View

View sits above Scene in the hierarchy: you can treat a single Scene as one screen, or group multiple Scenes and/or existing Views into a single screen state. Each View is a logical unit that specifies what content to display and how to display it on a given screen. On the engine side, Views are identified by the dedicated identifier type `ViewIdentifier`.

A View is authored primarily in the **View Definition Editor**, and the result is referenced as a common screen-level object from the **View Tree**, the **State Machine**, and the **Action Chain Editor**. Screen showing and hiding is handled automatically as part of internal processing, so users do not need to configure display-control elements directly. In the View Tree, you define the transition structure between multiple Views as a tree, and this information is exported as a **Global State Machine** asset. Furthermore, by combining the **Action Chain Editor** and the **Condition Editor**, you can design view-level screen transitions and event logic that respond to input devices and the solution state.

By introducing Views, you can keep Scene-level layout definitions separate from screen-level transition/control logic, while organizing and maintaining the solution's overall screen composition consistently at the View level.

Create a View (from a Scene)

When you create a View starting from a Scene, that Scene is automatically associated with the newly created View. You can use it immediately as the View that displays that Scene.

1. In **Solution Explorer**, select any **Scene**, then choose **Create View…** from the context menu.
   - The **Add New View** dialog opens.
2. Configure the required settings and click **OK**.
   - The value set in **Name** is used as the View's display name in **Solution Explorer**.
   - The same value is also assigned automatically as the **View Identifier**.
3. A new **View** is created in **Solution Explorer** with the selected **Scene** as its child.

This operation automatically establishes the association between the View and the Scene.

Create a View (New Item)

If you create an empty View, you must later add and associate Scenes in the **View Definition Editor**. This method lets you flexibly build composite Views that combine multiple Scenes.

1. In **Solution Explorer**, open the context menu at the desired location and choose **Add > New Item**.
   - The **Add New View** dialog opens.
2. From the left menu, select **View**.
   - The View settings appear on the right.
3. Configure the required settings and click **OK**.
   - The value set in **Name** is used as the View's display name in **Solution Explorer**.
   - The same value is also assigned automatically as the **View Identifier**.
4. A new **View** is created in **Solution Explorer**.

Because a View created by this method has no Scene associated yet, you need to add the Scene(s) you want to display later in the **View Definition Editor**.

Revision #5
Created 2025-12-03 07:22:11 UTC by Tsuyoshi.Kato
Updated 2026-02-12 04:42:42 UTC by Tsuyoshi.Kato