Lumberyard: User Guide
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What is Lumberyard?

Amazon Lumberyard is a free, cross-platform, 3D game engine that allows you to create the highest-quality games, connect your games to the vast compute and storage of the AWS cloud, and engage fans on Twitch. By starting game projects with Lumberyard, you can spend more of your time creating great gameplay and building communities of fans, and less time on the undifferentiated heavy lifting of building a game engine and managing server infrastructure.

Lumberyard includes everything a professional game developer would expect, from a full-featured editor, to native code performance and stunning visuals, and hundreds of other ready-to-use features like performant networking, character and animation editors, particle editor, UI editor, audio tools, and more. Additionally, Lumberyard unlocks huge scale with AWS and Twitch so that you can more easily build live multiplayer and community-driven games.

Professional-Grade AAA Engine

You can use Lumberyard to build rich, engaging, world-class games with the highest ceiling of quality through its comprehensive and proven toolset and runtime performance that has been highly optimized over many years. Lumberyard includes support for:

Beautiful Worlds

The visuals technology of Lumberyard can beautifully bring to life any virtual environment. Built on technology that has created award-winning graphical fidelity and benchmark-setting graphical performance, Lumberyard is capable of producing near-photorealistic environments and stunning real-time effects. Your artists get a powerful toolbox to create world-class visuals, such as physically based shaders, dynamic global illumination, a particle effects editor, vegetation tools, real-time dynamic water caustics, volumetric fog, and filmic features such as color grading, motion blur, depth of field, and integrated HDR lens flares.

Compelling Characters

Your artists can use Lumberyard to create believable characters and high-fidelity performances. Lumberyard’s character tool, Geppetto, combines animation, attachments, and physics simulations with blendshape, blendspace, and animation layering. Combined with Lumberyard’s animation tool, Mannequin, animators can bring believable characters and creatures to life with features that include animation sequencing, transitions, game logic procedures, ragdoll physics, and more.
Robust Networking

Lumberyard introduces GridMate, a robust and flexible networking solution designed for efficient bandwidth usage and low-latency communications. You can easily synchronize objects over the network with GridMate's replica framework. GridMate's session management integrates with major online console services and lets you handle peer-to-peer and client server topologies with host migration.

Real-time Gameplay Editing

Real-time gameplay editing enables you to iterate on gameplay and immediately see your results, without waiting for builds or leaving the editor. Lumberyard's asynchronous asset processing system automatically converts and optimizes your game assets in real time, so that you can import game objects, fine tune behavior, and play the game you have created.

Modular gems

Lumberyard's Modular Gems system gives you a library of pre-built features that can be used to quickly start new projects or prototype ideas. Modular gems give you increased control over which technologies you want to include in your game project. You can create your own modular gems or use any of the gems included with Lumberyard, such as weather effects, a boids-based ambient creature system, lightning effects, a camera framework, and more.

Wwise LTX

Lumberyard includes a version of Audiokinetic's advanced, feature-rich sound engine. With minimal dependency on engineers, sound designers and composers can work independently to author rich soundscapes for your games.

and more...

Additional discipline-specific toolsets provide the opportunity to create unique, thrilling, and differentiated content. With terrain tools, weather effects, input systems, cover systems, perception handling, Lua support, drillers, pathfinding, goal-driven planning, and more, Lumberyard provides the tools to help achieve your vision.

Integrated with AWS

Lumberyard is deeply integrated with AWS so you can build live and multiplayer games with dramatically less cost, time, and technical risk. AWS integrations include:

Amazon GameLift

Using Amazon GameLift, a new AWS service for deploying, operating, and scaling session-based multiplayer games, you can quickly scale high performance game servers up and down to meet player demand, without any additional engineering effort.

Cloud Canvas

You can build live, online game features, such as a community news feed, daily gifts, or in-game notifications, in minutes using Lumberyard's Cloud Canvas tool. With Cloud Canvas’ drag-and-drop visual scripting interface, you can build gameplay that connects to AWS services, such as Amazon DynamoDB, AWS Lambda, and Amazon S3.
AWS SDK for C++

The AWS SDK for C++ provides C++ APIs for numerous AWS services including Amazon S3, Amazon EC2, Amazon DynamoDB, and more, with support for all major native platforms. You can use the SDK to quickly integrate AWS components into your game. For more information, see AWS SDK for C++.

Integrated with Twitch

Lumberyard is integrated with Twitch so that you can build games that engage with more than 1.7 million monthly broadcasters and more than 100 million monthly viewers on Twitch.

Twitch ChatPlay

The Twitch ChatPlay feature within Lumberyard helps you build gameplay that interacts in real time with Twitch viewers. For example, you can build a game where viewers can vote on game outcomes, gift power-ups to their favorite players, or change the level based on the number of viewers watching the player. Using the Lumberyard Flow Graph visual scripting tool, you can create chat channel commands for your game. For example, you can build a multiplayer game where viewers can vote to drop grenades to the broadcaster by typing #boom in the Twitch chat channel.

Twitch JoinIn

The Twitch JoinIn feature within Lumberyard lets you build multiplayer games that allow Twitch broadcasters to instantly invite fans to join them side-by-side in the game. Once invited, a fan can jump into the broadcaster’s game with a single click in the Twitch chat channel, while others continue to watch.

Free, with Source

Lumberyard is free, including source code. You can deeply customize Lumberyard for your team and vision for your project today, and for future projects in years to come. There are no seat fees, subscription fees, or requirements to share revenue. Only pay for the AWS services you choose to use. For more information, see the Lumberyard Licensing FAQ.

Topics

- Lumberyard Systems (p. 3)
- Lumberyard Editors and Tools (p. 6)
- Lumberyard Asset File Types (p. 8)

Lumberyard Systems

Lumberyard consists of the following major systems that help you develop levels within the editor:

- AI System (p. 96)

Artificial Intelligence (AI) is a technology or system that endows seemingly intelligent actions and behaviors to an agent or character, called the AI agent. An AI agent is a game entity that uses information to make decisions in pursuit of one or more goals.
• **Audio System (p. 168)**

The audio translation layer (ATL) provides an interface between Lumberyard and third-party audio middleware so you can change your audio implementation without affecting the game logic.

• **Characters and Animation (p. 190)**

The character animation system combines skeletal-based deformation of meshes with morph-based vertex deformation to facilitate complex animation. You can create realistic character movements by playing and blending animation sequences, controlling facial expressions, and applying damage effects. Characters can play scripted movements, employ AI navigation, or use the Mannequin system to play complex, fully interactive animation sequences, either alone or in concert with other characters.

• **Cinematics System (p. 336)**

Cinematics are interactive movie animations. You can use Lumberyard to add cutscenes to your game. You can also add scripted events so that a sequence of objects, animations, and sounds are triggered in the game. The players can view these from their own (first person) or another’s (third person) perspective.

• **Component Entity System (p. 379)**

The component entity system provides a modular and intuitive construction of game elements, such as lights, cameras, trigger areas, and objects. The component entity system works at both the system level and the entity level. It employs reflection, serialization, event bus (EBus) messaging, fully cascading slices, and the ability to drag and drop and edit entities and their components in Lumberyard Editor.

• **Object and Entity System (p. 517)**

The object and entity system is now considered legacy; it will be fully replaced by the component entity system at a future date.

• **Flow Graph System (p. 586)**

Flow graph is a visual scripting system with which you can implement complex game logic without touching code. An extensive library of nodes provides everything that you need to fully control entities and AI agents in a level. Flow graph can prototype gameplay, effects, and sound design. A level can contain multiple flow graphs that perform different tasks at the same time.

• **Gems (p. 895)**

Gems are packages that contain code and/or assets to augment your game projects, such as the ChatPlay and Woodland Asset Collection gems. You can select gems to include in your project through the Lumberyard Project Configurator (p. 24) and from the command line.

• **Levels and Environment (p. 976)**

A level, also known as world or map, represents the space or area available to the player while completing a game objective. A level's environment includes lighting, terrain, bodies of water, vegetation, sky, and weather effects.
• **Materials (p. 1169)**

  You can use the **Material Editor** to create and apply materials, map textures, set opacity and lighting effects, set shader parameters, create vertex deformations, tessellation, and more.

• **Particle Effects System (p. 1091)**

  The particle effects system simulates explosions, fire, smoke, sparks, water spray, fog, snow, rain, and other effects.

• **Shader Rendering System (p. 1170)**

  Lumberyard's physically based rendering (PBR) shaders use real-world physical rules and properties to describe how incoming light interacts with objects. This means that object materials look more convincing under different lighting conditions.

• **Twitch ChatPlay System (p. 1342)**

  The Twitch ChatPlay Gem provides a flexible framework to create customized game interactions between broadcasters and spectators on Twitch, the world’s leading social video platform and community for gamers. Twitch ChatPlay includes support for chat commands, polls, and surveys that can be triggered by Twitch viewers through the Twitch chat channel.

• **UI System (p. 1350)**

  With the **UI Editor**, you can create and customize various parts of the game user interface, such as images, text, buttons, menus, scroll boxes, and heads-up displays (HUDs).

• **Virtual Reality (p. 1562)**

  Virtual reality (VR) is a technology that replicates the gaming environment and simulates a user's presence in it. With virtual reality players, feel as if they are in the game world as they interact with the environment, characters, and objects. Lumberyard's virtual reality system integrates the use of the Oculus Rift, HTC Vive, and Open Source Virtual Reality (OSVR) head-mounted displays (HMD) on PC gaming systems.

The following Lumberyard tools are outside of the main editor and are used for project and game development:

• **Asset Pipeline (p. 152)**

  The Asset Pipeline converts source art and other assets into platform-specific, game ready data.

• **Lmbr.exe (p. 1026)**

  Lmbr.exe is a command-line tool for managing capabilities, game projects, and gems.
Lumberyard provides the following suite of applications, editors, and tools for game development.

**Asset Browser (p. 166)**
Displays all game assets available for use.

**Asset Processor (p. 153)**
Runs in the background when you launch Lumberyard Editor, monitoring input directories for changes in source files and automatically generating platform-specific game assets as they change.

**Audio Controls Editor (p. 173)**
Manages audio translation layer (ATL) controls and events for the audio system.

**Geppetto (p. 257)**
Manages character animations, attachments, and physics simulations along with blendspace and animation layering.
Console (p. 83)

Runs editor commands and lists available console variables.

Database View (p. 1002)

Displays various object libraries such as entities, particles, and prefabs.

Entity Inspector (p. 381)

Displays the ID and name for component entity system objects.

Entity Outliner (p. 379)

Displays all component entities used for a level.

FBX Importer (p. 248)

Imports single static meshes and materials from FBX.

Flow Graph (p. 586)

Implements complex game logic using a visual scripting system.

Layer Editor (p. 999)

Creates and manages layers for levels.

Lens Flare Editor

Creates and manages camera lens flare effects.

Sun Trajectory Tool (p. 1003)

Creates and manages dynamic sky lighting effects.

LOD Generator

Generates geometry and material level of detail (LOD).

Lumberyard Editor (p. 59)

Acts as the main workspace editor and game viewport; loads the Rollup Bar and console by default.

Lumberyard Setup Assistant (p. 16)

Ensures that you have the necessary runtime software and SDKs installed to successfully run Lumberyard.

Mannequin Editor (p. 306)

Manages the high-level character Mannequin system and includes the FragmentID Editor, Fragment Editor, Tag Definition Editor, Transition Editor, Sequence Previewer, Animation Database Editor, and Context Editor.

Material Editor (p. 1169)

Applies final material setup, texture mapping, and shader parameters.

Measurement System Tool

Measures the length of segmented objects like roads, rivers, and paths.

Missing Asset Resolver (p. 164)

Searches for assets that have moved and references their new locations.

Gems System (p. 895)

Provides a library of prebuilt features that you can use to quickly start new projects or prototype ideas.
Particle Editor (p. 1091)

Creates and simulates explosions, fire, sparks, and other visual effects.

Project Configurator (p. 24)

Standalone application used to tell the Waf build system which gems to include in the game build.

Resource Compiler (p. 153)

Compresses and processes source game asset files and creates package files.

Rollup Bar (p. 78)

Accesses and places objects, vegetation, modified terrain, and modeling tools; includes display options, profile tools, and layer controls.

Script Terminal

Runs various scripts in a terminal window.

Smart Objects Editor

Creates and manages smart objects, which can interact with other objects according to complex rules.

Substance Editor

Imports substance .sbsar files, edits material properties, and exports them as textures.

Terrain Editor (p. 977)

Generates terrain and sculpts terrain elements in your level.

Terrain Texture Layers (p. 982)

Creates and paints terrain texture layers in your level.

Time of Day Editor (p. 1003)

Creates and manages day–night cycles and other dynamic sky effects.

Track View editor (p. 337)

Creates and manages cinematic scenes and sequences; consists of the Track Editor and Curves Editor.

UI Editor (p. 1350)

Creates, manages, and simulates user interface elements for your game, such as menus and heads-up displays (HUD).

Universal Remote Console (p. 1629)

Used to connect to a remote instance of Lumberyard running on mobile devices.

Lumberyard Asset File Types

The following tables list the various asset data file types supported or used in Lumberyard.

In addition, Lumberyard supports the .xml file format that is used for various purposes as well as the following image file formats:

- .tif
- .png
- .jpg
- .tga
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Lumberyard Asset File Types

- `.bmp`
- `.pgm`
- `.raw`
- `.rl6`

3D Art Asset File Types

The following file formats are used for static geometry.

<table>
<thead>
<tr>
<th>File Type</th>
<th>Where Created</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.cfg (Static Geometry File)</td>
<td>DCC tool</td>
<td>Contains static geometry data, such as grouped triangles, tangent spaces, vertex colors, physics data, and spherical harmonics data.</td>
</tr>
<tr>
<td>*.chr (Character Asset File)</td>
<td>DCC tool</td>
<td>The base character used for animations.</td>
</tr>
<tr>
<td>*.cdf (Character Definition File)</td>
<td>Lumberyard</td>
<td>Defines the base character and associated attachments. This file is created using Geppetto and contains a reference to the *.chr file.</td>
</tr>
<tr>
<td>*skin (Character Skinned Render Mesh)</td>
<td>DCC tool</td>
<td>Contains skinned character data, including the mesh, vertex weighting, vertex colors, and morph targets.</td>
</tr>
<tr>
<td>*.fbx (Filmbox File)</td>
<td>DCC Tool</td>
<td>Contains mesh, material, camera, and animation data. Provides interoperability between DCC tools.</td>
</tr>
<tr>
<td>*.scenesettings (Scene Settings File)</td>
<td>Lumberyard</td>
<td>Contains configuration and rules settings from an *.fbx file.</td>
</tr>
<tr>
<td>*.abc (Alembic Cache File)</td>
<td>DCC tool</td>
<td>Contains non-procedural, application-independent set of baked geometric data such as baked meshes and their materials.</td>
</tr>
<tr>
<td>*.cax (CAD/CAE Exchange File)</td>
<td>Lumberyard</td>
<td>Contains compressed game assets read from the *.abc file and streamed in-game on demand from disk.</td>
</tr>
<tr>
<td>*.trb (Terrain Block File)</td>
<td>Lumberyard</td>
<td>Contains terrain data and associated level objects such as water and vegetation.</td>
</tr>
</tbody>
</table>

Material and Texture File Types

<table>
<thead>
<tr>
<th>File Type</th>
<th>Where Created</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.mtl (Material File)</td>
<td>DCC Tool</td>
<td></td>
</tr>
<tr>
<td>*.dds (DirectDraw Surface)</td>
<td>DCC tool</td>
<td>Contains compressed source texture files.</td>
</tr>
<tr>
<td>*.sbsar (Substance Files)</td>
<td>Allegorithmic Substance Designer</td>
<td>Contains procedural materials.</td>
</tr>
</tbody>
</table>

Animation File Types
For more information on these file types, see Character Animation Files (p. 281).

<table>
<thead>
<tr>
<th>File Type</th>
<th>Where Created</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.adb (Animation Database</td>
<td>Lumberyard</td>
<td>Used by the Mannequin system to store fragments and transitions. This is typically referred to from the character Lua file and other systems such the hit death reaction system.</td>
</tr>
<tr>
<td>File)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>*.i_caf (Intermediate</td>
<td>DCC tool</td>
<td>Contains the animated bone data for one or more characters in uncompressed format.</td>
</tr>
<tr>
<td>Character Animation File)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>*.animsettings (Animation</td>
<td>Lumberyard</td>
<td>Contains per-animation compression settings. This is a sidecar file that is stored next to the .i_caf file and describes how it should be compiled by the Asset Pipeline.</td>
</tr>
<tr>
<td>Settings File)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>*.animevents (Animation</td>
<td>Lumberyard</td>
<td>Stores a list of assets with timed event markups. Geppetto is used to create this file, which gets mapped to the .chrparams file.</td>
</tr>
<tr>
<td>Events Database)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>*.bspace (Blend Space File)</td>
<td>Lumberyard</td>
<td>Define how multiple animation assets are blended together. Blend spaces are parameterized at runtime with movement parameters such as movement speed, movement direction, turning angle, or slope.</td>
</tr>
<tr>
<td>*.dba (Animation Database)</td>
<td>Lumberyard</td>
<td>Contains multiple compressed .caf animation files that are streamed in and out of the game together. Created by the Resource Compiler and defined in the .chrparams file.</td>
</tr>
<tr>
<td>*.grp (Group Files)</td>
<td>DCC Tool</td>
<td>Exported animation sequences used for Track View sequences.</td>
</tr>
</tbody>
</table>

Audio Asset File Types

<table>
<thead>
<tr>
<th>File Type</th>
<th>Where Created</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*.bnk (Soundbank File)</td>
<td>Audiokinetic</td>
<td>Contains compiled sound data and metadata.</td>
</tr>
<tr>
<td></td>
<td>Wwise</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Wwise</td>
<td></td>
</tr>
</tbody>
</table>
Setting Up Lumberyard

Lumberyard supports the following platforms: PC, Xbox One, PlayStation 4, Android, iOS, and OS X. In order to develop games for the Xbox One or PlayStation 4, you must pass Microsoft and Sony's screening process, respectively. For information about console support, see Developing Games for Xbox One and Become a Registered Developer [for PlayStation]. For information about developing for mobile devices, see Mobile Support (p. 1030). For information about developing for macOS, see macOS Support (p. 1079).

Topics
• System Requirements (p. 11)
• Downloading Lumberyard (p. 12)
• Upgrading Lumberyard (p. 13)
• Files to Exclude When Upgrading Lumberyard (p. 15)
• Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16)
• Enabling a Firewall (p. 22)
• Using the Perforce Plugin with Lumberyard (p. 23)

System Requirements

Lumberyard requires the following hardware and software:
• Windows 7 64-bit
• 3GHz minimum quad-core processor
• 8 GB RAM minimum
• 2 GB minimum DX11 or later compatible video card
• Nvidia driver version 368.81 or AMD driver version 16.15.2211 graphics card
• 60 GB minimum of free disk space
• One or both of the following: (required to compile Lumberyard Editor and tools)
  • Visual Studio 2013 Update 4 or later
  • Visual Studio 2015 Update 3 or later
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Downloading Lumberyard

**Note**
By default, the Visual Studio 2015 installation does not include C++ as an installed language. In order to build, you must select C++, its child options, and MFC during the Visual Studio 2015 installation. To verify your current installation, click Control Panel, Programs and Features, Microsoft Visual Studio 2015. Next, select Modify to view or add C++ and MFC support.

- **Visual C++ Redistributable Packages for Visual Studio 2013**

  If you do not already have Visual C++ Redistributable Packages for Visual Studio 2013 installed, do one of the following:
  - After you have installed Lumberyard, run the installer from the following location:\dev\Tools\Redistributables\Visual Studio 2013
  - Download and run the installer directly from Microsoft: Visual C++ Redistributable Packages for Visual Studio 2013

For information about installing third-party software and SDKs, see Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16).

## Downloading Lumberyard

This topic includes information about downloading Lumberyard using the Lumberyard Installer, and links to more information about installing required third-party software. Upon completing the installation process, you will be able to use Lumberyard, Lumberyard Editor, and other engine tools.

**Note**
Be sure you have the hardware and software required to use Lumberyard. For information, see System Requirements (p. 11).

The Lumberyard directory includes the following folders and files:

- **dev**
  - _WAF_ – Waf build system files
  - Bin64 – Binaries directory and configuration files for the resource compiler
  - Bin64vc120 – Binaries directory and configuration files for Visual Studio 2013
  - Bin64vc140 – Binaries directory and configuration files for Visual Studio 2015
  - Code – Source files directory and solution files
  - Editor – Editor assets
  - Engine – Engine assets
  - FeatureTests – Collection of levels to test certain features
  - Gems – Optional systems and assets
  - MultiplayerProject – Multiplayer sample project
  - MultiplayerSample – Multiplayer sample project that demonstrates how to build a multiplayer game with the new component entity system
  - ProjectTemplates – Configuration files, libraries, and scripts for the empty template
  - SamplesProject – Sample project
  - Tools – Third-party tools and plugins
  - 3rdParty
  - Third-party software required to use or compile Lumberyard
- **docs**
  - Release Notes
Using the Lumberyard Installer to Download Lumberyard

The Lumberyard Installer provides a simpler way for you to download and install Lumberyard. After you specify the installation location, the Lumberyard Installer extracts the Lumberyard files and adds shortcuts for the Lumberyard Setup Assistant, Project Configurator, and Lumberyard Editor on your desktop and in the Start menu. The installer also allows you to resume an interrupted download. An internet connection is required.

If you have an existing Lumberyard project, we recommend installing the latest version of Lumberyard in a new directory. For information, see Upgrading Lumberyard (p. 13).

Note
If you encounter errors during file extraction about AssetProcessor.exe, AssetProcessor_temp.exe, or CrySystem.dll, check whether your antivirus software is placing these files in quarantine and, if possible, grant exceptions for the affected files.

To download Lumberyard using the installer

1. On the Lumberyard Downloads page, under Amazon Lumberyard, click Download Lumberyard.
2. Run the Lumberyard Installer executable.
3. On the Welcome page, click Install to install to the default location.
   
   Note
   You can change the installation location by clicking Options and specifying a location other than the default (C drive).
4. Follow the instructions onscreen to complete your installation.
5. On the Installation Successfully Completed page, click Launch to install required third-party software and SDKs using Lumberyard Setup Assistant. For information, see Running Lumberyard Setup Assistant (p. 17).

Upgrading Lumberyard

If you have an existing version of Lumberyard installed on your computer, you have several options for upgrading:

- Upgrade Lumberyard with an existing version in source control
- Upgrade Lumberyard without an existing version in source control
- Upgrade Lumberyard without source control

We recommend using source control, which allows relationships to be created between the installed versions of Lumberyard and the changes you make to your projects, among other benefits like revision history.

Note
When choosing a source control solution, keep in mind that Lumberyard provides plugins and tools for working with Perforce.

To set up Lumberyard in source control

1. Download and install Lumberyard. For information, see Downloading Lumberyard (p. 12).
2. Check into source control a pristine, unmodified version of Lumberyard. For information about file types to ignore, see *Files to Exclude When Upgrading Lumberyard* (p. 15). For information about the Lumberyard directory structure, see *Downloading Lumberyard* (p. 12).

3. In source control, create a new branch off the pristine Lumberyard branch to use for development.

4. Make changes to the new development branch only.

**Upgrading Lumberyard with an Existing Version in Source Control**

Before you begin upgrading, check into source control the previous pristine version of Lumberyard.

**To upgrade Lumberyard with an existing version in source control**

1. In Windows Explorer, locate the directory where you installed the previous pristine version of Lumberyard. Delete the contents of this directory to remove the files from source control.

2. Download and install the new version of Lumberyard to the empty directory. Ensure the directory structure is identical to the previous version.

3. Using source control, reconcile the files in the directory with the files in the pristine Lumberyard branch. For example, if you use Perforce, click *Actions, Reconcile Offline Work*.

