Overview

View Editor is the feature set in SceneComposer for designing and managing **View**s. You can compose screen-level Views by combining Scenes and existing Views, structure their transitions as a tree, and export the result as a Global State Machine asset. In addition, you can visually define event logic and screen transitions for each View as **Action Chains** and reuse them as conditional processing based on input devices and the solution state by using the **ConditionOutputs** defined in ConditionBlocks created in the **Condition Editor**.

This page provides the View Editor feature set used to work with them. The View Editor consists of the following four panels.

> For details on Views, see the View overview page.

View Definition Editor	An editor for defining screen-level Views by combining Scenes and existing Views, and for managing screen composition information. Views defined here are referenced as the common screen unit from the **View Tree**, the state machine, and the **Action Chain Editor**.
View Tree	An editor for arranging Views in the solution as a tree and designing screen transitions based on that structure. The structure you configure is exported as a Global State Machine and used as the candidate targets for the **JumpToView** Action behavior configured in the **Action Chain Editor**.
Action Chain Editor	This editor lets you visually define event processing and screen transitions for a View as trigger-based flowcharts. For each View selected in the **View Tree**, you associate an Action Chain and use **ConditionOutputs** created in the **Condition Editor** as branch conditions.
Condition Editor	The Condition Editor is an editor for visually defining conditions that are evaluated in Action Chains or assigned to the Condition properties of behaviors/Fusion as **ConditionOutputs** inside ConditionBlocks. The created ConditionOutputs can be reused as branch conditions in the Action Chain Editor and referenced from multiple locations in the solution as shared conditional logic.

Used together, these let you define View-based screen composition and transition logic in a consistent, unified way.

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