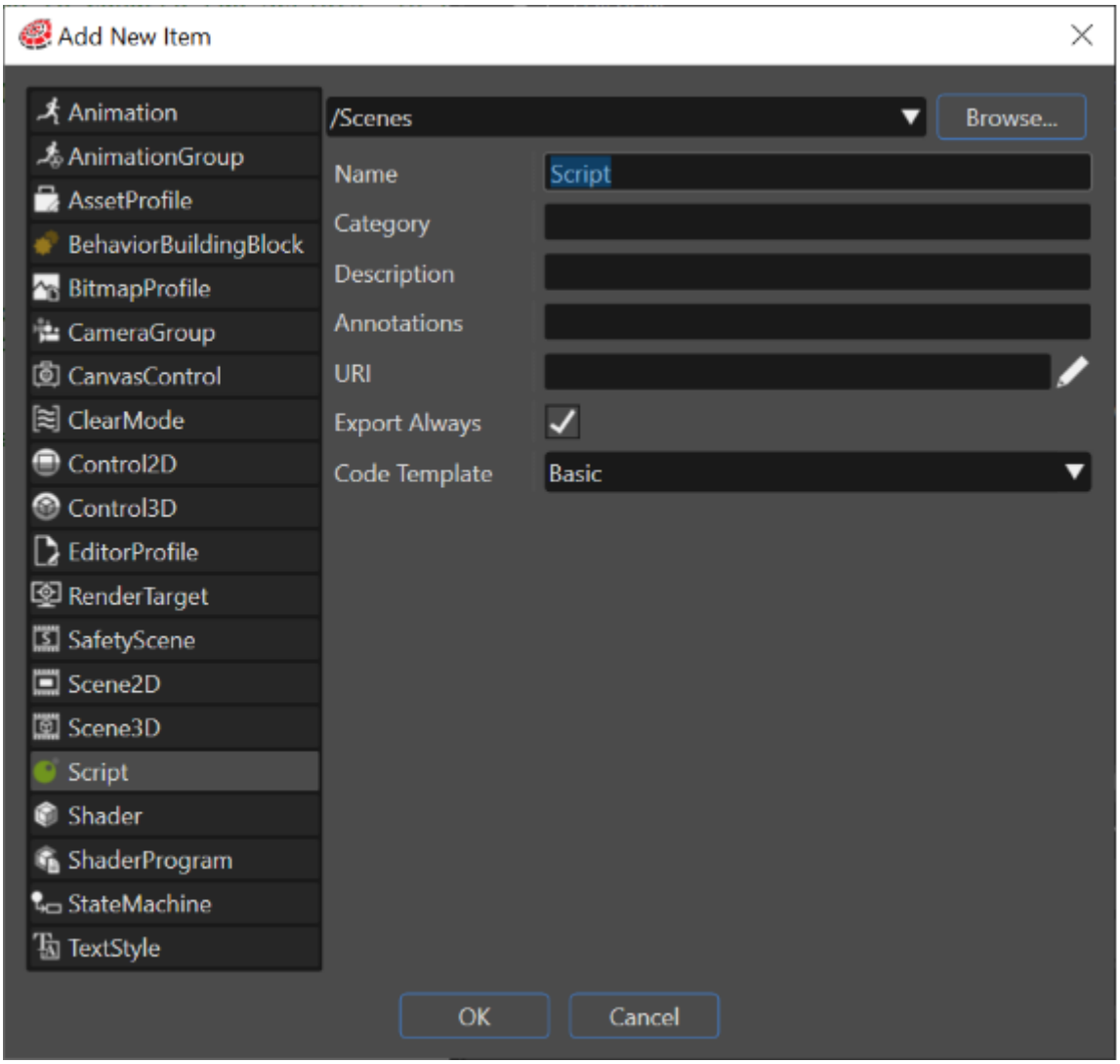
Scripting

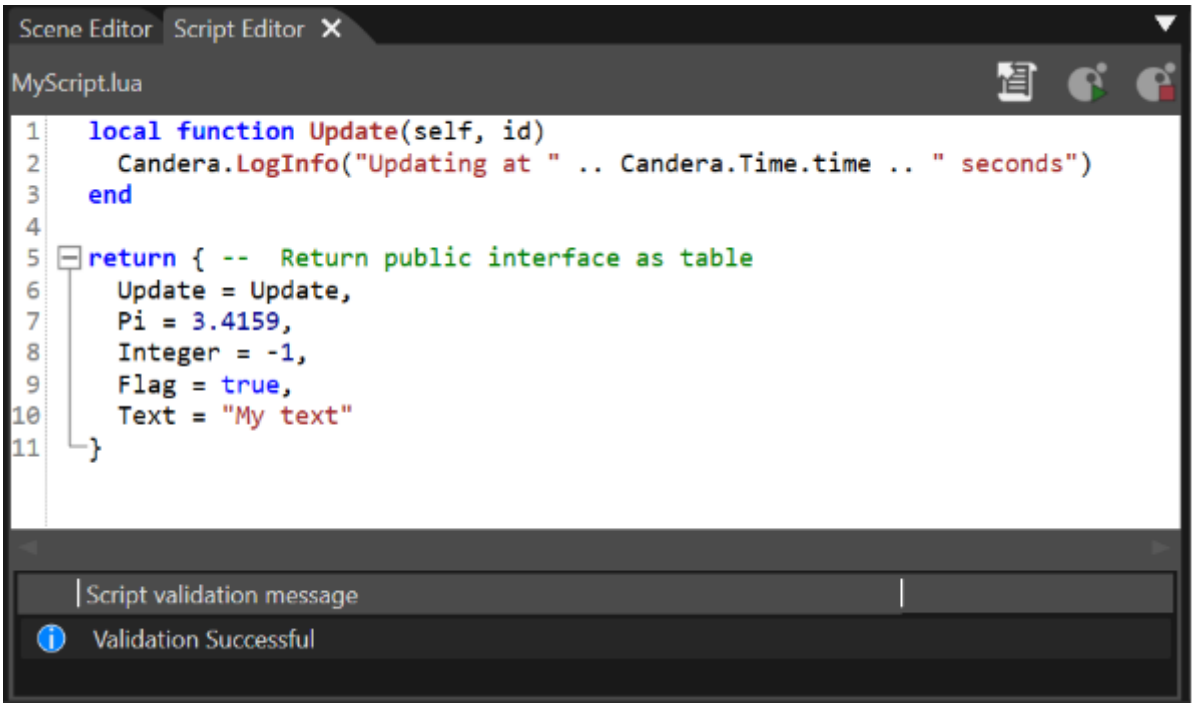
An empty script can be created via "New Script" menu item or the toolbar.