4. Build and test the reconciled version locally to ensure it works.

5. Submit the reconciled version to the pristine Lumberyard branch as the new version of Lumberyard.

6. Integrate the updated, pristine Lumberyard branch into your development branch.

**Upgrading Lumberyard without an Existing Version in Source Control**

Follow these steps to prepare your source control to upgrade Lumberyard.

**To upgrade Lumberyard without an existing version in source control**

1. Check into source control the pristine version of Lumberyard that you used to create your game project.

2. Create a new branch off the pristine Lumberyard branch to use for development.

3. In Windows Explorer, locate the directory for the new development branch and delete the contents.

4. Copy the files from your existing game project to the empty directory.

5. Using source control, reconcile the files in the development branch directory with the files in source control. Accept your changes.

6. Follow the steps in *Upgrading Lumberyard with an Existing Version in Source Control* (p. 14).

**Upgrading Lumberyard without Source Control**

You can upgrade Lumberyard without using source control; however, we do not recommend this method.

**To upgrade Lumberyard without source control**

1. Download and install the latest version of Lumberyard to a location that will not overwrite any previous versions. For information, see *Downloading Lumberyard* (p. 12).

2. Use Lumberyard Setup Assistant to install the third-party software and SDKs required to run Lumberyard. For information, see *Running Lumberyard Setup Assistant* (p. 17).
3. Configure and compile the Samples Project to test your build environment.

**Upgrading Your Game Projects**

Once you have upgraded Lumberyard, you can upgrade each of your game projects.

**To upgrade your game project**

1. Copy your project's code (located in the \dev\Code\[project name] directory) and game folder (located in the \dev\[project name] directory) to the new Lumberyard directory.
2. Create a project.json file for your project with the following:

   ```json
   {
     "project_name": "[project name]",
     "product_name": "[project name]",
     "executable_name": "[project name]Launcher",
     "code_folder": "Code/[project name]",
     "modules": ["[project name]"
   }
   ``

   Replace all instances of [project name] with your project's name.

   For example, if your project was called MyProject, the project.json file would include the following:

   ```json
   {
     "project_name": "MyProject",
     "product_name": "MyProject",
     "executable_name": "MyProjectLauncher",
     "code_folder": "Code/MyProject",
     "modules": ["MyProject"
   }
   ``

3. Save the project.json file in the \dev\[project name] directory.
4. Run the Project Configurator (located in the \dev\Bin64 directory) and set your game project as the default project. Close the Project Configurator when done.
5. Edit the wscript file (located in the \dev\code\[project name]Game directory) to ensure the includes under #Common appear as follows:

   ```ini
   #==============================
   # Common
   #==============================
   includes = [ ",
   bld.Path('Code/CryEngine/CryCommon'),
   bld.Path('Code/CryEngine/CryAction')],
   ```

6. In a command line window, locate the new dev folder and run one of the following:

   - If you are using Visual Studio 2013: `lmbr_waf build_win_x64_vs2013_profile -p all`
   - If you are using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_profile -p all`

**Files to Exclude When Upgrading Lumberyard**

When adding Lumberyard to source control, there are various files that you should exclude because they are generated, temporary, or developer-specific.
File types and folders in the entire repository to exclude

- *.ilk
- *.suo
- *.user
- *.o
- *.temp
- *.bootstrap.digests
- *.log
- *.exp
- *.vsssettings
- *.exportlog
- *.mayaSwatches
- *.ma.swatches
- *.dds
- *.bak
- *.bak2
- *.options
- *.pyc
- *.db
- Solutions
- BinTemp
- Cache

File types and folders in the `\dev\Code` directory to exclude

- SDKs

File types and folders in each game folder (SamplesProject, MultiplayerProject, etc.) to exclude

- Compiled assets
  - *.dds
  - *.caf
  - *.$animsettings
- Editor backup files – *.bak*
- Pak files that are exported from level files in the editor – *.pak

Using Lumberyard Setup Assistant to Set Up Your Development Environment

Use the Lumberyard Setup Assistant application to validate that you have installed the third-party software required to run Lumberyard.

Lumberyard Setup Assistant offers the following benefits:

- Ensures you have the required runtime software installed
• Ensures you have the required SDKs located in the source tree
• Provides plugins for certain programs detected
• Validates registry settings, paths, and libraries

You should run this application periodically and after you make any changes to your environment, to validate and repair settings and paths. You can also customize the application with a configuration file to easily integrate your specific directory structure.

Prerequisites

Lumberyard Setup Assistant is supported on the Windows operating system.

To use Lumberyard Setup Assistant, you need Visual Studio 2013 or Visual Studio 2015 runtime. If you do not already have Visual Studio runtime installed, download and install the runtime directly from Microsoft.

Topics

• Running Lumberyard Setup Assistant (p. 17)
• Using Lumberyard Setup Assistant Batch (p. 18)
• Customizing Lumberyard Setup Assistant (p. 20)

Running Lumberyard Setup Assistant

Before you run Lumberyard Setup Assistant, verify that 3rdParty.txt appears in the \3rdParty directory and that engineroot.txt appears in the \dev directory. These files are required for Lumberyard Setup Assistant to properly detect third-party software and SDKs.

To use Lumberyard Setup Assistant

1. Do one of the following:
   • Double-click the Setup Assistant desktop shortcut.
   • Click Setup Assistant in the Start menu.
   • Open the directory where you extracted Lumberyard and run SetupAssistant.bat.

2. In the Custom Install box, click Customize.

3. Verify that the engine root path is correct.

4. On the Get started page, select what you want to do:
   • Run your game project
   • Run the Lumberyard Editor and tools – Use Lumberyard Editor to create a game.
   • Compile the game code* – Compile the game code to include any changes you have made.
   • Compile the engine and asset pipeline* – Compile the engine code and asset pipeline to include any changes you have made.
   • Compile the Lumberyard Editor and tools* – Compile Lumberyard tools to include any changes you have made.
   • Compile for Android devices*
   • Setup for Linux Dedicated Server*

*If you select any of the starred options, you may later see new dependencies in the Install software and Required SDKs pages. If so, follow the instructions to obtain each software and third-party SDK that you do not yet have installed.

To create new capabilities and enable and disable these capabilities in a command line environment, use Lmbr.exe (p. 1026).

   **Note**
   By default, the Visual Studio 2015 installation does not include C++ as an installed language. In order to build, you must select C++, its child options, and MFC during the Visual Studio 2015 installation. To verify your current installation, click **Control Panel, Programs and Features**, **Microsoft Visual Studio 2015**. Next, select **Modify** to view or add C++ and MFC support.

6. Click **Next**.
7. Follow the instructions on each page.
8. When you have all the required software and SDKs installed for your implementation, click **Configure project** or **Launch Editor**. For more information about configuring your project, see Using the Project Configurator (p. 24).
9. Log in to your existing Amazon account or create a new account to access the editor.

### Using Lumberyard Setup Assistant Batch

The command line version of Lumberyard Setup Assistant is useful for server and build administrators and developers who would like to create a batch file to run the same configuration on multiple machines.

The command line version of Lumberyard Setup Assistant is provided in the **\dev\Tools\LmbrSetup\Win** directory as an executable file called **SetupAssistantBatch.exe**.

You can also use **Lmbr.exe** (p. 1026) to create new capabilities, enable and disable capabilities, and to modify your projects and gems.

**To use Lumberyard Setup Assistant Batch**

1. Open a command prompt.
2. Change the directory to where you extracted Lumberyard.
   
   **Example:** `cd D:\lumberyard-build\dev\Tools\LmbrSetup\Win`
3. Run the **SetupAssistantBatch.exe**.
Example: D:\lumberyard-build\dev\Tools\LmbrSetup\Win\SetupAssistantBatch.exe

4. Modify as needed. See the commands list below.

Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>--help</td>
<td>Lists all commands and descriptions</td>
</tr>
<tr>
<td>--3rdpartypath</td>
<td>Sets the third-party directory to the specified parameter</td>
</tr>
<tr>
<td>--sdkpath</td>
<td>Sets the location of the Lumberyard SDK to the specified parameter</td>
</tr>
<tr>
<td></td>
<td><strong>Note</strong></td>
</tr>
<tr>
<td></td>
<td>This command expects a root where Lumberyardroot.txt is located.</td>
</tr>
<tr>
<td>--disablecapability</td>
<td>Disables the specified tasks (capabilities):</td>
</tr>
<tr>
<td></td>
<td>• Run your game project</td>
</tr>
<tr>
<td></td>
<td>• Run the Lumberyard Editor and tools</td>
</tr>
<tr>
<td></td>
<td>• Compile the game code</td>
</tr>
<tr>
<td></td>
<td>• Compile the engine and asset pipeline</td>
</tr>
<tr>
<td></td>
<td>• Compile the Lumberyard Editor and tools</td>
</tr>
<tr>
<td></td>
<td>• Compile for Android devices</td>
</tr>
<tr>
<td></td>
<td>• Compile for iOS devices</td>
</tr>
<tr>
<td></td>
<td><strong>Note</strong></td>
</tr>
<tr>
<td></td>
<td>Tasks are disabled by default.</td>
</tr>
<tr>
<td>--enablecapability</td>
<td>Enables the specified tasks:</td>
</tr>
<tr>
<td></td>
<td>• Run your game project</td>
</tr>
<tr>
<td></td>
<td>• Run the Lumberyard Editor and tools</td>
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<td></td>
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<td></td>
<td>• Compile for Android devices</td>
</tr>
<tr>
<td></td>
<td>• Compile for iOS devices</td>
</tr>
<tr>
<td>--all</td>
<td>Enables all tasks</td>
</tr>
<tr>
<td>--none</td>
<td>Disables all tasks</td>
</tr>
<tr>
<td>--no-modify-environment</td>
<td>Prevents Lumberyard Setup Assistant from changing your environment variables</td>
</tr>
</tbody>
</table>

Examples

The following example sets the paths, clear all selected tasks, and set the selected task as "Run game":

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Customizing Lumberyard Setup Assistant

```bash
setupassistantbatch.exe --3rdpartypath "d:\myLumberyard\3rdParty" --sdkpath "d:\myLumberyard\dev" --none --enablecapability rungame
```

If the command runs smoothly, the exit code for this program is 0.

The following example disables all tasks (capabilities) and enable only the compilation tasks. This is common for hosting a build server:

```bash
setupassistantbatch.exe --none --enablecapability compilegame --enablecapability compileLumberyard --enablecapability compilesandbox
```

Customizing Lumberyard Setup Assistant

The \dev\Bin64 directory includes an external configuration file called SetupAssistantConfig.json. You can use the JSON file to customize Lumberyard Setup Assistant for your project. The settings in this file are prioritized above internal default settings.

Refer to the SetupAssistantConfig.json example file for example configuration data. You can copy and paste this information into your JSON file.

After you finish making your changes to the JSON file, run the SetupAssistantBatch.exe in a command line. This helps validate your changes for any syntax errors, for example a missing comma.

Enabling and Disabling Features

Based on your project requirements, you can enable or disable certain software and SDKs. The SetupAssistantConfig.ini file includes a list of commented code. Uncomment the lines to disable a specific feature.

```ini
; just uncomment the SDKs you want to disable
; By default every SDK, software, and third-party plugin is enabled
[DisabledSDKS]
; boost="disabled"
; python="disabled"
; maya2013="disabled"
; maya2014="disabled"
; maya2015="disabled"
; max2015="disabled"
; photoshop="disabled"
; mysql="disabled"
```

Adding New Third-Party SDKs

In addition to enabling or disabling certain software and SDKs, you can edit the SetupAssistantConfig.json file to add new, third-party SDKs to your project configuration.

When you add third-party SDKs to the SetupAssistantConfig.json file, which is loaded after the internal configuration file, the JSON file removes and replaces entries in the internal configuration. This allows you to customize your project configuration without having to recompile.

To add new tasks (capabilities)

- In the SetupAssistantConfig.json file, add the task(s) to the Capabilities section. Update the SDKs to include the appropriate tags.
To remove existing SDKs

- In the SetupAssistantConfig.json file, create a remove entry with the same identifier.

**Note**
When you specify the destination of your code directory, you can use \$CODEFOLDERNAME\$ or specify the actual name. The code directory is the location where SDKs are expected and is relative to the SDK root. For example, you can change CodeFolderName to myGame/A/b/c.

**SDK Fields**

You may need to provide information for the following SDK fields.

**identifier**
Identifier that is not localized and can be used later to refer to the SDK. Must be one word and use only lowercase letters.

**remove**
Eliminates an existing entry if set to true. The remove and identifier fields are required to remove an entry.

**name**
Name of SDK; internal SDKs use identifierName, which is localized. Custom SDKs can use any name without any language restrictions.

**description**
Brief description of SDK; internal SDKs use identifierDescriptionSummary, which is localized. Custom SDKs can use any description. UTF-8 is supported.

**detailedInstructions**
(Optional) Detailed instructions to obtain the SDK.

**tags**
Tags to which the SDK applies. For example, if you need the SDK to run the game, you would add the rungame tag.

**symlinks**
List of symlink dictionaries for all junctions (symbolic links) to establish between the 3rdParty directory and the code base. Each symlink uses the following form:
- source – Source directory, relative to the 3rdParty directory
- destination – Destination directory, relative to the SDK root
- exampleFile – File that should be located in both the source and destination folders, to validate the link is established

**Configuring Advanced Settings**

The SetupAssistantConfig.json file has the following configuration settings in the root element (dictionary):

**CodeFolderName**
Location of the code directory, relative to LumberyardRoot.txt. You can specify relative paths such as .. and ../.. (use forward slash marks) or relative paths with multiple components such as code/mycode/stuff.
**ToolsFolderName**

Location of the tools directory, relative to the Lumberyardroot.txt file. The default directory is Tools, but you can specify relative folders such as ../tools.

**RememberLumberyardRootFolder**

Saves the Lumberyard root that the user browsed between sessions if set to true. Autodetects the Lumberyard root based on the executable location if set to false. The default value is false.

**Remember3rdPartyFolder**

Saves the third-party directory that the user browsed between sessions if set to true. Autodetects the third-party directory based on the executable location if set to false. The default value is false.

### Customizing the Maya Environment

The Tools\Maya\Plugins directory includes the Lumberyard Maya plugin, and the Tools\Maya\script directory includes the MEL and Python scripts. To enable the Maya plugin functionality, Lumberyard Setup Assistant modifies your Maya.ENV to add the required variables to your Maya configuration.

If you use your own Maya tools in addition to the exporter and pipeline tools that Lumberyard provides, you can use the SetupAssistantConfig.json file to add your project-specific paths to the Maya ENV. Update the Maya paths in the MayaEnvironments tag in the JSON file.

Refer to the SetupAssistantConfig.json example file for example configuration data.

In the following example, $TOOLSFOLDER$ is a macro that is substituted with the appropriate tools directory; however, you can also use relative paths, relative to the game project’s root directory that includes Lumberyardroot.txt:

```
"MayaEnvironments" : 
  [ 
    { 
      "comment" : "an example entry showing how you can add a path to MAYA_PLUG_IN_PATH in maya.env",
      "identifier" : "MAYA_PLUG_IN_PATH",
      "paths" : ["$TOOLSFOLDER$/maya/plugins"]
    }, 
    { 
      "comment" : "an example entry showing how you can add paths to MAYA_SCRIPT_PATH in maya.env",
      "identifier" : "MAYA_SCRIPT_PATH",
      "paths" : ["%DHTECH_SCRIPT_PATH%\%DHTECH_GAME_PATH%", "%DHTECH_SCRIPT_PATH%\animation"]
    }
  ],
```

### Updating the Code or Tools Location

If your project requires moving the Lumberyard code or tools directory so that it’s no longer located in a subfolder called Code or Tools relative to the Lumberyard root, you can edit the SetupAssistantConfig.json file to update the location of the directory. Ensure the updated directory includes the Lumberyardroot.txt file.

### Enabling a Firewall

You can help protect your environment by enabling the firewall settings on all computers running the Asset Processor or Lumberyard Editor to do the following:
Excluding external connections:
- Exclude external connections to ports 4600, 9432, 9433, and 45643 from untrusted IP addresses.
- Exclude connections from every address except 127.0.0.1.
- If you have multiple computers that work together (e.g., a PC and a Mac), you must allow connections to ports 4600, 9432, 9433, and 45643 from the IP addresses for these computers, but exclude all other connections.

Refer to the documentation for your operating system for how to manage your firewall settings.

**Using the Perforce Plugin with Lumberyard**

Lumberyard integrates with Perforce as a source control solution. The engine uses the `p4 set` command to configure settings, and the Perforce visual client (P4V) to selectively sync and submit changed assets.

You can use the **Perforce Settings** dialog box to configure how Lumberyard connects to Perforce. The following settings are cached and populated when the dialog box opens:

- **Server** (`P4PORT`)
- **User** (`P4USER`)
- **Workspace** (`P4CLIENT`)
- **Charset** (`P4CHARSET`)

**Note**

`P4_<P4PORT>_CHARSET` is also cached. This value is used if it matches your current `P4PORT` value; otherwise, the value for `P4CHARSET` is used. For example, if `P4PORT` is set to `my.perforce.server.com:1666`, the value `P4_my.perforce.server.com:1666` would be used.

Certain values may not be modifiable if your Perforce connection settings are configured using a method that overrides the `p4 set` command. The following connection methods may override the ability to modify a setting:

- **Config** – A configuration file overrides this connection setting. If detected, the path to the configuration file is displayed. If undetected, you can check the setting for `P4CONFIG`.
- **Environment** – Your system environment overrides this connection setting. You can check your system's control panel to remove these overrides.

**To use the Perforce plugin menu**

1. In Lumberyard Editor, click the P4 icon in the bottom toolbar.
   **Note**
   Hover over the icon to display the connection status.
2. In the drop-down menu, you can do the following:
   - Click **Enable** or **Disable** to toggle the plugin. The **Enable** setting allows you to work online. The **Disable** setting forces you to work offline.
     **Note**
     Changes are not tracked in offline mode. If you work offline, you must manually reconcile your work when you reconnect to Perforce.
   - Click **Settings** to view or modify your Perforce settings.

To restore default settings, click **Reset** for each value. When finished, click **OK** to apply your changes.
Using the Project Configurator

The Project Configurator is in preview release and is subject to change.

The Project Configurator is a standalone application that allows you to specify to the Waf build system which game projects and assets (Gems (p. 895)) to include in a game build. With it, you can create new projects, save active projects, configure advanced settings, and enable, disable, or create new Gems (p. 895). You can also use Lmbr.exe (p. 1026) to perform these functions in a command line environment.

For information about Waf build system, see Waf Build System (p. 1577). For information about Gems, see Gems (p. 895).

Note
Before you can run the Project Configurator, you must first run Lumberyard Setup Assistant and close Lumberyard Editor.

Topics
- Creating and Launching Game Projects (p. 25)
- Configuring Advanced Settings (p. 26)
- How the Project Configurator Works (p. 30)
- Troubleshooting (p. 31)
Creating and Launching Game Projects

The Project Configurator is in preview release and is subject to change.

You can create a project using either the Project Configurator or from a command line. After creating a project, you must run `lmbr_waf configure` from a command line and build the project before opening the project in Lumberyard Editor.

To create a game project using Project Configurator

1. Open Project Configurator by doing one of the following:
   - Open Lumberyard Setup Assistant. On the Summary page, click Configure project.
   - Go to `engine_root\dev\Tools\LmbrSetup\Win\` and then open ProjectConfigurator.
2. Click Create new.
   
   **Note**
   
   If Create new is disabled, re-open Lumberyard Setup Assistant and select Compile the game code.

3. Enter a name and click Create project. Only alphanumeric characters are allowed. Do not use special characters or whitespaces in the name.
4. Select the new project and click Set as default to make it the default project that Lumberyard Editor loads.
5. In a command line window, change directory to `engine_root\dev\`. Type `lmbr_waf configure` to configure Lumberyard correctly.
6. Build the game project. For information, see Game Builds (p. 1624).

To create a game project using the command line (using `Lmbr.exe` (p. 1026))

1. Open a command line and go to `engine_root\dev\Tools\LmbrSetup\Win\`
2. Type `lmbr projects create MyNewProject`.
   
   **Tip**
   
   To list all possible commands that you can use with lmbr, type lmbr.
3. To set your newly created project as the default or active project, type `lmbr projects set-active MyNewProject`. 
4. To configure Lumberyard to run this project, go to `engine_root\dev\`, and then type `lmbr_waf configure`.

5. Build the game project. For information, see Game Builds (p. 1624).

To launch an existing game project

1. Open Project Configurator by doing one of the following:
   - Open Lumberyard Setup Assistant. On the Summary page, click Configure project.
   - Go to `engine_root\dev\Tools\LmbrSetup\Win\`, and then open ProjectConfigurator.

2. Select a project and choose Set as default to make it the default project that Lumberyard Editor loads.

3. In a command line window, change directory to `engine_root\dev\`. Type `lmbr_waf configure` to configure Lumberyard correctly.

4. Build the game project. For information, see Game Builds (p. 1624).

5. Open Lumberyard Editor by doing one of the following:
   - Open Lumberyard Setup Assistant. On the Summary page, click Launch editor.
   - Open Editor.exe from one of the following directories:
     - `engine_root\dev\Bin64vc120` — If you are using Visual Studio 2013
     - `engine_root\dev\Bin64vc140` — If you are using Visual Studio 2015

At this point, your project is configured and you can launch the Lumberyard Editor, process assets, and build the project as needed. For information, see Game Builds (p. 1624).

Configuring Advanced Settings

To configure advanced settings for your selected project, click Advanced Settings in the Project Configurator.
Upon launch, the **System Entity Editor** detects any required system components that are missing and adds them. **System Entity Editor** displays a dialog that lists all of the components that it added to your project.

The **System Entity Editor** interface has the following tabs:

- **System Entity**
- **Memory Settings**

**System Entity Editor**

A single entity, shown in the following picture as `SystemEntity`, makes up the core of every Lumberyard application. This entity's components, known as system components, power major systems within Lumberyard. Using the **System Entity Editor**, developers can customize the project's components and configuration settings.
System Entity Editor (PREVIEW)

Project: MultiplayerSample
Configuration: Game

System Entity

ID: 17575073886869618814
Name: SystemEntity

Add Component

Input System

- Gamepads: 1
- Keyboard
- Motion
- Mouse
- Touch
- Virtual Keyboard
- Initial Mouse System Cursor: Constrained and hidden
- Initially Enabled Motion Chat elements

Memory System

- Pool allocator
- Thread pool allocator

User Settings

- ProviderId: Global

Streamer System

- Max Open Limited Streams: 64
- Data cache block size: 32768
- Number of cache blocks: 4
- Device thread CPU id: -1
- Device thread priority: -100000
- Device thread sleep: -1

Job Manager

- Worker threads: 0
- CPU ID: -1

Asset Database

Asset Catalog

Save  Cancel
To add a system component, click **Add Component**.

**Memory Settings**

Click the **Memory Settings** tab to configure and manage your project's memory settings.
How the Project Configurator Works

The Project Configurator is in preview release and is subject to change.

Understanding the inner workings of Lumberyard's Project Configurator may help you to troubleshoot and debug your projects.

The following describes what Project Configurator is doing when you perform certain actions.
Set Default (Active) Project

When you set the default or active project, Project Configurator modifies the following files with the following information:

\dev\bootstrap.cfg

- The property `sys_game_folder` specifies the project that the editor and PC launcher attempts to load.

\dev\WAF\user_settings.options

- The property `enabled_game_projects` is a comma-separated list of one or more projects to include in a build.

Create a New Project

When you create a new project in Project Configurator, several things happen:

- `EmptyTemplate` is used to create a new project. This template is located in `dev/ProjectTemplates/EmptyTemplate`.
- The contents of `/dev/ProjectTemplates/EmptyTemplate/code/EmptyTemplate` are copied to `/dev/code/NewProjectName`.
- The contents of `/dev/ProjectTemplates/EmptyTemplate/EmptyTemplate` are copied to `/dev/NewProjectName`.
- `EmptyTemplate` is replaced in both new locations with the name of your new project, including file names and file contents.

Enable or Disable Gems

When you use Project Configurator to enable or disable a gem in a project, Project Configurator updates the list of enabled gems that is maintained in `dev\Project_Asset_Folder\gems.json`.

- Disabling a gem removes that gem name from the list in `gems.json`.
- Enabling a gem adds that gem name to the list in `gems.json`.

Create a New Gem

When you use Project Configurator to create a new gem, the following takes place:

- The content of the gem template (which is part of Project Configurator resources and is not directly accessible) is copied into `\dev\Gems\Gem_Name`.
- Strings with the gem name in the copied content are substituted with your gem's name to make it a valid gem.

Troubleshooting

The Project Configurator is in preview release and is subject to change.
Review the following if you experience issues when using the Project Configurator.

**Perforce integration**

If you have enabled Perforce integration with the tooling, then the Project Configurator automatically checks the following files out of Perforce. If not, then update the read only flag manually:

- `project_asset_folder\gems.json`
- `project_asset_folder\game.cfg`
- `engine_root_folder\bootstrap.cfg`
- `engine_root_folder\dev\game_project_folder\project.json`

**Cannot create a new project**

Make sure that the `engine_root_folder\dev\game_project_folder\project.json` file is editable.

Ensure that the name entered is valid and does not contain special characters or whitespaces.

**Cannot enable or disable a gem**

Make sure that the `project_asset_folder\gems.json` file is editable before trying to save changes made to gems being enabled or disabled.

**New project or gem does not appear in Visual Studio**

Make sure that you have run `lmbr_waf configure` from a command line, which regenerates the Visual Studio solution to include the new project or gem.

If the project or gem still does not show up in Visual Studio, ensure that the `enabled_game_projects` field in the `engine_root_folder\dev\WAF\user_settings.options` file is set to the name of your project.

**Wrong project gets loaded in Lumberyard Editor**

Ensure that the `engine_root_folder\dev\bootstrap.cfg` is editable. Then, open the Project Configurator, select the project to open, and choose **Set as default**.
Also ensure that the `sys_game_folder` field in the `engine_root_folder\dev\bootstrap.cfg` file is set to the name of your project.
Migrating Lumberyard Projects

If you are upgrading your projects to a newer version of Lumberyard, use the following guides to ensure the proper migration of earlier Lumberyard projects and components.

Topics
• Lumberyard 1.9 (p. 34)
• Lumberyard 1.8 (p. 36)
• Lumberyard 1.7 (p. 44)
• Lumberyard 1.6 (p. 47)
• Lumberyard 1.5 (p. 50)

Lumberyard 1.9

Lumberyard 1.9 includes an upgrade script that helps you to change the version of the AWS Native SDK that you use.

AWS Native SDK Upgrade Script

To help automate the process of downloading and installing .zip files from the AWS SDK for C++ prebuild site, you can run an upgrade script. The script downloads files from the prebuild site and adds them to your 3rdParty directory. By default, the script installs prebuilds of all platforms and services that are included with Lumberyard.

You can use the script to do the following:
• Change the version of the AWSNativeSDK that Lumberyard uses.
• Add or remove the list of services available within Lumberyard.

When you change the version or add or remove services, you must also modify the corresponding configuration files SetupAssistantConfig.json, aws_native_sdk_shared.json, and aws_native_sdk_static.json files.
Running the Upgrade Script

The script is located at \Tools\AWSNativeSDK\Upgrader\Upgrade.py. The Python executable file must be in your Windows environment path.

To run the script, type the following syntax:

```
python upgrade.py <version> <optional destination>
```

The following example command specifies SDK version 1.0.74.

```
python upgrade.py 1.0.74 F:\3rdParty\AWS\AWSNativeSDK\1.0.74
```

Parameters

- `<version>` – Specifies the SDK version number. To change the version that Lumberyard uses, you must also change the corresponding version numbers in the `dev\SetupAssistantConfig.json` file. For more information, see Changing Version Numbers (p. 35).

- `<optional destination>` – Specifies the AWS native SDK installation location. The default location is the Lumberyard `3rdParty` directory. If you use a different directory, specify the directory path in this parameter.

Changing Version Numbers

To change SDK versions, you must change the version numbers in the `dev\SetupAssistantConfig.json` file. Modify the locations in the file as indicated in the following example.

```json
{
    "identifier": "AWSNativeSDK",
    "name": "AWSNativeSDKName",
    "version": "1.0.74",  
    "source": "AWS/AWSNativeSDK/1.0.74",  
    "optional": 0,
    "description": "AWSNativeSDKDescriptionSummary",
    "detailedInstructions": "AWSNativeSDKDetailedInstructions",
    "roles": ["compilegame", "compileengine", "compileeditor", "compileios",
              "compileandroid", "setuplinux" ],
    "symlinks": [
        { 
            "source": "AWS/AWSNativeSDK/1.0.74",  
            "optional": 0,  
            "description": "AWSNativeSDKDescriptionSummary",
            "detailedInstructions": "AWSNativeSDKDetailedInstructions",
            "roles": ["compilegame", "compileengine", "compileeditor", "compileios",
                       "compileandroid", "setuplinux" ],
            "symlinks": [
                "source": "AWS/AWSNativeSDK/1.0.74",  
                "optional": 0,  
                "description": "AWSNativeSDKDescriptionSummary",
                "detailedInstructions": "AWSNativeSDKDetailedInstructions",
                "roles": ["compilegame", "compileengine", "compileeditor", "compileios",
                           "compileandroid", "setuplinux" ],
                "symlinks": []
            ]
        ]
    ]
}
```

Customizing Platforms and Services

To customize platforms and services, modify the code in the `Upgrade.py` script.

Customizing Platforms

To customize the list of platforms that you use, modify the `get_platform_list()` call. The following code shows the default platform list.

```python
def get_platform_list():
    platform_list = []
```
Customizing Services

To customize services for all platforms or individual platforms, modify the script as in the following example for Microsoft Visual Studio 2015 in Windows.

```python
def get_windows_library_list():
    return_list = get_default_library_list()

    ## Libraries by customer request
    return_list.append('access-management')
    return_list.append('transfer')

    return return_list

def get_windows_vs2015():
    vs2015 = {}
    vs2015['platform'] = 'windows'
    vs2015['zipfile'] = 'aws-sdk-cpp_x86_64_visual_cpp-14x.zip'
    vs2015['libraries'] = get_windows_library_list()
    vs2015['libextensions'] = ['.dll', '.lib']

    return vs2015
```

To add a service to Windows, add the service to `get_windows_library_list()`. The following example adds the `polly` service to Windows.

```python
return_list.append('polly')
```

Making a Service Accessible to Wscript

To make a service accessible within your `.wscript` files, add the service name to the `dev\WAF\3rdParty\aws_native_sdk_shared.json` and `dev\WAF\3rdParty\aws_native_sdk_static.json` files.

Lumberyard 1.8

In Lumberyard 1.8, the behavior context replaces script context. The behavior context works with serialize context, edit context, and network context to provide rich C++ reflection. Behavior context focuses on the run-time aspects of C++ code and allows you to manipulate C++ code and objects while they are created. All script bindings, including Lua, use this reflection. Reflection is also used to modify objects while in running state (such as animating object properties) and read current properties for component state transitions. You can have multiple behavior contexts that are specialized for different purposes, and you can unreflect the behavior contexts in order to implement reloading. With the introduction of behavior context, you can no longer reflect directly into script context.

After upgrading your projects to Lumberyard 1.8, do the following to migrate your existing projects into the behavior context format:
1. Convert your C++ code from script context to the behavior context.
2. Convert your Lua script syntax.

**Converting C++ Code from Script Context to the Behavior Context**

Script context is still used to manage a Lua VM instance; however, it now binds to a behavior context instance. The behavior context uses the property, method, class, EBus, and attributes primitives. For more information, see Behavior Context in the Lumberyard Developer Guide. You must convert any event buses that expose functionality to Lua using the script context.

**To convert your C++ code from script context to the behavior context**

1. Convert any EBus senders to behavior context handlers.
2. Use the behavior context in your component's `Reflect` method to expose the EBus handlers to Lua.
3. Remove the old `AZ_SCRIPTABLE_EBUS` macro calls.

**Migrating Globals, Classes, and EBus**

You can see all support script attributes in `AZ::Script::Attributes`, for example `Storage`, `MethodOverride`, `ConstructorOverride`, and `Operator`. This section includes examples for certain migrations.

You can use the same method as before in order to implement generic functionality, such as accepting any number and type of arguments. Script context binding to the behavior context provides some automation. For example, if a function signature accepts `ScriptDataContext` as the last parameter, the signature always uses that function. Instead of unpacking the arguments from the script VM, it wraps the arguments in `ScriptDataContext` and allows you to handle the arguments directly.

### Method

Conversion is required for methods if you use class operators or have default values, as in the following example.

```
          "Method description for authors");
behaviorContext.Method("GlobalFunction", &GlobalFunction, BehaviorMakeDefaultValues(555),
          "Method description for authors");
```

### Fields

Fields are no longer supported. Each value is now a property that you can control. Read/write values are determined with setters and getters, as in the following example.

```
scriptContext.Field("globalField", &s_globalField);
behaviorContext.Property("globalField",
          BehaviorValueProperty(&s_globalField));
```

### Attributes

In the behavior context, both methods and properties support attributes. Because the behavior context is more generic, you may want to reflect a C++ function for C++ calls like animating a value. You may also
want to have a different function for script context. You can reflect the function that you used to reflect only to script context. The following script attribute is still supported.

```cpp
scriptContext.Method("MethodFooForScriptOnly", &MethodFooForScriptOnly); behaviorContext.Method("MethodFoo", &MethodFoo);
```

**Classes**

Classes are generic and no longer require specific ownership or default constructors during class declaration. These values have been moved to attributes.

**Constructors**

Similar to methods, script context provides automation with constructors by using the `ScriptDataContext` parameter and applying the same operations for a method. By default, script owns any objects that are created in script. C++ runtime owns any objects that are passed into script. You can change this behavior by using the `Acquire` or `Release` functions in C++ or Lua. The `MyClass` example below has a `MyClass(int)` constructor and a custom allocator/deallocator and is owned by script. You can provide the class name; however, by default the `AzTypeInfo` is used to determine the class name. You can specify the `int` argument for constructor to include as many as you want.

```cpp
scriptContext.Class<MyClass, void(int), ScriptContext::SP_RAW_RUNTIME_OWN>("MyClass", &MyClassAllocate, &MyClassDestructor)->
  ... methods, enums, constants and properties
behaviorContext.Class<MyClass>()
  ->Constructor<int>()
  ->Allocator(&MyClassAllocate, &MyClassDestructor)
  ... methods, enums, constants and properties

// If the class is passed by value
scriptContext.Class<MyValueClass, ScriptContext::SP_VALUE>("MyValueClass")
  ... methods, enums, constants and properties
behaviorContext.Class<MyValueClass>()
  ->Attribute(AZ::Script::Attributes::Storage, AZ::Script::Attributes::StorageType::Value)
  ... methods, enums, constants and properties

// Operators are script/Lua-specific and are now moved to attributes
scriptContext.Class<Uuid, void (ScriptDataContext&), ScriptContext::SP_VALUE>("Uuid")
  ->Operator(ScriptContext::OPERATOR_TOSTRING, &Uuid::ToString)
  ...
behaviorContext.Class<Uuid>()
  ->Attribute(AZ::Script::Attributes::Storage, AZ::Script::Attributes::StorageType::Value)
  ->Method("ToString", &Uuid::ToString)
  ->Attribute(AZ::Script::Attributes::Operator, AZ::Script::Attributes::OperatorType::ToString)
  ...  
```

**EBus**

Migrating the EBus binding requires different steps than methods and classes. See the following EBus class `MyEvents` example for more information.

```cpp
// EBus class MyEvents : public AZ::EBusTraits
{
  float OnEvent(float a, float b) = 0;
};

using MyEBus = AZ::EBus<MyEvents>;

// Script context
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Converting C++ Code from Script Context to the Behavior Context

AZ_SCRIPTABLE_EBUS(
    MyEBus,  // Generates class MyEBusHandler
    MyEBus,  // Generates class MyEBusSender
    "{8165B431-DEAB-4033-984C-2400A74C69F8}", // Handler type UUID
    "{6B160DDE-36CB-4876-B09D-E848503C7AE0}", // Sender type UUID
    AZ_SCRIPTABLE_EBUS_EVENT_RESULT(float,0.0f,OnEvent, float, float) // Reflects an event with result float; the default result is 0.0f. The "OnEvent" name must match and has two float parameters.
)

// Reflecting the EBus (usually a component reflect function) required a call ScriptableEBus_MyEBus::Reflect(scriptContext).

// In Lua the code appeared as follows
-- To send messages
myEBusSender = MyEBusSender()
result = myEBusSender:OnEvent(10.0,20.0) -- call on event

-- To listen to messages
MyEBusHandlerTable = {
    OnEvent = function(self,a,b)
        -- do something
        return result;
    end
};

myEBusHandler = MyEBusHandler(MyEBusHandlerTable /* or , ID when the bus has an ID */);

-- To prevent disconnection
myEBusHandler:Disconnect()

// The implementation above had a sender that required an ID (0 for no ID) and did not support broadcast versus event or queuing of any events functions.
// In addition, when the event returned const ClassX& it was necessary to implement the class without the macros in order to create temporary storage and return that as a reference.

// With the behavior context, sender is no longer required and the handler is written as an EBus listener.
// Note that a sender and handler are not required and you can provide either depending on your requirements.
// It is common to have one bus for requests and one bus for notifications. This pattern is used in most components.

// MyEBus behavior context handler class
class MyEBusBehaviorHandler : public MyEBus::Handler, public AZ::BehaviorEBusHandler
{
    public:
        AZ_EBUS_BEHAVIOR_BINDER(MyEBusBehaviorHandler, "{19F5C8C8-4260-46B1-B624-997CD3F10CBD}", AZ::SystemAllocator, // Helper macro to set the handler type ID and allocator
            OnEvent); // Comma-separated names of events to handle

    float OnEvent(float a, float b) override  // Implements MyEBus::Handler OnEvent
    {
        float result = 0.0f; // Sets the default value for the result if CallResult doesn't call anything
        CallResult(result, FN_OnEvent, a, b); // FN_OnEvent is generated from the macro above. You can cache the function index if you want static int eventIndex = GetFunctionIndex("OnEvent"); CallResult(result,eventIndex,a,b); if you prefer return results;
    }

    // Wherever you reflect the EBus (usually a component or system component reflect function)
    behaviorContext.EBus<MyEBus>("MyEBus")
Converting the Lua Script Syntax

Several improvements to the Lua syntax provide better flexibility and more similarity to the C++ syntax. The old script context has been deprecated and replaced with a new behavior context that provides a more robust EBus script reflection. As a result, the interfaces for sending events and receiving notifications has changed. For more information, see Writing Lua Scripts for the Component Entity System in the Lumberyard Developer Guide.

Using Events Instead of Senders

With the behavior context, sender objects are no longer used to send events or make requests on an EBus. You can now send an event directly using an entity ID or EBus as the destination address. Each bus has a new event table that defines the functions for sending the appropriate events and requests.

Script context syntax (previous):

```lua
self.uiCanvasLuaBusSender = UiCanvasLuaBusSender(self.canvasEntityId)
local entityWithFader = self.uiCanvasLuaBusSender:FindElementById(2)
local otherEntity = self.uiCanvasLuaBusSender:FindElementById(3)
```

Behavior context syntax (new):

```lua
local entityWithFader = UiCanvasLuaBus.Event.FindElementById(self.canvasEntityId, 2)
local otherEntity = UiCanvasLuaBus.Event.FindElementById(self.canvasEntityId, 3)
```
Using a Connect Method for Handlers

The syntax for handlers now uses a `Connect` method that is similar to C++.

Script context system (previous):

```
self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBusHandler(self, canvasEntityId)
```

Behavior context system (new):

```
self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBus.Connect(self, canvasEntityId)
```

If you do not want to connect immediately, use the following:

```
self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBus.CreateHandler(self)
```

Then, if you want to connect later, use the following:

```
self.uiCanvasNotificationHandler:Connect(canvasEntityId)
```

Creating a Local Instance of Your Script Component

You can now create a local instance of your script component and return it at the end of the file. The examples below refer to `MyScriptFile.lua`.

In the previous script context system, the table name had to match the file name:

```
myscriptfile = {}
```

In the new behavior context system, the table name does not have to match the file name:

```
local ScriptName = {}
```

Use the following Lua script code to return the table that the engine uses.

```
return ScriptName
```

Treating Entity References as Any Other Property

Entity references no longer use a special syntax and can be treated the same as any other property that contains a reflected type.

Script context system (previous):

```
myscriptfile = {
    Properties = {
        Property = { entity = '' },
    }
}
```

Behavior context system (new):
local ScriptName = {
    Properties = {
        Property = { default = EntityId() },
        AltProp = EntityId(),
    }
}
return ScriptName

Registering to Receive Notifications

The syntax for registering to receive notifications has changed to use the `Connect()` functions that are defined by each notification bus to connect to a notification bus. Previously you were required to create a globally defined handler table. The `Connect()` functions return an object that you must hold in order to disconnect from the notification bus. You can also use the `CreateHandler()` function to create the handler object and then use the `Connect()` function on that handler object, if you want to separate handler creation from the bus connection.

Script context system (previous):

```lua
function myscript:OnActivate()
    if self.uiCanvasNotificationHandler == nil then
        self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBusHandler(self, canvasEntityId)
    end
end

function myscript:OnAction(entityId, actionName)
    Debug.Log("Action Notification: " .. entityId.id .. ": " .. actionName)
end

function myscript:OnDeactivate()
    if self.uiCanvasNotificationHandler ~= nil then
        self.uiCanvasNotificationHandler:Disconnect()
        self.uiCanvasNotificationHandler = nil
    end
end
```

Behavior context system (new):

```lua
function myscript:OnActivate()
    self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBus.Connect(self, canvasEntityId)
end

function myscript:OnAction(entityId, actionName)
    Debug.Log("Action Notification: " .. tostring(entityId) .. ": " .. actionName)
end

function myscript:OnDeactivate()
    if self.uiCanvasNotificationHandler ~= nil then
        self.uiCanvasNotificationHandler:Disconnect()
        self.uiCanvasNotificationHandler = nil
    end
end
```

Alternate option for the behavior context system (new):

```lua
function myscript:OnActivate()
end
```
self.uiCanvasNotificationHandler = UiCanvasNotificationLuaBus.CreateHandler(self)
self.uiCanvasNotificationHandler:Connect(canvasEntityId)
end

Passing the EntityId Object

The .id property is now deprecated and can no longer be used to access or pass entity IDs. You can now pass the EntityId object.

Converting the Main Lua Script Table

Lumberyard Lua scripting is now aligned with standard Lua practices. Previously the engine could only recognize the main script table if it had the same name as the script file. Now, the main script table can be local to the file and named as you prefer, as long as the table is returned at the end of the file.

Script context system (previous):

```lua
myscriptfile = {}
function myscriptfile:OnActivate()
end
function myscriptfile:OnDeactivate()
end
```

Behavior context system (new):

```lua
local ScriptName = {}
function ScriptName:OnActivate()
end
function ScriptName:OnDeactivate()
end
return ScriptName;
```

Importing FBX Files with Multiple UV Streams

When upgrading to Lumberyard 1.8, any .fbx files that you previously imported in Lumberyard 1.7 or earlier will now import two UV channels, if present. Previous versions of Lumberyard imported only the first UV channel. This can result in an additional, unexpected UV channel on certain meshes. If you do not want the additional channel, you can use a DCC tool such as Autodesk 3ds Max, Autodesk Maya, or Blender to remove the channel.

Converting Material Assets

Lumberyard 1.8 introduces a feature called independent texture tiling. With this feature you can author independent texture modulator values in the second diffuse, emittance, or detail maps. Lumberyard provides a conversion script to ensure your material asset files (.mtl) work properly with the new feature. You must run the conversion script if you have authored material assets that modified the tiling, rotation, or oscillation values in the main diffuse map. You can choose not to run the conversion script if you haven't changed material values. However, the script converts only updated materials and is safe to run as a precaution. You only need to run the script once per project.
To download the conversion script

1. Download the conversion script here.
2. Save the `1.8_IndependentTilingConvertor.py` file to the `{dev\Editor\Scripts\migration\1.8` directory. You might need to create this directory.

To run the conversion script from a command prompt

1. In a command line window, navigate to the Python directory for your Lumberyard installation. For example, `{lumberyard_root\dev\Tools\Python\2.7.11\windows`.
2. Run the conversion script by typing the following: `python {lumberyard_root\dev\Editor\Scripts\migration\1.8\1.8_IndependentTilingConvertor.py`.
3. (Optional) Run the script on a single project or multiple projects.
   - To run the script on a single project, run the following command: `python {lumberyard_root\dev\Editor\Scripts\migration\1.8\1.8_IndependentTilingConvertor.py "my_project"`.
   - To run the script on multiple projects at once, use commas to separate the project names and run the following command: `python {lumberyard_root\dev\Editor\Scripts\migration\1.8\1.8_IndependentTilingConvertor.py "my_project,my_other_project"`.

   **Note**
   You can convert all materials in all projects within your Lumberyard build by omitting the project name.

To run the conversion script from Lumberyard Editor

1. In Lumberyard Editor, click Tools, Other, Python Scripts.
2. In the Python Scripts window, navigate to and click `1.8_IndependentTilingConvertor`.
3. Click Execute.

Lumberyard 1.7

If you are upgrading your projects to Lumberyard 1.7, use the following instructions to migrate your projects with AWS resources managed by the Cloud Canvas Resource Manager and created using previous versions of Lumberyard.

To update your projects with AWS resources to work with Lumberyard 1.7

1. Use the `lmbr_aws update-project-code` command to update the contents of the `{project\AWS \project-code directory.``

   **Note**
   If you use source control, you must check out these files before executing the `update-project-code` command.

   After executing the `update-project-code` command, you must add any new files in this directory to your source control system.

2. Edit the `project-template.json` file (located in the `{project\AWS directory) to make the following changes:
   a. In the Parameters object, add a CloudCanvasStack parameter as shown below. The default value for this parameter is `Project`. The `ConfigurationKey` parameter should be present and remain unchanged.
b. In the Configuration bucket resource definition, remove the DeletionPolicy property as shown below.

```json
"Resources": {
  ...
  "Configuration": {
    "Type": "AWS::S3::Bucket",
    "DeletionPolicy": "Retain", <!-- DELETE THIS LINE
    "Properties": {
    ...
  }
}
```

3. Edit the deployment-access-template.json file (located in the \project\aws directory) to add the CloudCanvasStack parameter as shown below. The default value for this parameter is DeploymentAccess.

The following parameters should be present and remain unchanged: ProjectResourceHandler, ConfigurationBucket, ConfigurationKey, ProjectPlayerAccessTokenExchangeHandler, ProjectStack, DeploymentName, DeploymentStack, and DeploymentStackArn.

```json
"Parameters": {
  "CloudCanvasStack": {
    "Type": "String",
    "Description": "Identifies this stack as a Lumberyard Cloud Canvas managed stack.",
    "Default": "DeploymentAccess"
  },
  "ProjectResourceHandler": {
    "Type": "String",
    "Description": "Service token of the custom resource handler."
  },
  ...
}
```

4. Edit the deployment-template.json file (located in the \project\aws directory) to make the following changes:

a. Add a CloudCanvasStack parameter as shown below. The default value for this parameter is Deployment.

The following parameters should be present and remain unchanged: ProjectResourceHandler, ConfigurationBucket, ConfigurationKey, DeploymentName, and ProjectStackId.