Alternatively, scripts can be added to a solution via "Add" > "New item" option by using the Scene Explorer context menu.

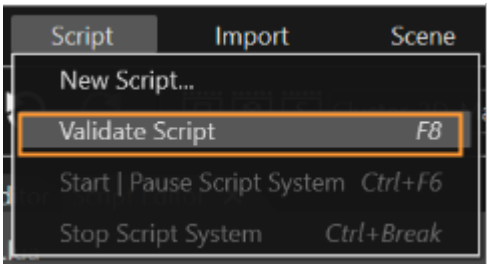


SceneComposer offers a script editor - which is loaded when double clicking on a "Script Component" - similar to shader editor.



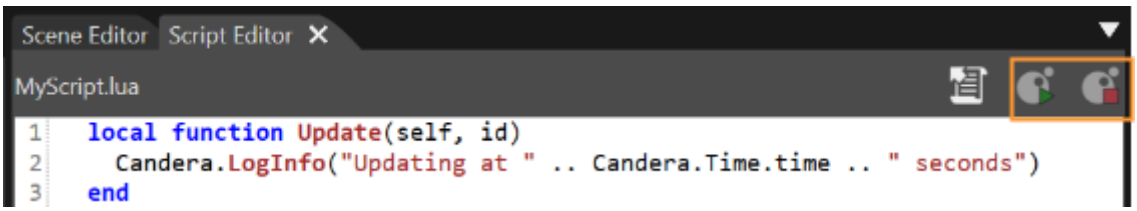
Scripts, written in the LUA programming language, can be "validated" by pressing F8 or by selecting Validate Script from the Script menu.

> "Script Editor" is not cleared if the script loaded inside is deleted from solution.



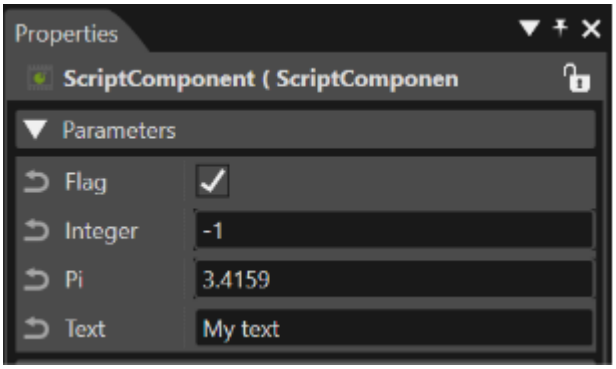
After an unsuccessful validation an error is displayed in the output and the LUA Validator message is shown in the Problems panel. After a successful validation no errors will be shown.

Any validated script can be activated by using the control interface (Play, Pause, Resume, Stop) available in the toolbar.

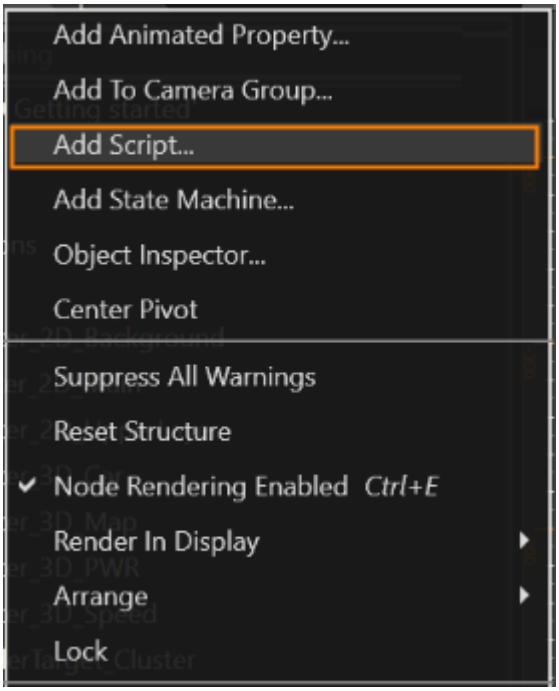


Dragging a script on a node will add a Script Component to that node (below Appearances). If the Script is successfully validated, the Script Component will expose the script's parameters in the

Property Grid.



If - at least - one valid script exists, it is possible to select from the context menu of a node the option "Add Script...". This it would open a "Choose Item" dialog and validate the selection of a "Script" object.



> Locking a "Script" item will not also lock "Script Editor".

Revision #5
Created 2023-02-15 07:48:29 UTC by Tsuyoshi.Kato
Updated 2024-08-23 11:41:43 UTC by Elisabeth Zauner