```json
"Parameters": {
  "CloudCanvasStack": {
    "Type": "String",
    "Description": "Identifies this stack as a Lumberyard Cloud Canvas managed stack.",
    "Default": "Deployment"
  },
  ...
}
```
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Lumberyard 1.7

"CloudCanvasStack": {
  "Type": "String",
  "Description": "Identifies this stack as a Lumberyard Cloud Canvas managed stack.",
  "Default": "Deployment"
},

"ProjectResourceHandler": {
  "Type": "String",
  "Description": "Service token of the custom resource handler."
},

... 

b. For each of the AWS::CloudFormation::Stack resource definitions in the Resources object, add the following parameters as shown below: DeploymentStackArn, DeploymentName, and ResourceGroupName.

You must change the value for the ResourceGroupName parameter for each stack resource to use the resource name.

The following parameters should be present and remain unchanged: ProjectResourceHandler, ConfigurationBucket, and ConfigurationKey.

"Resources": {
  ...
  "DontDieAWS": {
    "Type": "AWS::CloudFormation::Stack",
    "Properties": {
      "TemplateURL": { "Fn::GetAtt": [ "DontDieAWSConfiguration", "TemplateURL" ] },
      "Parameters": {
        "DeploymentStackArn": { "Ref": "AWS::StackId" },
        "DeploymentName": { "Ref": "DeploymentName" },
        "ResourceGroupName": "DontDieAWS", <= Change this value to match the resource name for each stack resource.
        "ProjectResourceHandler": { "Ref": "ProjectResourceHandler" },
        "ConfigurationBucket": { "Fn::GetAtt": [ "DontDieAWSConfiguration", "ConfigurationBucket" ] },
        "ConfigurationKey": { "Fn::GetAtt": [ "DontDieAWSConfiguration", "ConfigurationKey" ] }
      }
    }
  }
  ...
...

5. Edit the resource-template.json file (located in the project\resource-group\resource-group-name directory for each of your projects) to add the following parameters as shown below: CloudCanvasStack, DeploymentStackArn, DeploymentName, and ResourceGroupName. The default value for the CloudCanvasStack parameter is ResourceGroup.

The following parameters should be present and remain unchanged: ProjectResourceHandler, ConfigurationBucket, and ConfigurationKey. Any other resource group-specific parameters must also remain unchanged.

"Parameters": {
  "CloudCanvasStack": {
    "Type": "String",
    "Description": "Identifies this stack as a Lumberyard Cloud Canvas managed stack.",
    "Default": "ResourceGroup"
Lumberyard 1.6

If you are upgrading your projects to Lumberyard 1.6, use the following instructions to migrate GridMate service sessions and the framework for your tests.

Topics
- Migrating GridMate Service Sessions (p. 47)
- Migrating from CryUnitTest to AzTest (p. 48)
- Migrating from CryEngineNonRCModule to CryEngineModule (p. 49)

Migrating GridMate Service Sessions

In Lumberyard 1.6, the way that GridMate handles session services has been refactored to enable multiple session services to co-exist. Previously only a single session service could be active and all requests were made through a generalized interface. The generalized interface has been removed and now EBuses must be used to communicate with each session service. The following changes may require you to migrate built-in services to the new methods or to update any custom services that you have created.

RegisterService

RegisterService now uses GridMateServiceId to associate with the given service. The ID is used to unregister the service and should be unique to each instance of the service.

The following changes are required:

- Any calls to RegisterService must now pass along this ID.
- Any calls to the templated function StartGridMateService will work for the built-in session services (LANSessionService, XBoneSessionService, PSNSessionService, and GameliftSessionService).
- Any custom session services that are registered through the function must now implement the static function GetGridMateServiceId inside the class definition.
- The macro GRIDMATE_SERVICE_ID intakes the service name and creates the appropriate function. For example, GRIDMATE_SERVICE_ID(MyCustomSessionService).
UnregisterService

UnregisterService now uses GridMateServiceId instead of GridMateService*.

The following changes are required:

- A new template function called StopGridMateService helps to standardize the helpers workflow. This helper will work for the built-in session services (LANSessionService, XBoneSessionService, PSNSessionService, and GameliftSessionService).
- Any custom session services that want to use this method must implement the static function GetGridMateServiceId inside the class definition.
- The macro GRIDMATE_SERVICE_ID intakes the service name and creates the appropriate function. For example, GRIDMATE_SERVICE_ID(MyCustomSessionService).

HostSession, JoinSession, and StartGridSearch

HostSession, JoinSession (all varieties), and StartGridSearch have been removed from the IGridMate class.

The following changes are required:

- The removed methods no longer make sense when deciding which session service to use. Multiple session services offer the ability to accept different search parameters and implement a different subset of the join requests.
- Each built-in session service (LANSessionService, XBoneSessionService, PSNSessionService, and GameliftSessionService) now implements an EBus that exposes the specific methods for the session service. The EBus is identified by the IGridMate* instance to which the service is registered. Any calls to the IGridMate* methods must be replaced by service-specific EBus calls.

Host, Connect, and ListServers Nodes

The general purpose flow graph nodes for Host, Connect, and ListServers have been removed because the general purpose interface no longer exists.

The following changes are required:

- Flow graph nodes were created for each of the built-in session services (LANSessionService, XBoneSessionService, PSNSessionService, and GameliftSessionService). These service-specific nodes must be used in order to create a unified flow. For an example of how these nodes work in a multi-platform game, see the MultiplayerLobby level in the Multiplayer Project.

Migrating from CryUnitTest to AzTest

In Lumberyard 1.6, the CryUnitTest framework for writing tests is no longer available. The AzTest framework, which is built on top of GoogleTest and GoogleMock, replaces CryUnitTest. If you have tests written in CryUnitTest, follow these steps to use the AzTest framework for your tests.

To migrate from CryUnitTest to AzTest, you must:

- A. Modify tests to use GoogleTest macros
- B. Move tests into test build files
- C. Build and run tests
A. Modifying Tests to Use GoogleTest Macros

Simply convert the CryUnitTest tests to GoogleTest tests by replacing the following macros. You must also replace CryUnitTest.h with AzTest/AzTest.h in your .cpp files to get the new macros.

<table>
<thead>
<tr>
<th>CryUnitTest</th>
<th>GoogleTest</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRY_UNIT_TEST_SUITE(SuiteName)</td>
<td>No replacement. You can safely remove these from your code.</td>
</tr>
<tr>
<td>CRY_UNIT_TEST/TestName</td>
<td>TEST(SuiteName, TestName)</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_FIXTURE(FixtureName)</td>
<td>class FixtureName : public ::testing::Test</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_WITH_FIXTURE(TestName, FixtureName)</td>
<td>TEST_F(FixtureName, TestName)</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_ASSERT(Condition)</td>
<td>ASSERT_TRUE(condition)</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_CHECK_CLOSE(ValueA, ValueB, Epsilon)</td>
<td>ASSERT_NEAR(ValueA, ValueB, Epsilon)</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_CHECK_EQUAL(ValueA, ValueB)</td>
<td>ASSERT_EQ(ValueA, ValueB)</td>
</tr>
<tr>
<td>CRY_UNIT_TEST_CHECK_DIFFERENT(ValueA, ValueB)</td>
<td>ASSERT_NE(ValueA, ValueB)</td>
</tr>
</tbody>
</table>

B. Moving Tests into Test Build Files

AzTest and GoogleTest are not included in normal builds, they are only included in test builds. Tests must be configured to only build in test builds. For more information about creating test builds and running tests, see Using AZ Test Scanner (p. 1320).

If your CryUnitTest tests are interspersed with regular engine code, you must move those tests into a separate .cpp file. You can then add the .cpp files to a test-specific .waf_files file. All modules and gems that are shipped with Lumberyard have a *_test.waf_files file. You can add new test files to these *_test.waf_files files. If your module or gem does not have a *_test.waf_files file, you can create one and reference it in the module's wscript file.

C. Building and Running Tests

After you complete these migration steps, you can build and run your new tests. For more information, see Using AZ Test Scanner (p. 1320).

If you encounter issues where your tests no longer work properly, your tests may be relying on in-engine code to pass. If this occurs, you must specify that your tests are integration tests by using the INTEG_TEST macro instead of TEST.

Migrating from CryEngineNonRCModule to CryEngineModule

CryEngineNonRCModule has been removed. If you are upgrading your projects from Lumberyard 1.4 or earlier, you must update all references of CryEngineNonRCModule to CryEngineModule in your wscript files.
Lumberyard 1.5

If you are upgrading your projects to Lumberyard 1.5, use the following instructions to upgrade your decal components, migrate your projects, and convert your gems.

Topics
- Upgrading Decal Components (p. 50)
- Migrating Your Project (p. 50)
- Migrating Your Gems (p. 51)
- Migrating from CryEngineNonRCModule to CryEngineModule (p. 58)

Upgrading Decal Components

Lumberyard 1.5 introduces improvements to the decal component. These changes may affect the rendering of legacy and pre-1.5 decal components. Manually check each existing decal to ensure that they are rendering as intended, and that attributes are set correctly.

The following changes to the decal component were made for Lumberyard 1.5:

- Projection type **OnStaticObjects** has been removed
- The decal component now has the following projection types:
  - **Planar** (forward rendered)
  - **On Terrain** (forward rendered)
  - **On Terrain and Static Objects** (deferred rendered)

Use the following procedure to run a script that aids you in upgrading your legacy decals from Lumberyard 1.4 and earlier to Lumberyard 1.5 and later.

**To run the legacy decal upgrade script**

1. Create a backup of the project(s) for which you intend to run this script. Once you run this script, you cannot back out of the changes it performs. To protect against the loss of data, be sure to perform this step.
2. Download the script. Extract it to Lumberyard's `\dev` directory.
3. Open a command prompt. Navigate to Lumberyard's `\dev` directory.
4. Use the Lumberyard bundled version of python to execute the script on your project or your project's level.

   For example:
   ```
   \dev\Python\2.7.11\windows\python.exe FixDecalsPy27.py D:\Lumberyard 1.6.0.0\dev\BeachCity
   \dev\Python\2.7.11\windows\python.exe FixDecalsPy27.py D:\Lumberyard 1.6.0.0\dev\BeachCity\Levels\BeachCity_NightTime
   \dev\Python\2.7.11\windows\python.exe FixDecalsPy27.py D:\Lumberyard 1.6.0.0\dev\BeachCity\Levels\BeachCity_NightTime\levels\Layers\n   ```

Migrating Your Project

Lumberyard 1.5 introduces application descriptor files, which list all modules used by a project. Each project requires two application descriptor files in its asset directory:
Migrating Your Gems

Beginning in Lumberyard version 1.5, gems with code should be built as AZ modules. Gems built as AZ modules are better integrated with the Lumberyard's new component entity system (p. 379). As of Lumberyard 1.5, all gems that ship with Lumberyard have been migrated to be AZ modules.

Legacy gems built with Lumberyard 1.4 or earlier are still supported, but to avoid issues, we strongly recommend that you migrate them. If your custom gems make use of the component entity system, you should migrate your gems immediately.

To migrate a gem, you modify the initialization code and change the gem's public API to use event buses. To accomplish this, you must:

- A. Rename your gem files
- B. Modify your gem code
- C. Edit your gem.json file
- D. Migrate your config files

Perform these procedures for each of your Lumberyard pre-1.5 custom gems.

A. Renaming Your Gem.h File

In this step, you rename your IGem.h file.

To rename your gem.h file

1. Rename Include\<GemName>\IGem.h to Include\<GemName>\<GemName>Bus.h
   (Remove the I character and Gem, and add Bus).

2. Update your <GemName>.waf_files to account for the file that you renamed in the first step.

B. Modifying Your Gem Code

To edit your gem code

1. Update the include statements that refer to the file that you renamed in the first procedure.

2. Make the following changes to <GemName>Bus.h.
   a. Change the class name from I<GemName>Gem to <GemName>Bus.
   b. Change the base class from IGem to AZ::EBusTraits.
   c. Remove the CRYINTERFACE_DECLARE macro.
   d. Add the following to the top of the class to make it a single handler bus:
e. Add the following after the class definition:

```cpp
using <GemName>RequestBus = AZ::EBus< <GemName>Requests> ;
```

An example of all of these changes is ILightningArcGem.h (now LightningArcBus.h), which before looked like this:

```cpp
// ILightningArcGem.h
#pragma once
#include "IGem.h"

class CLightningGameEffect;
class CScriptBind_LightningArc;

class ILightningArcGem
: public IGem
{
 public:
  CRYINTERFACE_DECLARE(ILightningArcGem, 0xf1b3a17f9c61410a, 0x8783fc1ff9854125);
 public:
  virtual CScriptBind_LightningArc* GetScriptBind() const = 0;
  virtual CLightningGameEffect* GetGameEffect() const = 0;
};
```

And after looks like:

```cpp
// LightningArcBus.h
#pragma once
#include <AzCore/EBus/EBus.h>

class CLightningGameEffect;
class CScriptBind_LightningArc;

class LightningArcRequests
: public AZ::EBusTraits
{
 public:
    /******************************************************************************
     // EBusTraits overrides
     static const AZ::EBusHandlerPolicy HandlerPolicy = AZ::EBusHandlerPolicy::Single;
     static const AZ::EBusAddressPolicy AddressPolicy = AZ::EBusAddressPolicy::Single;
    /******************************************************************************

     virtual CScriptBind_LightningArc* GetScriptBind() const = 0;
     virtual CLightningGameEffect* GetGameEffect() const = 0;
    }
    using LightningArcRequestBus = AZ::EBus<LightningArcRequests> ;
```

3. Convert all calls through the GemManager to your code with calls to
EBUS_EVENT( <GemName>RequestBus, etc.). For more information, see Event Bus (EBus). Here is an example:
4. Make the following modifications to the `<GemName>`.Gem.h file.
   
a. Change the `<GemName>`.Gem base class from `I<GemName>`.Gem to `CryHooksModule`
   
b. In the `<GemName>`.Gem class, add inheritance from `<GemName>`.RequestBus::Handler.
   
   **Note**
   Other classes can implement the bus handler instead. For example, the OpenVR Gem creates a system component to handle bus requests.
   
c. Replace the `GEM_IMPLEMENT_WITH_INTERFACE` line with one declaring type information. This requires the class name, a unique UUID (Visual Studio has a tool you can use to get unique values), and the module base class. For example:
   
   ```cpp
   AZ_RTTI(LightningArcGem, "(89724952-ADBF-478A-AFFE-784BD0952E2D)", CryHooksModule);
   ```
   
d. Declare a default constructor and destructor. These used to be declared by the `GEM_IMPLEMENT_WITH_INTERFACE` macro.
   
The following example, from LightningArcGem.h shows what the file looked like before the changes:
   
   ```cpp
   // LightningArcGem.h
   #ifndef _GEM_LIGHTNINGARC_H_
   #define _GEM_LIGHTNINGARC_H_
   #include <GameEffectSystem/IGameEffectSystem.h>
   #include "LightningArc/ILightningArcGem.h"
   
   class LightningArcGem
   : public ILightningArcGem
   , public GameEffectSystemNotificationBus::Handler
   {
   public:
   GEM_IMPLEMENT_WITH_INTERFACE(LightningArcGem, ILightningArcGem,
   0x8eccf081ff02476f, 0xb8ec7c4c20cc603c)
   void OnSystemEvent(ESystemEvent event, UINT_PTR wparam, UINT_PTR lparam)
   override;
   void PostSystemInit();
   void Shutdown();
   public:
   CScriptBind_LightningArc* GetScriptBind() const override;
   CLightningGameEffect* GetGameEffect() const override;
   protected:
   CLightningGameEffect* m_gameEffect;
   CScriptBind_LightningArc* m_lightningArcScriptBind;
   int g_gameFXLightningProfile;
   ///////////////////////////////////////////////////////////////////////////
   // GameEffectSystemNotificationBus
   void OnReleaseGameEffects() override;
   //////////////////////////////////////////////////////////////////////////
   
   #endif // _GEM_LIGHTNINGARC_H_
   ```
   
   Here is the LightningArcGem.h file after the changes are made:
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5. Perform the following steps to modify your `<GemName>`Gem.cpp file.

a. If your gem contains AZ::Component instances, register them in the constructor:

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    m_descriptors.insert(m_descriptors.back(), {<!MyComponent>!::CreateDescriptor(),
    });
    ...
}
```

b. If this class inherits from `<GemName>`RequestBus::Handler, connect to the bus in the constructor and disconnect in the destructor:

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    ...
    <!GemName>!RequestBus::Handler::BusConnect();
}
```

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    <!GemName>!RequestBus::Handler::BusDisconnect();
    ...
}
```

c. If there is a call to RegisterFlowNodes(), replace it with RegisterExternalFlowNodes().

---

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Migrating Your Gems

5. Perform the following steps to modify your `<GemName>`Gem.cpp file.

a. If your gem contains AZ::Component instances, register them in the constructor:

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    m_descriptors.insert(m_descriptors.back(), {<!MyComponent>!::CreateDescriptor(),
    });
    ...
}
```

b. If this class inherits from `<GemName>`RequestBus::Handler, connect to the bus in the constructor and disconnect in the destructor:

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    ...
    <!GemName>!RequestBus::Handler::BusConnect();
}
```

```cpp
<!GemName>!Gem::<!GemName>!Gem()
{
    <!GemName>!RequestBus::Handler::BusDisconnect();
    ...
}
```

c. If there is a call to RegisterFlowNodes(), replace it with RegisterExternalFlowNodes().
d. Perform the following steps to convert the \texttt{REGISTER\_GEM} macro to \texttt{AZ\_DECLARE\_MODULE\_CLASS}:

i. Copy the all lower-case UUID from your \texttt{gem.json} file.

ii. Replace \texttt{GEM\_REGISTER(\texttt{<GemName> Gem})} with:

\begin{verbatim}
AZ\_DECLARE\_MODULE\_CLASS(\texttt{<GemName>\_<GemUUID>}, \text{fully qualified module class, usually <GemName>::<GemName>Gem})
\end{verbatim}

The following example, \texttt{LightningArcGem.cpp}, shows what the file looked like before the changes:

\begin{verbatim}
// LightningArcGem.cpp
#include "StdAfx.h"
#include <platform_impl.h>
#include <IEntityClass.h>
#include "LightningArcGem.h"
#include <FlowSystem/Nodes/FlowBaseNode.h>
#include "LightningArc.h"
#include "LightningGameEffect.h"
#include "ScriptBind_LightningArc.h"

LightningArcGem::LightningArcGem() {}
LightningArcGem::~LightningArcGem() {}
void LightningArcGem::PostSystemInit()
{
    REGISTER_CVAR(g_gameFXLightningProfile, 0, 0, "Toggles game effects system lighting arc profiling");
    // Init GameEffect
    m_gameEffect = new CLightningGameEffect();
    m_gameEffect->Initialize();
    // Init ScriptBind
    m_lightningArcScriptBind = new CScriptBind_LightningArc(GetISystem());
    // Init GameObjectExtension
    // Originally registered with REGISTER\_GAME\_OBJECT(pFramework, LightningArc, "Scripts/Entities/Environment/LightningArc.lua");
    // If more objects need registered, consider bringing the macro back along with the GameFactory wrapper.
    IEntityClassRegistry::SEntityClassDesc clsDesc;
    clsDesc.sName = "LightningArc";
    clsDesc.sScriptFile = "Scripts/Entities/Environment/LightningArc.lua";
    static CLightningArcCreator _creator;
    GetISystem()->GetIGame()->GetIGameFramework()->GetIGameObjectSystem()->RegisterExtension("LightningArc", &_creator, &clsDesc);
}
void LightningArcGem::Shutdown()
{
    SAFE\_DELETE(m_gameEffect);
    SAFE\_DELETE(m_lightningArcScriptBind);
}
void LightningArcGem::OnSystemEvent(ESystemEvent event, UINT\_PTR wparam, UINT\_PTR lparam)
{
    switch (event)
    {
    case ESYSTEM\_EVENT\_GAME\_POST\_INIT:
        IEntityClassRegistry::RegisterAllComponentFactoryNodes(*gEnv->pEntitySystem->GetComponentFactoryRegistry());
        GameEffectSystemNotificationBus::Handler::BusConnect();
        break;
    }\end{verbatim}
case ESYSTEM_EVENT_FLOW_SYSTEM_REGISTER_EXTERNAL_NODES:
    RegisterFlowNodes();
    break;
// Called on ESYSTEM_EVENT_GAME_POST_INIT_DONE instead of
ESYSTEM_EVENT_GAME_POST_INIT because the GameEffectSystem Gem
// uses ESYSTEM_EVENT_GAME_POST_INIT to initialize, and this requires that has
happened already.
case ESYSTEM_EVENT_GAME_POST_INIT_DONE:
    PostSystemInit();
    break;
case ESYSTEM_EVENT_FULL_SHUTDOWN:
case ESYSTEM_EVENT_FAST_SHUTDOWN:
    GameEffectSystemNotificationBus::Handler::BusDisconnect();
    Shutdown();
    break;
}
}

CScriptBind_LightningArc* LightningArcGem::GetScriptBind() const
{
    return m_lightningArcScriptBind;
}

CLightningGameEffect* LightningArcGem::GetGameEffect() const
{
    return m_gameEffect;
}

void LightningArcGem::OnReleaseGameEffects()
{
    Shutdown();
}

GEM_REGISTER(LightningArcGem)

After the changes, LightningArcGem.cpp looks like this:

// LightningArcGem.cpp
#include "StdAfx.h"
#include <platform_impl.h>
#include <IEntityClass.h>
#include "LightningArcGem.h"
#include <FlowSystem/Nodes/FlowBaseNode.h>
#include "LightningArc.h"
#include "LightningGameEffect.h"
#include "ScriptBind_LightningArc.h"
LightningArcGem::LightningArcGem()
{
    LightningArcRequestBus::Handler::BusConnect();
}

LightningArcGem::~LightningArcGem()
{
    LightningArcRequestBus::Handler::BusDisconnect();
}

void LightningArcGem::PostSystemInit()
{
    REGISTER_CVAR(g_gameFXLightningProfile, 0, 0, "Toggles game effects system
lightning arc profiling");
    // Init GameEffect
    m_gameEffect = new CLightningGameEffect();
    m_gameEffect->Initialize();
}
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// Init ScriptBind
m_lightningArcScriptBind = new CScriptBind_LightningArc(GetISystem());

// Init GameObjectExtension
// Originally registered with REGISTER_GAME_OBJECT(pFramework, LightningArc,
// "Scripts/Entities/Environment/LightningArc.lua");
// If more objects need registered, consider bringing the macro back along with the
GameFactory wrapper.
IEntityClassRegistry::SEntityClassDesc clsDesc;
clsDesc.sName = "LightningArc";
clsDesc.sScriptFile = "Scripts/Entities/Environment/LightningArc.lua";
static CLightningArcCreator _creator;
GetISystem()->GetIGame()->GetIGameFramework()->GetIGameObjectSystem() -
>RegisterExtension("LightningArc", &_creator, &clsDesc);

void LightningArcGem::Shutdown()
{
    SAFE_DELETE(m_gameEffect);
    SAFE_DELETE(m_lightningArcScriptBind);
}

void LightningArcGem::OnSystemEvent(ESystemEvent event, UINT_PTR wparam, UINT_PTR
lparam)
{
    switch (event)
    {
    case ESYSTEM_EVENT_GAME_POST_INIT:
        GameEffectSystemNotificationBus::Handler::BusConnect();
        break;
    case ESYSTEM_EVENT_FLOW_SYSTEM_REGISTER_EXTERNAL_NODES:
        RegisterExternalFlowNodes();
        break;
    // Called on ESYSTEM_EVENT_GAME_POST_INIT_DONE instead of
    ESYSTEM_EVENT_GAME_POST_INIT because the GameEffectSystem Gem
    // uses ESYSTEM_EVENT_GAME_POST_INIT to initialize, and this requires that has
    happened already.
    case ESYSTEM_EVENT_GAME_POST_INIT_DONE:
        PostSystemInit();
        break;
    case ESYSTEM_EVENT_FULL_SHUTDOWN:
    case ESYSTEM_EVENT_FAST_SHUTDOWN:
        GameEffectSystemNotificationBus::Handler::BusDisconnect();
        Shutdown();
        break;
    }
}

CScriptBind_LightningArc* LightningArcGem::GetScriptBind() const
{
    return m_lightningArcScriptBind;
}

CLightningGameEffect* LightningArcGem::GetGameEffect() const
{
    return m_gameEffect;
}

void LightningArcGem::OnReleaseGameEffects()
{
    Shutdown();
}

AZ_DECLARE_MODULE_CLASS(LightningArc_4c28210b23544635aa15be668dbff15d, LightningArcGem)
C. Editing Your Gem.json File

A simple change in your gem.json file signals Lumberyard that your gem is now an AZ module.

To edit the gem.json file
1. Open gem.json.
2. Increment GemFormatVersion to 3.

D. Migrating Your Configuration Files

The final step is to update your game's configuration files so that it recognizes your gem as a proper AZ module.

To migrate your config files
1. Open a command prompt and use the cd command to navigate to the Bin64 directory.
2. Type the following command:

```
lmbr.exe projects populate-appdescriptors
```

Migrating from CryEngineNonRCModule to CryEngineModule

CryEngineNonRCModule has been removed. If you are upgrading your projects from Lumberyard 1.4 or earlier, you must update all references of CryEngineNonRCModule to CryEngineModule in your wscript files.
Using Lumberyard Editor

Lumberyard Editor is the primary workspace editor for Lumberyard and combines a running game with a full suite of tools to edit the game. You can access Lumberyard Editor by navigating to one of the following directories and double-clicking Editor.exe:

- If you are using Visual Studio 2013, go to the \dev\Bin64\vc120 directory.
- If you are using Visual Studio 2015, go to the \dev\Bin64\vc140 directory.

**Note**

When starting Lumberyard for the first time, if you encounter errors with the AssetProcessor.exe, AssetProcessor_temp.exe, Or CrySystem.dll, check whether your antivirus software is placing these files in quarantine and, if possible, grant exceptions for the affected files.

Lumberyard Editor consists of various menus, toolbars, and a viewport window. By default, Lumberyard Editor opens the Entity Outliner, Entity Inspector, and File Browser. The Rollup Bar is available as a tab in the same panel as the Entity Inspector.
Lumberyard Editor Interface

Lumberyard Editor has the following panels and toolbars in the default layout:

- **A. Entity Outliner** – The top left pane lists the component entities that are included in the current level. For more information, see Entity Outliner (p. 379).

- **B. Asset Browser** – The bottom left pane displays your assets in a tree view that mirrors your assets directory. For more information, see Asset Browser (Preview) (p. 166).

- **C. Perspective** – The 3D viewport window displays the game environment and allows you to view, create, and interact with assets. For more information, see Using the Viewport (p. 76).

- **D. Entity Inspector** – The right pane defaults to the Entity Inspector view, which allows you to add component and entities and modify their settings and properties. For more information, see Entity Inspector (p. 381).

- **E. Top Toolbar** – The top toolbar provides quick access to the most commonly used functions and features. You can customize the toolbar. For more information, see Using the Top Toolbar (p. 71).

- **F. Console** – The console window allows you to enter commands to change settings for your game or execute functionality, such as connecting to a server or banning a player. The console window also displays warnings and errors for your game level, such as missing textures and models. You can access the console while in-game by pressing the tilde (~) key. For more information, see Using the Console Window (p. 83).

- **G. Bottom Toolbar** – Use the Go to position button in the bottom toolbar to navigate to a precise X, Y, and Z location in the viewport. To transport to a point above the terrain, you can change the X, Y, and Z values to 1024, 1024, and 34, respectively. For more information, see Using the Bottom Toolbar (p. 73).
Using the Menu Bar

Use the main menu bar in Lumberyard Editor to access basic file operations and display options to more advanced features, such as terrain and level editing tools and AI settings. You can use these features by clicking the toolbar buttons or using Using Keyboard Shortcuts (p. 74).

File Menu

The File menu includes commands for file handling, such as open and save level file, show log file, and a list of recently loaded levels.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>New</td>
<td>Create a new level</td>
</tr>
<tr>
<td>Open</td>
<td>Open an existing level</td>
</tr>
<tr>
<td>Open Recent</td>
<td>Open a level from the list of recently opened levels</td>
</tr>
<tr>
<td>Import FBX File</td>
<td>Open the FBX Importer to import files and adjust import settings</td>
</tr>
<tr>
<td>Save</td>
<td>Save the level that is currently open</td>
</tr>
<tr>
<td>Save as</td>
<td>Save the open level with a new name</td>
</tr>
<tr>
<td>Save Level Resources</td>
<td>Save all assets that are used in the open level</td>
</tr>
<tr>
<td>Save Level Statistics</td>
<td>Save statistics for the open level to an .xml file</td>
</tr>
<tr>
<td>Save Modified External Layers</td>
<td>Save only the external layers that have been modified since the last save</td>
</tr>
</tbody>
</table>
## Menu Item | Description
--- | ---
Switch Projects | Close the current project
Configure Gems | Configure Gems and settings for your projects
Input Mapping | Open the Asset Editor to create an input to event bindings asset
Show Log File | Show the log file that contains all text printed in the console
Exit | Close Lumberyard Editor; you will be asked to save any unsaved changes

---

## Edit Menu

The Edit menu includes commands for object manipulation and selection.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undo</td>
<td>Revert the last action</td>
</tr>
<tr>
<td>Redo</td>
<td>Apply the last action</td>
</tr>
<tr>
<td>Duplicate</td>
<td>Duplicate the selected object</td>
</tr>
<tr>
<td>Select All</td>
<td>Select all visible, non-frozen objects</td>
</tr>
<tr>
<td>Deselect All</td>
<td>Deselect the objects that are currently selected</td>
</tr>
<tr>
<td>Next Selection Mask</td>
<td>Select the next selection mask</td>
</tr>
<tr>
<td>Invert Selection</td>
<td>Invert the selection so that the unselected object is selected and the currently selected objects are deselected</td>
</tr>
<tr>
<td>Hide Selection</td>
<td>Hide the selected object</td>
</tr>
<tr>
<td>Show Selection</td>
<td>Show the selected object</td>
</tr>
<tr>
<td>Show Last Hidden</td>
<td>Show the last hidden object</td>
</tr>
<tr>
<td>Unhide All</td>
<td>Unhide all hidden objects</td>
</tr>
<tr>
<td>Group</td>
<td>Group multiple selected objects and draw a green box around those objects</td>
</tr>
<tr>
<td>Ungroup</td>
<td>Ungroup all grouped objects</td>
</tr>
<tr>
<td>Open Group</td>
<td>Open the group so you can modify individual objects</td>
</tr>
<tr>
<td>Close Group</td>
<td>Close the group</td>
</tr>
<tr>
<td>Attach to Group</td>
<td>Add the selected object to the group</td>
</tr>
<tr>
<td>Detach from Group</td>
<td>Remove the selected object from the group</td>
</tr>
<tr>
<td>Hold</td>
<td>Save the current state</td>
</tr>
<tr>
<td>Fetch</td>
<td>Restore the saved state</td>
</tr>
<tr>
<td>Modify</td>
<td>See the Modify Menu (p. 63) section</td>
</tr>
</tbody>
</table>
Modify Menu

The **Modify** menu includes commands for modifying and changing attributes and properties such as height, alignment, and material of objects and entities.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lock Selection</td>
<td>Lock the selected object</td>
</tr>
<tr>
<td>Unlock All</td>
<td>Unlock all frozen objects</td>
</tr>
<tr>
<td>Rename Object(s)</td>
<td>Rename the selected object</td>
</tr>
<tr>
<td>Set Object(s) Height</td>
<td>Move the object to a specified height (in meters) above the terrain</td>
</tr>
<tr>
<td>Editor Settings</td>
<td>See the Editor Settings Menu (p. 64) section</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link</td>
<td>Create hierarchies between objects</td>
</tr>
<tr>
<td>Unlink</td>
<td>Remove the connection between linked objects</td>
</tr>
<tr>
<td>Align</td>
<td>Align an object to the grid, to another object, or to the selected surface, which moves the pivot point of the object</td>
</tr>
<tr>
<td>Constrain</td>
<td>Limit movement to the XYZ axes, XY planes, or to the surface of the terrain and objects</td>
</tr>
<tr>
<td>Snap</td>
<td>Snap an object to the grid or a rotational increment</td>
</tr>
<tr>
<td>Transform Mode</td>
<td>Select an object and apply one of the following:</td>
</tr>
<tr>
<td></td>
<td>• <strong>Select Mode</strong> – Select an object</td>
</tr>
<tr>
<td></td>
<td>• <strong>Move</strong> – Select and move an object</td>
</tr>
<tr>
<td></td>
<td>• <strong>Rotate</strong> – Select and rotate an object</td>
</tr>
<tr>
<td></td>
<td>• <strong>Scale</strong> – Select and scale an object</td>
</tr>
<tr>
<td></td>
<td>• <strong>Select Terrain</strong> – Switch to terrain selection mode</td>
</tr>
<tr>
<td>Convert to</td>
<td>Convert the selected object to a brush, geometry entity, designer object, static entity, game volume, or component entity</td>
</tr>
<tr>
<td>Fast Rotate</td>
<td>Quickly rotate the selected object on the specified axis or with the degree value that you specify for <strong>Rotate Angle</strong></td>
</tr>
<tr>
<td>Sub Object Mode</td>
<td>Select and edit various geometry components, if an object is selected using the edit mesh function</td>
</tr>
<tr>
<td>Save Object(s)</td>
<td>Save the selected objects</td>
</tr>
<tr>
<td>Load Object(s)</td>
<td>Browse to and open objects from the game directory</td>
</tr>
<tr>
<td>Update Procedural Vegetation</td>
<td>Update all procedural vegetation</td>
</tr>
</tbody>
</table>
Editor Settings Menu

The Editor Settings menu allows you to modify global settings for the editor, switch between viewport quality settings, and customize keyboard settings.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Global Preferences</td>
<td>Modify the global settings for Lumberyard Editor and its tools</td>
</tr>
<tr>
<td>Graphics Performance</td>
<td>Select your preferred display setting:</td>
</tr>
<tr>
<td></td>
<td>• PC - Very High – Enable very high resolution display settings (some DX11 specific)</td>
</tr>
<tr>
<td></td>
<td>• PC - High – Enable high resolution display settings</td>
</tr>
<tr>
<td></td>
<td>• PC - Medium – Enable medium resolution display settings</td>
</tr>
<tr>
<td></td>
<td>• PC - Low – Enable low resolution display settings</td>
</tr>
<tr>
<td></td>
<td>• XBoxOne – Emulate the Xbox One display settings</td>
</tr>
<tr>
<td></td>
<td>• PS4 – Emulate the PlayStation 4 display settings</td>
</tr>
<tr>
<td></td>
<td>• Android – Emulate the Android display settings</td>
</tr>
<tr>
<td></td>
<td>• iOS – Emulate the Apple iOS display settings</td>
</tr>
<tr>
<td>Keyboard Customization</td>
<td>Configure toolbars, menus, and keyboard shortcuts; customize your keyboard settings, with the option to import or export saved custom keyboard settings</td>
</tr>
</tbody>
</table>

Game Menu

The Game menu includes commands for enabling the game mode and testing newly created features.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play Game</td>
<td>Switch to game mode (press Esc to exit game mode)</td>
</tr>
<tr>
<td>Enable Physics/AI</td>
<td>Enable physics and AI in your open level</td>
</tr>
<tr>
<td>Export to Engine</td>
<td>Export the level data to a level.pak file in order to play the level in game mode</td>
</tr>
<tr>
<td>Export Selected Objects</td>
<td>Save the selected geometry to an .obj or .fbx file</td>
</tr>
<tr>
<td>Export Occlusion Mesh</td>
<td>Export the occlusion mesh</td>
</tr>
<tr>
<td>Terrain Collision</td>
<td>Collide the camera with the terrain to prevent flying under the terrain surface</td>
</tr>
<tr>
<td>Edit Equipment Packs</td>
<td>Open the Edit Equipment Packs window to add, delete, rename, or reorder the equipment for an actor</td>
</tr>
<tr>
<td>Toggle SP/MP GameRules</td>
<td>Toggle between single player and multiplayer game rules</td>
</tr>
<tr>
<td>Synchronize Player with Camera</td>
<td>Set the player position relative to the camera position</td>
</tr>
<tr>
<td>AI</td>
<td>See the AI Menu (p. 65) section</td>
</tr>
</tbody>
</table>

Version 1.9
AI Menu

The **AI** menu includes commands for generating AI navigation and updating the AI system within a level.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generate All AI</td>
<td>Generate all AI navigation and perform the tasks below</td>
</tr>
<tr>
<td>Generate Triangulation</td>
<td>Generate triangulation of the navigation mesh that is used for outdoor levels</td>
</tr>
<tr>
<td>Generate 3D Navigation Volumes</td>
<td>Generate 3D navigation data for 3D volumes that are used by alien AI agents; volumes are defined by AINavigationModifier and a Volume navigation type</td>
</tr>
<tr>
<td>Generate Flight Navigation</td>
<td>Generate 2.5D navigation data for volumes used by flying AI agents; volumes are defined by AINavigationModifier and a Flight navigation type</td>
</tr>
<tr>
<td>Generate Waypoints</td>
<td>Generate links for indoor waypoints</td>
</tr>
<tr>
<td>Validate Navigation</td>
<td>Check the navigation data for various problems (for example, bad object placement, overlapping forbidden areas, or corruptions) and display warnings if any problems are found</td>
</tr>
<tr>
<td>Clear All Navigation</td>
<td>Remove all navigation information from the level</td>
</tr>
<tr>
<td>Generate Spawner Entity Code</td>
<td>Search for AI entity classes and generate an .ent file for each; associate an entity class name with the Lua base file for that entity</td>
</tr>
<tr>
<td>Generate 3D Debug Voxels</td>
<td>Generate debugging information for volume navigation regions when the ai_DebugDraw console variable is enabled</td>
</tr>
<tr>
<td>Create New Navigation Area</td>
<td>Create a navigation area</td>
</tr>
<tr>
<td>Request a full MNM rebuild</td>
<td>Perform a full rebuild of all MNM mesh data</td>
</tr>
<tr>
<td>Show Navigation Areas</td>
<td>Display the MNM navigation areas</td>
</tr>
<tr>
<td>Add Navigation Seed</td>
<td>Add a navigation seed entity</td>
</tr>
<tr>
<td>Continuous Update</td>
<td>Continuously updates MNM data; if disabled, you must request a rebuild in order for the mesh data to update</td>
</tr>
</tbody>
</table>
Audio Menu

The **Audio** menu includes commands to show the music that is currently playing and to access the sound and dialog browsers.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop All Sounds</td>
<td>Silence all sounds in the level</td>
</tr>
<tr>
<td>Refresh Audio</td>
<td>Refresh all sounds in the level</td>
</tr>
</tbody>
</table>

Clouds Menu

The **Clouds** menu allows you to create, open, close, and delete your custom cloud assets.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Create a new cloud asset</td>
</tr>
<tr>
<td>Destroy</td>
<td>Delete a custom cloud asset</td>
</tr>
<tr>
<td>Open</td>
<td>Open the selected cloud asset</td>
</tr>
<tr>
<td>Close</td>
<td>Close the selected cloud asset</td>
</tr>
</tbody>
</table>

Physics Menu

The **Physics** menu includes commands to make physics simulations.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get Physics State</td>
<td>Retrieve the current physics state</td>
</tr>
<tr>
<td>Reset Physics State</td>
<td>Reset the physics state to its original position</td>
</tr>
<tr>
<td>Simulate Objects</td>
<td>Enable objects to respond to the force of gravity</td>
</tr>
</tbody>
</table>
Prefabs Menu

The **Prefabs** menu includes commands to make prefabs from a selection, reload prefabs, and add selected objects to the prefab library.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create Prefab from Selected Object(s)</td>
<td>Create a prefab from selected objects</td>
</tr>
<tr>
<td>Add Selected Object(s) toPrefab</td>
<td>Add the selected objects to the prefab</td>
</tr>
<tr>
<td>Clone Selected Object(s)</td>
<td>Clone the selected objects</td>
</tr>
<tr>
<td>Extract Selected Object(s)</td>
<td>Extract the selected objects from the prefab</td>
</tr>
<tr>
<td>Open All</td>
<td>Open all prefabs</td>
</tr>
<tr>
<td>Close All</td>
<td>Close all prefabs</td>
</tr>
<tr>
<td>Reload All</td>
<td>Reload all prefabs</td>
</tr>
</tbody>
</table>

Terrain Menu

The **Terrain** menu allows you to access view panes and tools that affect the game world and terrain appearance.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generate Terrain Texture</td>
<td>Generate the terrain surface texture in a compressed format into the .pak file; you must do this in order for changes made by the terrain painter to be visible in game mode</td>
</tr>
<tr>
<td>Generate Terrain</td>
<td>Open the <strong>Terrain Editor</strong> to generate terrain for the level</td>
</tr>
<tr>
<td>Edit Terrain</td>
<td>Open the <strong>Terrain Editor</strong> to modify the terrain settings</td>
</tr>
<tr>
<td>Export/Import Megaterrain Texture</td>
<td>Export or import the megaterrain texture</td>
</tr>
<tr>
<td>Export Terrain Block</td>
<td>Export a section of the terrain to a terrain block .trb file</td>
</tr>
<tr>
<td>Import Terrain Block</td>
<td>Import terrain from a saved .trb file</td>
</tr>
<tr>
<td>Resize Terrain</td>
<td>Open the <strong>Terrain Resize</strong> tool to modify the terrain size</td>
</tr>
<tr>
<td>Terrain Modify</td>
<td>Flatten or smooth the terrain</td>
</tr>
<tr>
<td>Edit Vegetation</td>
<td>Open the <strong>Vegetation</strong> section on the <strong>Terrain</strong> tab in the <strong>Rollup Bar</strong> in order to modify the vegetation</td>
</tr>
<tr>
<td>Paint Layers</td>
<td>Open the <strong>Layer Painter</strong> section on the <strong>Terrain</strong> tab in the <strong>Rollup Bar</strong> in order to modify settings on the layer</td>
</tr>
<tr>
<td>Refine Terrain Texture Tiles</td>
<td>Divide the terrain tiles into smaller sections</td>
</tr>
</tbody>
</table>
### Debugging Menu

The **Debugging** menu allows you to reload scripts, textures, geometry, and terrain. Other debugging options include configuring user commands and checking the level for errors.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Export Terrain Area</td>
<td>Export the selected terrain area to an <code>.obj</code> or <code>.fbx</code> file</td>
</tr>
<tr>
<td>Export Terrain Area with Objects</td>
<td>Export the selected terrain area and all objects within to an <code>.obj</code> or <code>.fbx</code> file</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reload Scripts</td>
<td>Reload all scripts or scripts for actor, AI, entity, item, and UI</td>
</tr>
<tr>
<td>Reload Textures/Shaders</td>
<td>Reload all textures and shaders used in the level</td>
</tr>
<tr>
<td>Reload Geometry</td>
<td>Reload all geometry used in the level</td>
</tr>
<tr>
<td>Reload Terrain</td>
<td>Reload the selected terrain</td>
</tr>
<tr>
<td>Resolve Missing Objects/Materials</td>
<td>Check the level and resolve all object and material issues</td>
</tr>
<tr>
<td>Enable File Change Monitoring</td>
<td>Monitor file changes</td>
</tr>
<tr>
<td>Check Object Positions</td>
<td>Check the position of all objects in the level</td>
</tr>
<tr>
<td>Clear Registry Data</td>
<td>Clear the registry data for all custom toolbars</td>
</tr>
<tr>
<td>Check Level for Errors</td>
<td>Check the level for errors—such as duplicate objects and missing assets—and display a list in the console window</td>
</tr>
<tr>
<td>Save Level Statistics</td>
<td>Save level statistics to the <code>yourlevelname.xml</code> file in the <code>TestResults</code> directory</td>
</tr>
<tr>
<td>Compile Script</td>
<td>Compile an entity script</td>
</tr>
<tr>
<td>Reduce Working Set</td>
<td>Reduce memory consumption</td>
</tr>
<tr>
<td>Update Procedural Vegetation</td>
<td>Update all procedural vegetation</td>
</tr>
<tr>
<td>Configure Toolbox Macros</td>
<td>Open the <strong>Tools Configuration</strong> window to create shortcuts for the console commands</td>
</tr>
<tr>
<td>Toolbox Macros</td>
<td>Display the shortcuts for the console and Lumberyard Editor commands that you created</td>
</tr>
<tr>
<td>Script Help</td>
<td>Open the <strong>Script Help</strong> window, which lists all commands, descriptions, and examples</td>
</tr>
</tbody>
</table>

### Tools Menu

The **Tools** menu lists the Lumberyard Editor tools and plugins. For more information, see Lumberyard Editors and Tools (p. 6).
View Menu

The View menu allows you to customize Lumberyard Editor, including the layout and viewport options.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cycle Viewports</td>
<td>Change the viewport to the next view type</td>
</tr>
<tr>
<td>Center on Selection</td>
<td>Select an object to zoom to the boundaries of the object; you can then press the Alt key and use the mouse to pan around the object, which remains centered on the screen</td>
</tr>
<tr>
<td>Show Quick Access Bar</td>
<td>Display the quick access bar</td>
</tr>
<tr>
<td>Enter Full Screen Mode</td>
<td>Display the viewport in full screen mode</td>
</tr>
<tr>
<td>Layouts</td>
<td>Change the Lumberyard Editor layout:</td>
</tr>
<tr>
<td></td>
<td>• Component Entity Layout – Display the Entity Outliner, Entity Inspector, and File Browser alongside the viewport</td>
</tr>
<tr>
<td></td>
<td>• Legacy Layout – Display the Rollup Bar and viewport only</td>
</tr>
<tr>
<td></td>
<td>• Save Layout – Save the current layout</td>
</tr>
<tr>
<td></td>
<td>• Restore Default Layout – Restore the layout to the default (Component Entity Layout)</td>
</tr>
<tr>
<td>Viewport</td>
<td>See the Viewport Menu (p. 69) section</td>
</tr>
<tr>
<td>Refresh Style</td>
<td>Refresh the editor stylesheet</td>
</tr>
</tbody>
</table>

Viewport Menu

The Viewport menu allows you to toggle display features for level design, entity placement, and object manipulation. You can also access other commands, such as Remember/Goto Location and viewport navigation speed.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top</td>
<td>Open an orthographic top view of your scene</td>
</tr>
<tr>
<td>Front</td>
<td>Open an orthographic front view of your scene</td>
</tr>
<tr>
<td>Left</td>
<td>Open an orthographic left view of your scene</td>
</tr>
<tr>
<td>Perspective</td>
<td>Open a perspective view of your scene</td>
</tr>
<tr>
<td>Map</td>
<td>Open a map view of your scene</td>
</tr>
<tr>
<td>Wireframe</td>
<td>Use the wireframe rendering view</td>
</tr>
<tr>
<td>Ruler</td>
<td>Use the ruler tool to measure distance</td>
</tr>
<tr>
<td>Grid Settings</td>
<td>Set grid line spacing, angle snapping, and rotation and translation settings</td>
</tr>
<tr>
<td>Configure Layout</td>
<td>Select a preconfigured layout</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
AWS Menu

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Goto Coordinates</td>
<td>Specify the camera position in XYZ coordinates, and move the</td>
</tr>
<tr>
<td></td>
<td>camera to that position</td>
</tr>
<tr>
<td>Goto Selection</td>
<td>Go to the currently selected object in the viewport</td>
</tr>
<tr>
<td>Goto Location</td>
<td>Go to one of 10 predefined locations in the viewport</td>
</tr>
<tr>
<td>Remember Location</td>
<td>Save up to 10 locations in the viewport</td>
</tr>
<tr>
<td>Change Move Speed</td>
<td>Change the movement speed for all objects in the level</td>
</tr>
<tr>
<td>Switch Camera</td>
<td>Change the camera for the viewport:</td>
</tr>
<tr>
<td></td>
<td>• Default Camera – Select the default camera</td>
</tr>
<tr>
<td></td>
<td>• Sequence Camera – Select the camera that is used in a Track</td>
</tr>
<tr>
<td></td>
<td>View sequence</td>
</tr>
<tr>
<td></td>
<td>• Selected Camera Object – Select the camera entity</td>
</tr>
<tr>
<td></td>
<td>• Cycle Camera – Select the next camera</td>
</tr>
<tr>
<td>Show/Hide Helpers</td>
<td>Show or hide all helper objects</td>
</tr>
</tbody>
</table>

AWS Menu

The AWS menu allows you to sign up for an Amazon Web Services (AWS) account, access AWS services using Cloud Canvas and Amazon GameLift, and open the Cloud Gem Portal.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Credentials manager</td>
<td>Add or edit an AWS profile</td>
</tr>
<tr>
<td>Cloud Canvas</td>
<td>Select a deployment or access the Cloud Canvas Resource Manager or Dynamic</td>
</tr>
<tr>
<td></td>
<td>Content Manager</td>
</tr>
<tr>
<td>Commerce</td>
<td>Learn how to submit your game to Amazon's Digital Software store using</td>
</tr>
<tr>
<td></td>
<td>Merch by Amazon or Publishing on Amazon</td>
</tr>
<tr>
<td>GameLift</td>
<td>Access the Amazon GameLift console or learn more about Amazon GameLift</td>
</tr>
<tr>
<td>Open AWS Console</td>
<td>Open the AWS Management Console and access Amazon Cognito, Amazon DynamoDB,</td>
</tr>
<tr>
<td></td>
<td>Amazon S3, and Amazon Lambda</td>
</tr>
<tr>
<td>Open Cloud Gem Portal</td>
<td>Open the Cloud Gem Portal</td>
</tr>
</tbody>
</table>

Help Menu

The Help menu includes web links to the technical documentation and tutorials, support contact information, and Lumberyard Editor version information.

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Getting Started</td>
<td>Open the Lumberyard Getting Started Guide</td>
</tr>
</tbody>
</table>
Using the Top Toolbar

Lumberyard Editor provides a toolbar that allows you to easily access various editor tools and features. The toolbar is docked at the top of the editor by default, but you can also dock it vertically on the edges of the editor or undock it from the editor. To customize the toolbar, right-click anywhere on the toolbar and select Customize from the context menu. You can choose which toolbars, views, or modes to include. You can also add commands to a toolbar.

You can access Lumberyard tools and features using one of the following methods:

- Toolbar buttons
- Tools menu
- Using Keyboard Shortcuts (p. 74)

For information about the bottom toolbar, see Using the Bottom Toolbar (p. 73).

EditMode Toolbar

The EditMode toolbar includes various tools for general level editing:

- **A** – Revert or apply the last command
- **B** – Link or unlink the selected object
- **C** – Filter what you can select in the viewport: all, brushes, no brushes, entities, prefabs, areas, shapes, AI points, decals, solids, or no solids
- **D** – Use the translation tools to select, move, rotate, or scale an object or object type; and select or rotate a terrain area
- **E** – Select the reference coordinate system
- **F** – Specify the axis constraint by locking on the X, Y, or Z axis or XY plane
- **G** – Use the object placement tools to follow the terrain, snap to objects, snap to grid, snap to angle, or show the ruler
- **H** – Use the asset organization tools to open the object selector, create a selection, delete a selection, save selected objects, or load selected objects

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tutorials</td>
<td>Open the Amazon GameDev Tutorials website to view written or video tutorials</td>
</tr>
<tr>
<td>Documentation</td>
<td>Open the Lumberyard glossary, release notes, Lumberyard documentation landing page, or the Amazon GameLift documentation landing page</td>
</tr>
<tr>
<td>GameDev Resources</td>
<td>Access the GameDev blog, Twitch channel, forums, and AWS support</td>
</tr>
<tr>
<td>Give Us Feedback</td>
<td>Send feedback to the Lumberyard feedback email alias</td>
</tr>
<tr>
<td>About Lumberyard</td>
<td>View copyright, build, and version information for Lumberyard Editor</td>
</tr>
</tbody>
</table>
• I – Select the current layer

Object Toolbar

The Object toolbar includes various tools for object alignment and manipulation:

• A – Go to the selected object
• B – Align the selection to an object by choosing the source object, clicking the tool, and then clicking the target object
• C – Align the object to the grid
• D – Set the object’s height
• E – Align the object to the terrain surface normal (press and hold Ctrl for object surface normal alignment)
• F – Freeze or unfreeze the selected object
• G – Apply vertex snapping for the selected object
• H – Reset or get the physics state for the selected object or simulate physics on the selected object

Editors Toolbar

The Editors toolbar allows you to access various editor tools:

• A – Open the Asset Browser
• B – Open the Layer Editor
• C – Open the LOD Generator
• D – Open the Material Editor
• E – Opens Geppetto
• F – Open the Mannequin Editor
• G – Open the Flow Graph editor (legacy)
• H – Open the AI Debugger
• I – Open the Track View editor
• J – Open the Audio Controls Editor
• K – Open the Terrain Editor
• L – Open the Terrain Texture Layers editor
• M – Open the Particle Editor
• N – Open the Time of Day editor
• O – Open the Sun Trajectory Tool
• P – Open the Database View
• Q – Open the UI Editor

Substance Toolbar

The Substance toolbar includes a button that opens the Substance Editor.
Using the Bottom Toolbar

Lumberyard Editor includes a bottom toolbar that provides status as well as the features below.

### Status

The **status** bar (A) displays the number of selected object(s) and provides functional hints for buttons or menu items in Lumberyard Editor.

### Lock Selection

The **Lock Selection** button (B) toggles selection locking, preventing you from inadvertently selecting something else in a level.

When your selection is locked, you can click or drag the mouse anywhere in the viewport without losing your selection. To deselect or alter your selection, click **Lock Selection** again to unlock the selection.

### Coordinates/Transforms

The **coordinates/transform** area (C) shows the position of the cursor or the status of a transform, and allows you to enter new transform values. The information in these fields vary based on your tasks:

- When creating an object or moving the mouse in the viewport, these fields show the cursor location in absolute world coordinates.
- When transforming an object by dragging it in the viewport, these fields show coordinates relative to the object’s coordinates before the transformation started.
- While transforming an object, these fields change to spinners in which you can directly type values.
- When the transform button is active and a single object is selected, but you are not dragging the object, these fields show the absolute coordinates for the current transform.
- While the transform button is active and multiple objects are selected, these fields show the previous selection’s transform coordinates.

### Set Vector

The **Set Vector** button (D) allows you to set the vector scale for your selected object(s). You can lock the proportions by clicking the lock button.

### Speed Control

The **Speed** button (E) allows you to change the speed of all movements in the viewport. The three buttons to the right of the **Speed** change the speed to 0.1, 1, or 10. You can also manually set the speed by entering your values into the fields or using the spinners to adjust the speed up or down.

### Terrain Collision

The **Terrain Collision** button (F) toggles terrain collision. You can enable terrain collision to inhibit camera movement below the terrain surface.
AI/Physics

The **AI/Physics** button (G) toggles physics simulation and AI, allowing you to test physics and AI behavior directly in the editor without entering game mode.

No Sync Player

The **No Sync Player** button (H) detaches the player entity from the camera. While in editor mode, a character entity is attached to the camera that is otherwise always synchronized. The No Sync Player function can be useful with AI or Physics enabled, when you don’t want to activate triggers while navigating through a level.

Goto Position

The **Goto Position** button (I) opens the **Go to position** dialog box to jump to a specific location in the level. You can enter positional coordinates or use the spinners to specify values. If you click the **Go To** button, you immediately move the viewport to the specified coordinate.

Mute Audio

The **Mute Audio** button (J) mutes audio and all sounds in the level.

VR Preview

The **VR Preview** button (K) previews your game project in virtual reality mode (p. 1574) when a virtual reality (p. 1562) gem is enabled.

Using Keyboard Shortcuts

Lumberyard supports the following keyboard shortcuts.

<table>
<thead>
<tr>
<th>Keyboard shortcut</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>Move forward in the viewport</td>
</tr>
<tr>
<td>A</td>
<td>Move backward in the viewport</td>
</tr>
<tr>
<td>Keyboard shortcut</td>
<td>Function</td>
</tr>
<tr>
<td>------------------------</td>
<td>---------------------------------------------------------------</td>
</tr>
<tr>
<td>S</td>
<td>Move left in the viewport</td>
</tr>
<tr>
<td>D</td>
<td>Move right in the viewport</td>
</tr>
<tr>
<td>F</td>
<td>Freeze the selected object</td>
</tr>
<tr>
<td>G</td>
<td>Toggle snap-to-grid</td>
</tr>
<tr>
<td>H</td>
<td>Hide the selected object</td>
</tr>
<tr>
<td>M</td>
<td>Open the Material Editor</td>
</tr>
<tr>
<td>Q</td>
<td>Toggle camera or terrain collision</td>
</tr>
<tr>
<td>Z</td>
<td>Focus the camera to the selected object in the viewport</td>
</tr>
<tr>
<td>F3</td>
<td>Toggle the wireframe view</td>
</tr>
<tr>
<td>Alt + middle mouse button</td>
<td>Rotate around the selected object</td>
</tr>
<tr>
<td>Alt + right click</td>
<td>Zoom in and out</td>
</tr>
<tr>
<td>Ctrl + D</td>
<td>Duplicate the selected object</td>
</tr>
<tr>
<td>Ctrl + E</td>
<td>Export the level</td>
</tr>
<tr>
<td>Ctrl + F</td>
<td>Unfreeze all objects</td>
</tr>
<tr>
<td>Ctrl + G</td>
<td>Enter game mode (Esc to exit)</td>
</tr>
<tr>
<td>Ctrl + H</td>
<td>Unhide all hidden objects</td>
</tr>
<tr>
<td>Ctrl + O</td>
<td>Open a level</td>
</tr>
<tr>
<td>Ctrl + P</td>
<td>Enable AI or physics</td>
</tr>
<tr>
<td>Ctrl + S</td>
<td>Save the level</td>
</tr>
<tr>
<td>Ctrl + Z</td>
<td>Undo the last operation</td>
</tr>
<tr>
<td>Ctrl + Shift + Z</td>
<td>Redo the last operation</td>
</tr>
<tr>
<td>Ctrl + Alt + F</td>
<td>Restore the saved state</td>
</tr>
<tr>
<td>Ctrl + Alt + H</td>
<td>Save the current state</td>
</tr>
<tr>
<td>Ctrl + Shift + Space</td>
<td>Lock the selection</td>
</tr>
<tr>
<td>Ctrl + Tab</td>
<td>Cycle the viewport perspective</td>
</tr>
<tr>
<td>Ctrl + Shift + L</td>
<td>Load objects from the game directory</td>
</tr>
<tr>
<td>Ctrl + Shift + S</td>
<td>Save the selected object</td>
</tr>
<tr>
<td>Ctrl + F1 (or F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12)</td>
<td>Save the viewport location</td>
</tr>
<tr>
<td>Shift + F1 (or F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12)</td>
<td>Move to the saved viewport location</td>
</tr>
<tr>
<td>1</td>
<td>Select the object</td>
</tr>
</tbody>
</table>
Using the Viewport

The viewport window (called Perspective in Lumberyard Editor) displays the scene that is rendered by the engine. The majority of level design occurs in the viewport, including object placement, terrain editing, in-editor play testing, and asset creation and interaction. You can also use dynamic and flexible tools to understand the 3D relationships among objects in a level.

The Perspective header includes a search field, field of view (FOV), screen ratio information, and options to show or hide debug information.
To customize the viewport

1. In Lumberyard Editor, in the viewport, right-click Perspective.
2. In the context menu, click Configure Layout.
3. In the Layout Configuration dialog box, select your preferred layout.
4. Click OK to save your changes.
Changing the Field of View (FOV)

You can change the default camera's FOV for the Lumberyard Editor viewport or the FOV for your game's camera. This section describes how to change the default camera's FOV. To change the FOV for your game's camera, see Camera (p. 401).

To change the default camera's FOV

1. In Lumberyard Editor, click Edit, Editor Settings, Global Preferences.
2. In the Preferences window, under Viewports, click General.
3. In the right pane, under General Viewport Settings, for Perspective View FOV, set the desired value in degrees.
4. Click Ok to save your changes.

Changing the Perspective

You can change the perspective of the viewport to use a top, front, left, perspective, or map view.

To change the perspective of the viewport

• In Lumberyard Editor, click View, Viewport, and choose one of the following:
  - Top – Switch to a top-down view of your level, including bounding boxes and line-based helpers. Terrain geometry is not shown.
  - Front – Switch to a front view of your level, including bounding boxes and line-based helpers. Terrain geometry is not shown.
  - Left – Switch to a view of your level from the left, including bounding boxes and line-based helpers. Terrain geometry is not shown.
  - Perspective – Switch to a view of your level using the default camera perspective, showing all level content. This is the default and most commonly used view.
  - Map – Switch to an overhead map of the level, including terrain, texture, and helper information.

Using the Rollup Bar

The Rollup Bar is on a tab in the right pane of Lumberyard Editor and provides access to display options, profile tools, layer controls, objects, terrain tools, and modeling tools. The Rollup Bar includes the following tabs: Objects, Terrain, Modeling, Render/Debug, and Layers.

Topics

• Objects Tab (p. 78)
• Terrain Tab (p. 79)
• Modeling Tab (p. 79)
• Render/Debug Tab (p. 80)
• Layers Tab (p. 83)

Objects Tab

The Objects tab includes the majority of objects and entities, and the interfaces to various local object and brush databases. This tab includes the following buttons: AI, Archetype Entity, Area, Audio, Brush, Custom, Designer, Entity, Geom Entity, Misc, Particle Entity, and Prefab.
Terrain Tab

The **Terrain** tab includes tools to modify terrain and vegetation. This tab includes the following buttons: **Modify**, **Holes**, **Vegetation**, **Environment**, **Layer Painter**, **Move Area**, and **Mini Map**.

Modeling Tab

The **Modeling** tab includes tools to modify display options and parameters for the selection. This tab includes the following sections: **Selection Type**, **Selection**, **Display Selection**.
Render/Debug Tab

The **Render/Debug** tab includes rendering, display, and debug options. With the exception of **Hide Helpers**, **Virtual Memory Info**, and **Renderer Resources Stats**, you can also use a console variable to access these options from the console window.

This tab includes the following sections and subpanels: **Hide by Category**, **Render Settings**, and **Stereo Settings**.
Note
You must enable (or disable) the Shadow Maps setting before you can enable (or disable) the Global Illumination setting. These two settings work together.
Layers Tab

The Layers tab includes the tools to create and manage level layers. This tab includes the following buttons: New, Delete, Rename, Export, Import, Save External Layers, and Freeze.

Using the Console Window

In Lumberyard Editor the console window displays a running list of all editor commands, processes, and output. Click the icon in the bottom left corner to open the Console Variables window.

The Console Variables window lists all available console variables. You can search for a specific console variable or modify the value of a console variable directly in the list. For tips and instructions, pause on the console variable.
To export a list of all console variables, use the `DumpCommandsVars` console command. For more information about the console, see CryConsole in the Lumberyard Developer Guide.

### Configuring Console Variables

Console variables (CVARs) are a type of variable that you can manipulate in Lumberyard's console interface.

CVARs can also be set in code, flow graphs, or specified in configuration files. CVARs are executed in the following order:

- **Configuration files:**
  - The `game.cfg` file in your project folder
  - The `lumberyardroot\dev\system_gamesystem.cfg` file for your game system
Customizing Lumberyard Editor

You can customize your workspace by adjusting how the windows and tools are docked, customizing which toolbars and menus display, and updating the global editor settings. To change the size setting for the toolbar icon, edit the `ed_toolbarIconSize` parameter in the `Editor.cfg` file. By default, the toolbar icon size is set to 0 (32 pixels).

Docking Windows and Toolbars

Docking helpers automatically appear when you drag a window over another window or Lumberyard Editor itself.

To dock a window on the left side of the viewport, drag the window by its title bar and move it to the left side until an orange docking helper appears. To undock a window, drag the title bar and move the selection window away. Avoid the docking buttons to prevent from accidentally redocking the window.

Note
To prevent a window from docking, press and hold Ctrl while moving the window.

Customizing Toolbars and Menus

To customize preset toolbars or create custom toolbars and menus, right-click the top toolbar and click Customize. In the Customize window, use the Toolbars tab to create, rename, and delete any custom toolbars and menus, as well as reset them to the default settings.
Customizing Toolbars

Commands Tab

Use the **Commands** tab to drag and drop menu commands to any menu category.
Changing Preferences

You can change the default settings to customize the look and functionality of the editor. In Lumberyard Editor, click Edit, Editor Settings, Global Preferences.
General Settings

You can change the general Lumberyard Editor settings and file settings.

### General Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show Geometry Preview Panel</td>
<td>Display a preview window for the selected object</td>
</tr>
<tr>
<td>Show Geometry Tree Browser Panel</td>
<td>Display the geometry tree browser panel</td>
</tr>
<tr>
<td>Hide Objects by Config Spec</td>
<td>Hide objects as determined by the minimal specifications and configuration specifications</td>
</tr>
</tbody>
</table>
### Changing Preferences

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable Source Control</td>
<td>Enable Perforce version control</td>
</tr>
<tr>
<td>External Layers: Save Only Modified</td>
<td>Save only the modified external layers</td>
</tr>
<tr>
<td>Freeze Read-only External Layer on Load</td>
<td>Freeze the read-only external layers when loading the level</td>
</tr>
<tr>
<td>Frozen Layers are Selectable</td>
<td>Allow objects in frozen layers to be selected</td>
</tr>
<tr>
<td>Console Background</td>
<td>Change the background color for the console</td>
</tr>
<tr>
<td>Show Welcome to Lumberyard at Startup</td>
<td>Display the Welcome to Lumberyard dialog box at startup</td>
</tr>
<tr>
<td>Autoload Last Level at Startup</td>
<td>Load the level that was last loaded</td>
</tr>
<tr>
<td>Show Time in Console</td>
<td>Display the time in the console window</td>
</tr>
<tr>
<td>Toolbar Icon Size</td>
<td>Adjust the toolbar icon size; default = 0 (32 pixels)</td>
</tr>
<tr>
<td>Stylus Mode</td>
<td>Enable stylus mode for tablets and other pointing devices</td>
</tr>
<tr>
<td>Enable Double-Clicking in Layer Editor</td>
<td>Allow double-clicking in the Layer Editor</td>
</tr>
<tr>
<td>Undo Levels</td>
<td>Specify the maximum number of times you can undo a level; default = 50</td>
</tr>
<tr>
<td>Range</td>
<td>Adjust the distance from the cursor to include objects in deep selection; default = 1</td>
</tr>
<tr>
<td>Vertex Cube Size</td>
<td>Adjust the vertex cube size</td>
</tr>
<tr>
<td>Render Penetrated Boundboxes</td>
<td>Render penetrated boundboxes</td>
</tr>
</tbody>
</table>

### Files Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backup on Save</td>
<td>Create a backup file when you save</td>
</tr>
<tr>
<td>Maximum Save Backups</td>
<td>Specify the maximum number of saved backups</td>
</tr>
<tr>
<td>Standard Temporary Directory</td>
<td>Specify the default temporary directory to use; default = [root]\Temp</td>
</tr>
<tr>
<td>Auto Save Camera Tag Points</td>
<td>Save the modified camera tag points</td>
</tr>
<tr>
<td>Scripts Editor</td>
<td>Specify the text editor to use for scripts</td>
</tr>
<tr>
<td>Shaders Editor</td>
<td>Specify the text editor to use for shaders</td>
</tr>
<tr>
<td>BSpace Editor</td>
<td>Specify the text editor to use for bspaces</td>
</tr>
<tr>
<td>Texture Editor</td>
<td>Specify the program to use for textures</td>
</tr>
<tr>
<td>Animation Editor</td>
<td>Specify the program to use for animations</td>
</tr>
</tbody>
</table>

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## Changing Preferences

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Enable autobackup</td>
</tr>
<tr>
<td>Time Interval</td>
<td>Specify the frequency of autobackup (in minutes)</td>
</tr>
<tr>
<td>Maximum Backups</td>
<td>Specify the maximum number of autobackups</td>
</tr>
<tr>
<td>Remind Time</td>
<td>Specify the frequency of autobackup reminders (in minutes)</td>
</tr>
</tbody>
</table>

### Viewport

You can change the default settings for the viewport.

#### General Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synchronize 2D Viewports</td>
<td>Enable synchronization of 2D viewports to move and correspond with each other</td>
</tr>
<tr>
<td>Perspective View FOV</td>
<td>Specify the field of vision for the viewport</td>
</tr>
<tr>
<td>Perspective View Aspect Ratio</td>
<td>Specify the length of the aspect ratio for the viewport, where height = 1</td>
</tr>
<tr>
<td>Enable Right-Click Context Menu</td>
<td>Enable or disable the context menu that displays by right-clicking in the viewport</td>
</tr>
<tr>
<td>Show 4:3 Aspect Ratio Frame</td>
<td>Display a 4:3 aspect ratio frame to show what is visible in game mode</td>
</tr>
<tr>
<td>Highlight Selected Geometry</td>
<td>Highlight the selected geometry</td>
</tr>
<tr>
<td>Highlight Selected Vegetation</td>
<td>Highlight the selected vegetation</td>
</tr>
<tr>
<td>Highlight Geometry on Mouse Over</td>
<td>Highlight geometry on hover over</td>
</tr>
<tr>
<td>Hide Cursor when Captured</td>
<td>Show or hide the mouse cursor in the viewport</td>
</tr>
<tr>
<td>Drag Square Size</td>
<td>Specify the size of the drag square to prevent from accidentally moving objects when selecting</td>
</tr>
<tr>
<td>Display Object Links</td>
<td>Display entity links in the viewport</td>
</tr>
<tr>
<td>Display Animation Tracks</td>
<td>Display the animation path for any objects in track view; one line = one frame</td>
</tr>
<tr>
<td>Always Show Radii</td>
<td>Display the area of effect (radius) for certain entities</td>
</tr>
<tr>
<td>Always Show Prefab Bounds</td>
<td>Display the prefab boundary helpers</td>
</tr>
<tr>
<td>Always Show Prefab Objects</td>
<td>Display the prefab object helpers</td>
</tr>
<tr>
<td>Show Bounding Boxes</td>
<td>Display a boundary box around each object</td>
</tr>
<tr>
<td>Always Draw Entity Labels</td>
<td>Display entity names</td>
</tr>
<tr>
<td>Always Show Trigger Bounds</td>
<td>Display the trigger boundary helpers</td>
</tr>
</tbody>
</table>
### Parameter | Description
---|---
Show Object Icons | Display object icons
Scale Object Icons with Distance | Scale object icons relative to distance
Show Helpers of Frozen Objects | Display the frozen object helper icons
Fill Selected Shapes | Highlight the inside area of a selected shape
Show Snapping Grid Guide | Display the grid in the viewport
Display Dimension Figures | Display the measurement dimensions of selected assets; you must enable helpers
Swap X/Y Axis | Reverse the x-axis and y-axis
Map Texture Resolution | Specify the resolution for the displayed map
Enabled | Display object names
Distance | Specify the visibility distance for text labels
Prefab Bounding Box | Specify the color for the prefab bounding box
Group Bounding Box | Specify the color for the group bounding box
Entity Bounding Box | Specify the color for the entity bounding box
Bounding Box Highlight Alpha | Specify the amount of highlight alpha to add to the bounding box
Geometry Color | Specify the geometry color
Solid Brush Geometry Color | Specify the color of the solid brush geometry
Geometry Highlight Alpha | Specify the amount of highlight alpha to add to the geometry
Child Geometry Highlight Alpha | Specify the amount of highlight alpha to add to the child geometry

### Movement Settings

| Parameter | Description |
---|---|
Camera Movement Speed | Specify the speed of all movements in the viewport
Camera Rotation Speed | Specify the speed of the mouse while controlling the viewport camera
Fast Movement Scale | Specify the multiplier for the camera speed; for example, a value of 2 doubles the movement speed of the camera
Wheel Zoom Speed | Specify the speed of the camera zoom when using the mouse wheel
Invert Y Axis | Invert the direction that the camera moves on the y-axis when holding the right button on the mouse and moving the mouse up or down
### Changing Preferences

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invert Pan</td>
<td>Invert the direction that the camera moves when holding the middle button on the mouse and moving the mouse left or right</td>
</tr>
</tbody>
</table>

#### Gizmos Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>Specify the size of the xyz-axes gizmo</td>
</tr>
<tr>
<td>Text Labels</td>
<td>Display the xyz-axes labels</td>
</tr>
<tr>
<td>Max Count</td>
<td>Specify the maximum number of xyz-axes gizmos that can display onscreen at one time</td>
</tr>
<tr>
<td>Helpers Scale</td>
<td>Specify the size of onscreen helpers, including AIAnchors, Tagpoints, and CoverSurfaces</td>
</tr>
<tr>
<td>Tagpoint Scale Multiplier</td>
<td>Specify the scale of the tagpoint helper sphere and the base helper scale value</td>
</tr>
<tr>
<td>Ruler Sphere Scale</td>
<td>Specify the scale of the locator sphere size when using the Ruler tool</td>
</tr>
<tr>
<td>Ruler Sphere Transparency</td>
<td>Specify the transparency level of the locator sphere when using the Ruler tool</td>
</tr>
</tbody>
</table>

#### Debug Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show Mesh Statistics</td>
<td>Display the level of detail information, such as tris and verts, for selectable objects</td>
</tr>
<tr>
<td>Warning Icons Draw Distance</td>
<td>Specify the distance to which to display warning icons in the viewport</td>
</tr>
<tr>
<td>Show Scale Warnings</td>
<td>Display an icon and warning text for objects that have been scaled</td>
</tr>
<tr>
<td>Show Rotation Warnings</td>
<td>Display an icon and warning text for objects that have been scaled</td>
</tr>
</tbody>
</table>

### Flow Graph

You can change the default settings for the Flow Graph editor.

#### General Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automatic Migration</td>
<td>Update and reconnect port connection changes</td>
</tr>
<tr>
<td>Show NodeIDs</td>
<td>Display an ID for each node</td>
</tr>
<tr>
<td>Show Tooltip</td>
<td>Display a tooltip for each node on hover over</td>
</tr>
<tr>
<td>Edges on Top of Nodes</td>
<td>Enable edges on top of nodes</td>
</tr>
</tbody>
</table>
### Changing Preferences

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Highlight Edges of Selected Nodes</strong></td>
<td>Highlight the incoming and outgoing edges for the selected nodes</td>
</tr>
</tbody>
</table>

**Color Settings**

Specify the colors to use for the following elements in the Flow Graph Editor:

- Arrows
- Highlight for the in and out arrows
- Highlight for the port edges
- Node outlines
- Node backgrounds
- Backgrounds for custom nodes
- Selected nodes
- Title text
- Text
- Backgrounds
- Grids
- Breakpoints
- Entity ports
- Ports
- Quick search backgrounds and text
- Debug node backgrounds and titles

### Mannequin

You can change the default settings for the Mannequin system.

**General Settings**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size of Tracks</strong></td>
<td>Specify the height of the tracks for the dope sheet; minimum = 14, maximum = 32</td>
</tr>
<tr>
<td><strong>Ctrl to Snap Scrubbing</strong></td>
<td>Snap scrubbing by pressing and holding the Ctrl key</td>
</tr>
<tr>
<td><strong>Timeline Wheel Zoom Speed</strong></td>
<td>Specify the speed of the mouse wheel when zooming on the Mannequin timeline</td>
</tr>
</tbody>
</table>

### Experimental Features

You can change the default settings for experimental features such as total illumination.

**Lighting Settings**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Illumination</strong></td>
<td>Enable the total illumination lighting feature</td>
</tr>
</tbody>
</table>
Restoring Default Settings for Lumberyard Editor

If you have customized your workspace, you can reset Lumberyard Editor to use the default settings at any time.

**To use the component entity layout (default)**

- In Lumberyard Editor, do one of the following:
  - Click **View, Layouts, Component Entity Layout**.
  - Click **View, Layouts, Restore Default Layout**.

**To use the legacy layout**

- In Lumberyard Editor, click **View, Layouts, Legacy Layout**.
If you require more granular control to restore Lumberyard Editor settings, you can delete the relevant keys in the Windows registry.

**Important**
Exercise caution when editing the Windows registry. Not following the instructions carefully may result in a corrupt Windows installation.

**To edit the Windows registry**

1. On your Windows desktop, click **Start** and type `regedit` in the search box.
2. In the **Registry Editor**, navigate to `HKEY_CURRENT_USER\Software\Amazon\Lumberyard\Editor`.
3. Right-click the applicable folder(s) and select **Delete**.

The default settings are restored the next time you start Lumberyard Editor.
AI System

In the context of a game, AI refers to the technology or system used to endow seemingly-intelligent actions and behaviors to an agent or character, called the AI agent.

Specifically, an AI agent is a game entity that can use information to make decisions in pursuit of one or more goals. An AI agent can perceive its surroundings, navigate through its environment, interact with other objects, communicate with other agents or players, and exhibit a vast number of various actions and behaviors toward the end goal. Sophisticated AI behaviors can be triggered, event-driven or be scripted.

The selection strip at the bottom of Lumberyard Editor features controls to enable AI. The AI/Physics button turns AI simulation on and off, and allows you to test AI agent behavior directly without entering game mode.

The pause and next step buttons are used for stepping through the AI system one frame at a time for debugging. To use these correctly, first click the pause button, then click the AI/Physics button, then click the next step button.

Make sure to disable the pause button again to return to normal operation.

For information on AI entities, see AI Control Objects (p. 538).

For information on AI Navigation, see Navigation (p. 453).

For information on AI Behavior Tree, see Behavior Tree (p. 399).

Spawning AI Agents

This section discusses how to spawn, activate, and deactivate one or more AI agents in your level.

Topics

- Using Flow Graph to Spawn AI Agents (p. 97)
- Using Auto Disable for Agents (p. 97)
Using Flow Graph to Spawn AI Agents

You can use the following AI flow graph nodes to spawn AI agents. An archetype entity is based on a regular entity and specifies individual parameter values for that entity. If the value of an archetype entity parameter is changed, all instances of that archetype entity in the level are updated automatically.

- **Entity:SpawnArchetype**
- **Entity:Spawn**

### To access Flow Graph nodes

1. In Rollup Bar, click **AI, TagPoint** and enter a name.
2. In the current level, click to place the tag point.
3. Right-click the tag point, click **Create Flow Graph**, and enter a name.
4. In Lumberyard Editor, click **Tools, Other, Flow Graph**.
5. In Flow Graph, under **Flow Graphs**, select the new flow graph just created.
6. Right-click anywhere in the graph, click **Add Node**, and then click to create the following nodes:
   a. **Game:Start**
   b. **Entity:SpawnArchetype**
   c. **Entity:EntityPos**
7. Drag node outputs to node inputs to create the following links:
   a. **Game:Start** output links to **Entity:SpawnArchetype Spawn**
   b. **Entity:EntityPos pos** links to **Entity:SpawnArchetype Pos**
   c. **Entity:EntityPos rotate** links to **Entity:SpawnArchetype Rotate**
   d. **Entity:EntityPos scale** links to **Entity:SpawnArchetype Scale**
8. For **Entity:SpawnArchetype**, click **Archetype** and make a selection from the menu.
9. For **Entity:EntityPos**, right-click **Choose Entity**, click **Assign graph, entity, <Graph Entity>**, and enter the name of the tag point created in step 6.

### Using Auto Disable for Agents

You can save processor time by not updating distant AI agents. To control this on a global and on a per-agent basis, enable the **AutoDisable** property.

#### To enable AutoDisable using Rollup Bar

1. In Rollup Bar, on the **Objects** tab, click **Entity** and select your asset.
2. Under **Entity Properties2**, select the **AutoDisable** check box.

#### To enable AutoDisable using Flow Graph

1. In Lumberyard Editor, click **Tools, Flow Graph**.
2. Under **Flow Graphs**, select your asset.
3. Right-click anywhere in the graph and then click **Add Node, AI, AutoDisable**.
4. In the **AI:AutoDisable** node, click **ON** to enable **AutoDisable**.
Debugging Agent Spawning Issues

You can use the following console variables to debug AI entity pool issues:

Unless otherwise noted, variable type is Boolean and default value is 0.

- **ai\_StatsDisplayMode 1** - Useful to check the number of currently active AI agents.
- **es\_DebugPool 1** - Used to debug entity pools.
- **es\_DebugPoolFilter** – Enter the name of the entity pool as the value.

The following represents different information that is available from debug output:

- **Bookmarked Entities** - Number of entities marked as being created through pools. It should be greater than 0 if you have AI agents in your level that should be marked.
- **Pool Name** - The entity pool whose information is about to follow. The name should be assigned to the es\_DebugPoolFilter variable to get more information about the pool. The color highlight on this text means the following:
  - White means the pool has no issues.
  - Yellow means the pool has reached maximum capacity at some point during the level. It is a warning -the pool is still being used correctly, but at the maximum.
  - Red means the pool reached its maximum capacity and another entity was trying to be prepared from the pool, but failed.
- **Not In Use** - The current number of slots in the entity pool that are not in use.
- **In Use** - The current number of slots in the entity pool that are currently being used. Below this output, the AI that is currently prepared from the pool and exists is shown, followed by their EntityId.
- **Pool Definitions** - The entity classes that exist in the pool. Max count (size of the pool) is displayed on the first line. The color highlight of the class name displays information about how that class has been used with the pool, as follows:
  - White means no entities have been prepared from the pool yet of that class type.
  - Green means at least one entity has been prepared and all so far have been prepared successfully.
  - Red means at least one entity has been prepared but it failed when being prepared.

AI Navigation

Lumberyard has a robust set of tools and methods for moving AI agents around – from simple point-to-point navigation to complex sets of scripted navigation behaviors.

AI agents come in different sizes and with different physical properties that impact how they navigate through a game level. AI agent types that can navigate include animate entities such as humans and aliens, and vehicles such as cars, boats, and aircraft.

Each AI has its own navigation mesh that defines the 3D volume where it can move around in. This navigation mesh is called the Multi-Layer Navigation Mesh (MNM), and is comprised of 3D navigation areas, exclusion areas where it cannot move in, and navigation seed points.

You define where and how an AI agent moves around in the navigation mesh using Flow Graph logic. Flow Graph allows you to quickly create complex scripted movements and animations for AI agents as they navigate throughout the area.
AI agents can also move along defined paths between navigation meshes - this is called off-mesh navigation.

Topics
- Multi-Layer Navigation Mesh (MNM) (p. 99)
- Creating Navigation Areas (p. 99)
- Selecting an AI Navigation Type (p. 100)
- Setting Navigation Exclusion Areas (p. 100)
- Adding Navigation Seed Points (p. 101)
- Using Flow Graph for AI Navigation (p. 101)
- Regenerating the Navigation Mesh (p. 101)
- Off-Mesh AI Navigation (p. 102)
- Tutorial: Basic AI Navigation (p. 103)
- Debugging AI Navigation (p. 104)

Multi-Layer Navigation Mesh (MNM)

An MNM mesh is automatically created for each navigation area that is added to a level. During the mesh generation process, the terrain, voxels, static objects, and rigid bodies with zero mass are all accounted for in determining whether an AI agent can move through or must move around something.

When a navigation mesh is created, the navigation areas are split in small volumes called tiles, which have a fixed size of 8m x 8m x 8m. Tiles in turns consist of voxels. The smaller the voxel size, the more accurate (and more expensive) the generated mesh.

AI Pathfinding

Lumberyard uses the A* algorithm for pathfinding to search all the triangles of the navigation mesh, with the distance to the destination as the heuristic. The smaller the mesh, the faster the search.

The pathfinding algorithm is asynchronously time-sliced in that requests for paths are not processed immediately but are added to the queue, so it can take a few frames to get the result.

AI agents must stay within the navigation mesh to be able to follow a path defined by the pathfinding algorithm. If an agent gets to the boundary of the mesh, it tries to find the closest triangle within a certain range.

Creating Navigation Areas

For a navigation mesh to be generated, a navigation area needs to be first added to your level. The bottom plane of the navigation area must be underneath the lowest point of the terrain the AI traverses, and the top plane of the navigation area must be above the height of the AI agent placed at the highest point of the terrain, allowing for plenty of clearance. If this is not done, the navigation mesh fails. A successfully created mesh will be blue in color.

**Note**
The ai_DebugDrawNavigation console variable must be set to 1, 2, or 3 in order that the navigable surface is displayed.

**To create a Navigation Area**

1. In Lumberyard Editor, click **AI, Create New Navigation Area**.
2. In the Rollup Bar, under **NavigationArea**, edit the **Area** parameter to be a non-zero value.
3. Under **NavigationArea**, edit the **Height** parameter so that the area is tall enough to enclose any hills or valleys in the terrain, as needed.
4. Click **AI, Show Navigation Areas**.
5. In the level, drag and click to define a shape enclosing the area that the AI agent navigates through.
6. Double-click to complete the shape.

**To edit a Navigation Area**
1. In your level, hover over the where you want to make a change. Once the shape turns orange, click it.
2. In Rollup Bar, under **AI, NavigationArea, Edit Options**, click **Edit Shape**.
3. To create a new vertex in the navigation area, press Ctrl and click on a line in the area.
4. To delete a portion of the navigation area, double-click on a vertex in the area.

**Selecting an AI Navigation Type**
Each AI agent needs to have a navigation type assigned, either animate (human-based) or inanimate (vehicle-based). The following AI agent properties are relevant from a navigation perspective:

- **AgentType** - MediumSizedCharacters or VehicleMedium
- **voxelSize** - 0.125m x 0.125m x 0.125m minimum
- **radius** - agent radius, in voxels
- **climbableHeight** - maximum climbable height of maximum slope, in voxels
- **maxWaterHeight** - maximum walkable water depth, in voxels

**To assign a navigation type for an AI agent**
1. In Lumberyard Editor, click **Tools, Other, DataBase View**.
2. On the **Entity Library** tab, click the **Load Library** button and select your asset file.
3. Under **Class Properties** pane, for **Navigation Type**, make a selection. This sets the navigation type for all AI agents.

**Setting Navigation Exclusion Areas**
If you don’t want an AI agent to navigate through certain areas, you can set exclusion areas within the navigation mesh, as follows:

Exclusion areas are colored red. Besides exclusion areas, AI agents cannot navigate through walls, objects, and the terrain itself.

**To set a navigation exclusion area**
1. In your level, select a navigation area.
2. In Rollup Bar, click **AI, Navigation Area**.
3. Under **NavigationArea Params**, select the **Exclusion** check box.
4. In your level, click to position the desired exclusion area.
5. Double-click to complete defining the exclusion area shape.
Adding Navigation Seed Points

Navigation seed points are specific accessible locations within navigation meshes that are normally inaccessible due to terrain or other obstructions. Seed points notify the Lumberyard pathfinding system that these locations are accessible for AI agent navigation. For example, an AI agent located on an island could “teleport” to a seed point on an adjacent mountainous island.

To add a navigation seed point

1. In Lumberyard Editor, click **AI, Add Navigation Seed**.
2. In your level, click to position the seed.

Navigation seed point are represented by a seed icon. Areas of the mesh that are accessible by AI agents from navigation seed points are displayed in blue, all other areas are in red. You can use the console variable `ai_MNMCalculateAccessibility` to calculate accessibility.

Using Flow Graph for AI Navigation

Flow graphs are a visual way to define AI navigational logic by creating and linking navigation nodes together. Flow Graph is accessed from Lumberyard Editor by clicking **Tools, Flow Graph**.

Some of the navigation-related nodes are:

- **AISequence:Animation** – Moves the AI to a location using a specified animation for the defined Stance, and plays an animation once the target has been reached.
- **AISequence:ApproachAndEnterVehicle** – Moves the AI agent to and then inside a vehicle, using a specified animation for the supplied Stance.
- **AISequence:Move** – Moves the AI to a location using a specified animation for the supplied Stance.
- **AISequence:MoveAlongPath** – Moves the AI along a path indicated by the supplied PathName, using the appropriate animations for the supplied Stance.
- **Movement:MoveEntityTo** – Moves the AI along a path indicated by the supplied PathName, using the appropriate animations for the supplied Stance.
- **AI:RayCastMNM** – Performs a raycast to the AI multilayer nav mesh relative to an entity.
- **AI:RegenerateMNM** – Regenerates the mesh at specified minimum and maximum positions. This is useful after the terrain has changed or an object has moved.
- **Vehicle:ChaseTarget** – Moves the vehicle along a defined off-mesh path, following a target vehicle and attempting to maintain a line of sight.
- **Vehicle:FollowPath** – Moves the vehicle along a defined off-mesh path at a specified speed.

For more information, see **Flow Graph Node Reference (p. 599)**.

Regenerating the Navigation Mesh

There are situations where the navigation mesh must be dynamically updated in real time in order for an AI agent to make sense of its environment. For example, when an object is destroyed the AI agent can now navigate through the space.

Dynamically generating a navigation mesh could also place an AI agent outside of the mesh, leading to stuck or inconsistent behavior.
You can regenerate the entire mesh or a portion of it.

## Complete Mesh Regeneration

If you want to regenerate the entire navigation mesh, do the following:

**To completely regenerate the navigation mesh**
- In Lumberyard Editor, select the mesh and then click **AI, Request a Full MNM rebuild**.

## Partial Mesh Regeneration

There are two methods for regenerating a portion of a navigation mesh. Both methods only regenerate the relevant portion of the mesh. By not regenerating the entire mesh, performance is kept high.

The following method is a non-runtime generation of the mesh.

**To partially regenerate the navigation mesh**
- In Lumberyard Editor, click **AI** and enable **Continuous Update**.

You can also do a runtime partial regeneration of the mesh using the following Flow Graph nodes. Flow Graph is accessed from Lumberyard Editor by clicking **Tools, Flow Graph**.

- **Entity:GetBounds** – Obtains the bounding box size, in local or world-space coordinates, for any entity in the mesh. This gives information about the location inside the mesh that requires updating, such as where an object moved to and how big it is.

- **AI:RegenerateMNM** – Specifies the minimum and maximum world-space coordinates of where the navigation mesh regenerates at run-time in response to geometry changes, such as a bridge collapsing or a path becoming blocked, for example.

## Off-Mesh AI Navigation

Any AI agent navigation that does not occur inside an MNM mesh is referred to as off-mesh navigation. Off-mesh navigation can be implemented using AI Paths or Smart Objects.

### Topics
- Using AI Paths for Navigation (p. 102)
- Using Smart Objects for AI Navigation (p. 103)

## Using AI Paths for Navigation

An AI path is a control object that is used to guide an AI agent from point to point along a specified route in a level. AI paths are useful for AI agents that need to traverse between two navigation meshes.

**To create an AI Path**

1. In Rollup Bar, click **AI, AIPath**.
2. Under **AIPath Params**, set properties and parameter values as needed:
   - **Road** – Used for **CRoadNavRegion::CreateRoad** and road navigation. Links with other nearby roads for land-based vehicles.
b. ValidatePath – If enabled, the path displays validation information when selected.

c. Closed – If true, the path is a loop.

3. Click File, Export to Lumberyard. This is a necessary step for the navigation system.

Unless absolutely necessary, AI path navigation should be Uninterruptable, meaning nothing should disrupt or block an AI agent moving along a path.

To set AI Path movement as uninterruptible

1. In Lumberyard Editor, click Tools, Flow Graph.
2. Under Graphs, Global, AI actions, select the AI agent.
3. In the AISequence:Start node, clear the Interruptible check box.

You can add an AI Path to Flow Graph logic as follows:

To add an AI Path to Flow Graph

1. In Flow Graph, under Graphs, Level, Entities, select the applicable flow graph.
2. Right-click anywhere in the graph, and then click Add Node, AISequence, MoveAlongPath.
3. In the AISequence:MoveAlongPath node, for PathName, type the name of the AI Path value from the Rollup Bar.

Using Smart Objects for AI Navigation

Smart Objects are an advanced type of AI Control Object that are used to interact with other objects using rules. Smart Objects can be used for AI movements that would otherwise be impossible to navigate within a mesh. Smart Objects can be used to have AI Agents duck, jump, rappel and kick down doors.

As an example, a Smart Object could be used for an agent running alongside the top wall of a building (first mesh) and then leaping onto a lamp post below (second mesh).

For an AI agent to be able to use a Smart Object, its AgentType definition should list one or more SmartObjectUserClasses.

When using a Smart Object, make sure its flow graph entrance (AI:SmartObjectHelper Start) and exit (AI:SmartObjectHelper End) helper points are within the two connected navigation meshes. They then automatically connect two meshes together when positioned correctly.

To set AI agent movement using Smart Objects

1. In Rollup Bar, click AI, SmartObject.
2. Under SmartObject Properties, for SmartObjectClass, click the ... button.
3. In Smart Object Classes, select your asset, and then select the desired movements.

Tutorial: Basic AI Navigation

This tutorial covers basic AI agent navigation through a level. A tagpoint is used to obtain the destination location within the navigation area.

The position coordinates for the TagPoint are dynamic, meaning you can move the TagPoint around and the AI updates its new destination coordinates accordingly.
To make an AI agent navigate

1. In Rollup Bar, on the Objects tab, click AI, NavigationArea.
2. In the level, click to define boundary nodes for the navigation area, then double-click to complete.
3. In Rollup Bar, click AI, TagPoint, then click to place it in the level.
4. In Rollup Bar, click Entity, AI, select your asset, then click to place it in the level.

   Note
   Use the legacy GameSDK sample project, which contains the AI assets, to see this folder in the UI. For more information, see Legacy Sample Project (GameSDK) (p. 1319).

5. In Rollup Bar, click Entity, Default, FlowgraphEntity, then click to place it in the level.
6. In the level, right-click the flow graph entity, click Create Flow Graph, and name it.
7. In Flow Graph, under Flow Graphs, select the flow graph entity.
8. Right-click anywhere in the graph, click Add Node, and create the following nodes:
   a. Game:Start
   b. AISequence:Start
   c. AISequence:Move
   d. AISequence:End
   e. Entity:EntityPos
9. Click and drag to create links between the outputs and inputs of the nodes as follows:
   a. Game:Start output to AISequence:Start Start
   b. AISequence:Start Link to AISequence:Move Start
   c. AISequence:Move Done to AISequence:End End
   d. Entity:EntityPos pos to AISequence:Move Position
10. For each of the three AISequence nodes, do the following:
    a. Select the entity in the entity tree to assign it.
    b. Right-click the top bar of the node.
    c. click Assign Selected Entity, Choose Entity.
    d. Enter the name of the AI agent selected.
11. For the Entity:EntityPos node, do the following:
    a. Select the tagpoint in the entity tree.
    b. Right-click the entity top bar of the node.
    c. Click Assign Selected Entity, Choose Entity.
    d. Enter the name of the tagpoint.
12. Press Ctrl+G to test the AI agent navigation to the tagpoint.

Debugging AI Navigation

In addition to using the AI Debug Recorder and AI Debug Viewer, you can also use specific console variables to debug AI agent navigation issues.

Using Console Variables to Debug AI Navigation

There are a number of console variables that can be used for agent navigation mesh (MNM) debugging. Some statistics display at the top-right corner of the screen.
When debugging Smart Object navigation, make sure that all entities have the right classes assigned, and that the correct actions are set to execute.

**ai_DebugDrawNavigation**

General variable for AI navigation debugging.

Values:
1 = displays mesh and contour
2 = also display triangles
3 = also display tiles and external links

**ai_DrawSmartObjects**

Displays Smart Objects.

Values:
0 = hide
1 = show

**ai_debugMNMAgentType**

Mesh agent type for which debugging information is displayed.

**ai_MNMPathFinderQuota**

Path finding quota per frame.

Units: seconds

**ai_MNMPathFinderDebug**

Displays pathfinder debugging statistics, including queue size, average and maximum number of A* search steps, and average and maximum search time.

Values:
0 = hide
1 = show

**ai_MNMProfileMemory**

Displays memory statistics.

Values:
0 = hide
1 = show

**ai_DrawPath**

Draw path.

**ai_DrawPathFollower**

Draw path follower.

### Debugging the Navigation Mesh

Use the following procedure as a start to debug the navigation mesh:

**To debug the navigation mesh**

1. Set the variable **ai_DebugDrawNavigation** value to 3.
2. Create and place a TagPoint with the name **MNMDebugLocator** within a tile of the mesh you want to debug.
3. Press Backspace to switch between the display of the different mesh generation steps.

### Agent Perception

AI agents can perceive their environment. Specifically they can see objects in their vicinity, hear sounds, react to collisions, and understand speech.
Using Flow Graph to Set Agent Perception

You can use the following AI flow graph nodes to affect agent perception. The perception scaling nodes are important as they control the degree to which AI agents can see or hear their surroundings.

- **AI:AIAwarenessToPlayer** – The degree to which an AI agent is aware of the player's faction. Red is the most aware, while green is the least aware.
- **AI:AIGlobalPerceptionScaling** – The degree of perception (as a percentage) for all AI agents or factions in a level.
- **AI:PerceptionScale** – The degree of perception (as a percentage) for a single AI agent.
- **AI:AlertnessState** – The degree to which any faction or AI agent type is aware of other factions or agent types.
- **AI:GroupAlertness** – Similar to **AI:AlertnessState**, but by group ID.
- **Input:SpeechRecognition** – Enables or disables Kinect speech recognition on the Xbox One.
- **Input:SpeechRecognitionEnabled** – Queries the availability of Kinect speech recognition on Xbox One.
- **Input:SpeechRecognitionListener** – Listens for a specific Kinect voice command.
- **AI:AttentionTarget** – Gets the target of an AI agent's attention as a position or entityID.

To access Flow Graph perception nodes

1. Open Flow Graph.
2. In the Flow Graphs pane, select your asset.
3. Right-click anywhere in the graph, then click Add Node, AI (or Input) to access the nodes.

You can use additional flow graph logic to fine-tune AI agent control and determine how agent awareness varies with the agent's surroundings, as shown below.
Using AI Anchors to Set Agent Perception

Another way to control AI agent perception is to use AI anchors. Unlike the Flow Graph method, which relies on logic, this method relies on object placement and level markup.

There are four AI anchors for controlling an AI agent's perception: LIGHTSPOT_LIGHT, LIGHTSPOT_MEDIUM, LIGHTSPOT_DARK, and LIGHTSPOT_SUPERDARK. As you might expect, LIGHTSPOT_SUPERDARK gives an agent the least amount of perception.

These settings limit the visibility for the AI agent inside the specified radius. If a player is inside this radius, the agent has a diminished perception of the player.

**Note**
To reduce demands on performance, use these AI anchors in place of visual light entities or the Sun.

**To use AI Anchors for setting perception**

1. In Rollup Bar, on the Objects tab, click AI, AIAnchor.
2. Under AIAnchor Properties, double-click AnchorType.
3. In AI Anchors, select one of the four anchors.
4. Select Enabled.
5. Click radius and enter a value in meters.

Using Console Variables to Set Agent Perception

You can also use console variables (cvars) to affect AI agent perception. Console variables are accessed by clicking the "..." button in the lower right corner of Lumberyard Editor.

Unless otherwise noted, the variable type is Boolean and the default value is 0.

- **aiIgnorePlayer** – Determines the degree to which the agent ignores players. A setting of 1 is the same as 0% perception scale (agent ignores players).
- **aiIgnoreBulletRainStimulus** – Determines whether AI agents perceive bullets passing near them.
- **aiIgnoreVisibilityChecks** – Returns certain visibility checks as false.
- **aiIgnoreVisualStimulus** – Notifies the Perception Handler to always ignore visual stimulus.
- **aiIgnoreSoundStimulus** – Determines whether the agent ignores all sounds. Visual and tactile stimuli are not affected.
- **aiSoundPerception** – Determines the degree to which the agent can hear sounds. A setting of 0 causes the agent to ignore all sounds (useful for debugging purposes when used in conjunction with ai_DebugDraw). Default value: 1
- **aiEnablePerceptionStanceVisibleRange** – Determines the maximum perception range for AI based on the player’s stance.
- **aiCrouchVisibleRange** – Determines the perception range for AI agents when the player is crouching and ai_EnablePerceptionStanceVisibleRange is enabled. Default value: 15.0
- **aiProneVisibleRange** – Determines the perception range for AI agents when the player is prone and ai_EnablePerceptionStanceVisibleRange is enabled. Default value: 6.0

For the next three variables, if the isAffectedByLight property is true, this determines the scaling factor for the AI agent's visual perception range under the LIGHTSPOT lighting conditions.

- **aiSightRangeDarkIllumMod** – Has the same effect as the LIGHTSPOT_DARK anchor type. Default value: 0.5
• `ai_SightRangeMediumIllumMod` – Has the same effect as the LIGHTSPOT_MEDIUM anchor type. Default value: 0.8
• `ai_SightRangeSuperDarkIllumMod` – Has the same effect as the LIGHTSPOT_SUPERDARK anchor type. Default value: 0.25

To set perception properties using Database View

1. In Lumberyard Editor, click `Tools, Other, Database View`
2. On the `Entity Library` tab, click `Load Library` to select the applicable entity file.
3. Select the AI entity in the entity tree.
4. In the center pane, under `Perception`, enable properties and set parameter values as needed.

Debugging AI Agent Perception Issues

For debugging specific AI perception issues, use the following console variables. To debug generic AI issues, see AI Agent Debugging (p. 143).

Unless otherwise noted, variable type is Boolean and default value is 0.

• `ai_DebugGlobalPerceptionScale` – Displays global perception scale multipliers.
• `ai_DrawPerceptionIndicators` – Displays indicators showing the enemy's current perception level of player.
• `ai_DrawPerceptionDebugging` – Displays indicators showing how the enemy view intersects with perception modifiers.
• `ai_DrawPerceptionModifiers` – Displays perception modifier areas in game mode.
• `ai_DrawPerceptionHandlerModifiers` – Displays perception handler modifiers on a specific AI agent. Requires an AIName as the parameter.
• `ai_DebugPerceptionManager` – Displays perception manager performance overlay.
• `ai_DebugDrawLightLevel` – Displays the AI light level. Useful for debugging with lightspot anchors.
• `ai_DrawAgentFOV` – Displays the FOV cone for AI agents. Requires ai_DebugDraw to be enabled.
• `ai_DrawAgentStats` – Displays information about agents. Nadlt=name/alertness/distances/light level/target.
• `ai_DrawAttentionTargetPositions` – Displays position markers for the AI agent's current attention target.

AI Communications

AI agents can speak (or make sounds) at various times in the game and send signals to each other to affect their behaviors.

**Note**

Communications are not played if an AI agent is currently executing a smart object action.

Topics

• Using Database View to Set AI Communication (p. 109)
• Using AI Communication Channels (p. 109)
• Using the CommConfig Property (p. 110)
• Using GoalPipes to Trigger Communication (p. 111)
• Using Voice Libraries for AI Speech (p. 111)
Using Database View to Set AI Communication

There are several communication-related properties and parameters that can also be set using the Database View tool.

To set communication properties using Database View

1. In Lumberyard Editor, click **Tools, Other, Database View**.
2. On the **Entity Library** tab, click the **Load Library** button to select the applicable entity file.
3. Select the AI entity from the entity tree.
4. In the center pane, under **Class Properties**, enable properties and set parameter values as needed:
   a. **CommConfig** - select **Basic** or **Human**.
   b. **Commrange** - enter the communication range as needed.

Using AI Communication Channels

AI communication channels are used to determine whether an AI agent can communicate at a given time, depending on whether the communication channel is occupied or free. Communication channels are XML-based and can be nested and this determines if a parent communication channel is occupied depending on whether a child communication channel is occupied.

A sample configuration file with multiple communication channels is shown below:

```
<?xml version="1.0"?>
<Communications>
  <ChannelConfig>
    <Channel name="Global" minSilence="1.5" flushSilence="0.5" type="global">
      <Channel name="Group" minSilence="1.5" flushSilence="0.5" type="group">
        <Channel name="Search" minSilence="6.5" type="group"/>
        <Channel name="Reaction" priority="2" minSilence="2" flushSilence="0.5" type="group"/>
        <Channel name="Threat" priority="4" minSilence="0.5" flushSilence="0.5" type="group"/>
      </Channel>
      <Channel name="Personal" priority="1" minSilence="2" actorMinSilence="3" type="personal"/>
    </Channel>
  </ChannelConfig>
</Communications>
```

Where,

- **minSilence** – Minimum time (in seconds) for which the Channel remains occupied after the Communication has completed.
- **flushSilence** – Time (in seconds) for which a Channel remains occupied after flushing the Channel. It is used to override the imposed silence time for the Channel which is no longer playing a Communication. If this attribute is not specified, the value of minSilence is used.
- **actorMinSilence** – Minimum imposed time (in seconds) to restrict AI actors from playing voice libraries after starting a Communication.
Using the CommConfig Property

The `CommConfig` property (see Using Database View to Set AI Communication (p. 109)) determines which communications (and how) an AI agent can play. This property has a value of `Basic` or `Human`, whose properties and attributed are defined by two XML files.

A sample `BasicCommunications.xml` file is shown below:

```xml
<Communications>
  <!--Animation + Sound Event example (needs state using the action/signal in the animation graph)-->
  <Config name="Surprise">
    <Communication name="comm_anim" finishMethod="animation" blocking="all" forceAnimation="1">
      <Variation animationName="Surprise" soundName="sounds/interface:player:heartbeat" />
    </Communication>
  </Config>

  <!--Sound Event example-->
  <Config name="Welcome">
    <Communication name="comm_welcome" finishMethod="sound" blocking="none">
      <Variation soundName="sounds/dialog:dialog:welcome" />
    </Communication>
  </Config>

  <!--Auto generated Voice Library examples-->
  <Config name="SDK_Example_NPC_01">
    <AutoGenerateCommunication voiceLib="npc_01_example" finishMethod="voice" blocking="none" />
  </Config>

  <Config name="SDK_Example_NPC_02">
    <AutoGenerateCommunication voiceLib="npc_02_example" finishMethod="voice" blocking="none" />
  </Config>
</Communications>
```

Where,

- **name**: Basic or Human, as specified by the CommConfig property.
- **choiceMethod**: Method used to choose a variation: Random, Sequence, RandomSequence, or Match.
- **responseChoiceMethod**: Method used to choose a variation: Random, Sequence, RandomSequence, or Match.
- **animationName**: Animation graph input value
- **lookAtTarget**: Valid values are 1|0, true|false, or yes|no. Makes the AI look at the target.
- **finishMethod**: Any or all of: animation, sound, voice, timeout, all. It defines the way to determine when the communication is finished - after the animation is finished, or time interval has elapsed.
- **blocking**: movement, fire, all, none. It allows to disable the movement or firing of the AI.
- **animationType**: signal or action
- **voiceLib**: The name of the Voice Library to extract Communication names from.
Using GoalPipes to Trigger Communication

To trigger a Communication event, use the goalop "communicate" as follows:

```xml
<GoalPipe name="Cover2_Communicate">
  <Communicate name="comm_welcome" channel="Search" expirity="0.5"/>
</GoalPipe>
```

Where,

- **name** is the name of the actual communication (sound or voice). This is defined by the CommConfig property.
- **channel** is the name of the Communication Channel this AI is Using. The channel is defined in the Communication Channel file.
- **expirity** (expiry) is the maximum allowable delay in triggering the communication event when the Communication Channel is temporarily occupied. If the communication event couldn't be triggered within this time period, it is discarded.

Using Voice Libraries for AI Speech

Voice Libraries are XML-based Excel files used to support localized AI agent speech, sub-titles, and lip-syncing.

The specific voice library file is assigned in the Communication Configurations XML file using the `<AutoGenerateCommunication>` element and associated attributes. For more information, see Using the CommConfig Property (p. 110).

For each different AI signal, a specific sound file is used that plays a specific sound or speech snippet. AI agents are assigned a specific voice library file using the `esVoice` property.

Using Flow Graph for Setting AI Communications

There is one AI Flow Graph node used to effect agent communications, as follows:

**To access Flow Graph communication nodes**

1. In Lumberyard Editor, click Tools, Flow Graph.
2. In Flow Graph, under Flow Graphs, select the applicable AI agent.
3. Right-click anywhere in the graph, then click Add Node, AI, SetCommunicationVariable.

Using AI Signals Among Agents

AI signals allow agents to communicate with each other. An AI signal is sent by one AI agent to another AI agent, to a subset of agents, or to itself. You can also specify how AI agents react to received signals.

Sending AI Signals

The method used to send an AI signal is as follows:

```c#
AI:Signal(signalfilter_, signal_type, *MySignalName*, sender_entity_id);
```

Where,
**signalfilter_**

Defines which AI agents receive the signal. It can be chosen among a fixed set of symbols that have the prefix SIGNALFILTER_. The list of available signal filters is shown below.

**signal_type**

Type of signal.

Values: 1 = The entity receiving the signal processes it only if it's enabled and it's not set to ignorant (see AI:MakePuppetIgnorant for details). 0 = The entity receiving the signal processes it if it's not set to Ignorant. -1 = The entity receiving the signal processes it unconditionally.

**MySignalName**

The signal identifier. It can be any non-empty string; for the signal recipient, it must be a function with the same name either in its current behavior, its default behavior, or in the DEFAULT.lua script file in order to react to the received signal.

**sender_entity_id**

The entity id of the signal recipient. This is usually the ID of the recipient, but can also be the entity ID of the sender if the signal will be sent to the sending agent.

### Signalfilter Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>The entity specified with the entity_id parameter.</td>
</tr>
<tr>
<td>SIGNALFILTER_LASTOP</td>
<td>The entity's last operation target (if it has one).</td>
</tr>
<tr>
<td>SIGNALFILTER_TARGET</td>
<td>The current entity's attention target.</td>
</tr>
<tr>
<td>SIGNALFILTER_GROUPONLY</td>
<td>All the entities in the sender's group, i.e. the entities with its same group id, in the sender's communication range.</td>
</tr>
<tr>
<td>SIGNALFILTER_SUPERGROUP</td>
<td>All the entities in the sender's group, i.e. the entities with its same group id, in the whole level.</td>
</tr>
<tr>
<td>SIGNALFILTER_SPECIESONLY</td>
<td>All the entities of the same sender's species, in the sender's communication range.</td>
</tr>
<tr>
<td>SIGNALFILTER_SUPERSPECIES</td>
<td>All the entities of the same sender's species, in the whole level.</td>
</tr>
<tr>
<td>SIGNALFILTER_HALFOFGROUP</td>
<td>Half the entities of the sender's group (you cannot specify which entities).</td>
</tr>
<tr>
<td>SIGNALFILTER_NEARESTGROUP</td>
<td>The nearest entity to the sender in its group.</td>
</tr>
<tr>
<td>SIGNALFILTER_NEARESTINCOMM</td>
<td>The nearest entity to the sender in its group, if in its communication range.</td>
</tr>
<tr>
<td>SIGNALFILTER_ANYONEINCOMM</td>
<td>All of the entities in the sender's communication range.</td>
</tr>
<tr>
<td>SIGNALID_READIBILITY</td>
<td>This special signal is used to make the entity recipient perform a readability event (sound/animation).</td>
</tr>
</tbody>
</table>

### Receiving AI Signals

A signal that is received by an AI agent can cause an agent to change its behavior, as follows:
AI Modular Behavior Tree

The Modular Behavior Tree (MBT) is a collection of XML-based nodes that describe rules, behaviors, and tasks for AI agents to follow. The Modular Behavior Tree Editor is used to create trees and nodes for AI agents, and is accessed from Lumberyard Editor by clicking Tools, Other, Modular Behavior Tree Editor.

AI signals are sent either from the MBT itself using the Signal node or from code. A signal sets a tree variable to true or false when it is triggered. Tree variables can then be used to make decisions in the tree. Timestamps are set when an AI signal comes in, and can be used to check how long ago something happened.

An example tree structure is shown here:

```xml
<BehaviorTree>
  <Root>
    <Sequence>
      <Log message="Test" />
      <WaitForEvent name="OnEnemySeen" />  
      <Move to="Target" speed="Walk" stance="Stand" fireMode="BurstWhileMoving" />  
      <Halt />
    </Sequence>
  </Root>
</BehaviorTree>
```

Each node can have parameters to configure the behavior of its execution. When passing an unacceptable value the parsing of the node could fail and an error message could be found inside the Editor.log or Game.log files.
Topics
- Standard MBT Nodes (p. 114)
- Common AI MBT Nodes (p. 118)
- Game AI MBT Nodes (p. 133)
- Helicopter AI MBT Nodes (p. 138)

Standard MBT Nodes

The following standard Modular Behavior Tree nodes are supported. These nodes can be found at `CryEngine\CryCommon\BehaviorTree`.

Loop node

The Loop node runs one child multiple times or until the child fails to run. If the count is not specified, it is considered infinite.

Parameters
- `count`: The maximum number of times a child of the Loop node is run

Behavior
- **Success**: If the count is reached for the child
- **Failure**: If the child fails to run

Example

```xml
<Loop count="3">
  <SomeChildNode />
</Loop>
```

LoopUntilSuccess node

The LoopUntilSuccess node runs one child until it succeeds. A maximum number of attempts can be specified. If no maximum number of attempts is specified or if it's set to less than or equal to 0 then the node will attempt to run the child repeatedly until the child succeeds.

Parameters
- **attemptCount**: The maximum amount of possible attempts to make the child succeeding.

Behavior
- **Success**: If the child succeeds
- **Failure**: If the maximum amount of allowed attempts is reached

Example

```xml
<LoopUntilSuccess attemptCount="5">
  <SomeChildNode />
</LoopUntilSuccess>
```
Parallel node

The Parallel node run its children in parallel. A maximum of 32 children are allowed. If success and failure limits are reached at the same time, the node will succeed.

Parameters

- **failureMode**: The mode used to evaluate when the node fails. Accepted values are any or all. Default value = any.
- **successMode**: The mode used to evaluate when the node succeeds. Accepted values are any or all. Default value = all.

Behavior

- **Success**: If any or all children succeed.
- **Failure**: If any or all children fail.

Example

```xml
<Parallel successMode="any" failureMode="all">
  <SomeChildNode1 />
  <SomeChildNode2 />
  <SomeChildNode3 />
</Parallel>
```

Selector node

The Selector node runs its children one at a time, stopping at the first one that succeeds.

Parameters

No parameters

Behavior

- **Success**: As soon as one of the children succeed. The remaining children are not run
- **Failure**: If all children fail.

Example

```xml
<Selector>
  <SomeChildNode1 />
  <SomeChildNode2ToExecuteIfSomeChildNode1Fails />
  <SomeChildNode3ToExecuteIfSomeChildNode2Fails />
</Selector>
```

Sequence node

The Sequence node runs its children one at a time in order. A maximum of 255 children are allowed.

Parameters

No parameters

Behavior
• **Success:** If all children succeed.
• **Failure:** If any children fail

**Example**

```xml
<Sequence>
  <SomeChildNode1 />
  <SomeChildNode2 />
  <SomeChildNode3 />
</Sequence>
```

**StateMachine node**

The StateMachine is a composite node allowed to have one or more children. The children of a StateMachine node must be of the type State.

Only one child at any given time is allowed to be run and the first one defined is the first one to be run.

The current status of a StateMachine node is the same as that of the child that is currently selected to be run.

**Parameters**

None

**Behavior**

• **Success:** If the child State node succeeds
• **Failure:** If the child State node fails

**Example**

```xml
<StateMachine>
  <State />
  <State name="State1" />
  <State name="State2" />
</StateMachine>
```

**StateMachine:State node**

The State node is the basic block of a StateMachine node. Each State node must have a BehaviorTree node and may also have a Transitions block.

A State node runs the content of its BehaviorTree node and can transition to another state (or itself) as specified in the Transitions block.

If a State node transitions into itself while running, it will first be terminated, re-initialized, and then updated again.

**Parameters**

• **name**: The name of the state. It must be unique for the scope of the StateMachine node.

**Behavior**
• **Success**: If the BehaviorTree node succeeds
• **Failure**: If the BehaviorTree node fails

**Example**

```xml
<State name="StateName">
  <Transitions>
    <Transition onEvent="EventOrTransitionSignalName" to="OtherStateName" />
  </Transitions>
  <BehaviorTree>
    <SomeChildNode />
  </BehaviorTree>
</State>
```

The `Transitions` tag must have the following parameters:

• **onEvent**: Identifies the string name of the event that could cause the transition to happen
• **to**: Identifies the state name where transitioning to

**SuppressFailure node**

The SuppressFailure node owns and runs one child. It will succeed irregardless of the result of the child's execution.

**Parameters**

None

**Behavior**

• **Success**: As soon as the child finishes.

**Example**

```xml
<SuppressFailure>
  <SomeChildThatCanFail />
</SuppressFailure>
```

**Timeout node**

The Timeout node fails after a certain amount of time has passed.

**Parameters**

• **duration**: Number of seconds before the failure of the node occurs

**Behavior**

• **Failure**: if it runs for more than the amount of time specified by the duration parameter

**Example**

```xml
<Timeout duration="5" />
```
**Wait node**

The Wait node succeeds after a certain amount of time has passed.

**Parameters**

- **duration**: The amount of seconds before the failure of the node occurs
- **variation**: The extra amount of time that will be added on top of the specified duration. This allows random variations between different executions of the node

**Behavior**

- **Success**: As soon as it runs for more than the amount of time specified by the duration parameter plus the random variation

**Example**

```xml
<Wait duration="5" variation="1" />
```

**Common AI MBT Nodes**

The following common AI Modular Behavior Tree nodes are supported.

**AnimateFragment node**

This node plays an Mannequin animation fragment and waits until the animation finishes.

**Parameters**

- **name**: The name of the fragment to play.

**Behavior**

- **Success**: If the animation is correctly played or if no operation was needed.
- **Failure**: If an error occurs while trying to queue the request to play the specified fragment.

**Example**

```xml
<AnimateFragment name="SomeFragmentName" />
```

**Bubble node**

Used to display a message in a bubble above the agent.

- **message**: The message that should be shown in the speech bubble.
- **duration**: The number of seconds to show the message. Default = 0.
- **balloon**: Shows the message in a balloon about the AI agent. 1 will show the message in a balloon above the agent; 0 will not. Default = 1.
- **log**: Writes the message to a general-purpose log. 1 will write to the log; 0 will not Default = 1.
None.

Behavior

- **Success**: Succeeds immediately after having queued the message to be displayed.

Example

```xml
<Bubble message="MessageToBeDisplayedAndOrLogged" duration="5.0" balloon="true" log="true" />
```

Move node

Used to move the agent from the current position to the specified destination. If the destination is a target then the end position is updated if not reached while the target moves.

Parameters

- **speed**: Movement speed, which can be any of the following: Walk, Run, or Sprint.
- **stance**: Stance, which can be any of the following: Relaxed, Alerted, or Stand. Default = Stand.
- **bodyOrientation**: Body orientation, which can be any of the following: FullyTowardsMovementDirection, FullyTowardsAimOrLook, or HalfwayTowardsAimOrLook. Default = HalfwayTowardsAimOrLook.
- **moveToCover**: True if the agent is moving into cover; otherwise false. Default = false.
- **turnTowardsMovementDirectionBeforeMoving**: True if the agent should first turn into the direction of movement before actually moving; false if not. Default = false.
- **strafe**: True if the agent is allowed to strafe; false it not. Default = false.
- **glanceInMovementDirection**: True if the agent is allowed to glance in the direction of movement; false if it should always look at its look-at target. Default = false.
- **to**: Movement destination, which can be one of the following: Target, Cover, RefPoint or LastOp.
  - **Target**: The current attention target.
  - **Cover**: The current cover position.
  - **RefPoint**: The current reference position.
  - **LastOp**: The position of the last successful position related operation.
- **stopWithinDistance**: If within this distance from the target, stop moving. Default = 0.0.
- **stopDistanceVariation**: Additional random stopping distance, Default = 0.0.
- **fireMode**: Fire mode while moving: Default - Off.
  - **Off**: Do not fire.
  - **Burst**: Fire in bursts - living targets only.
  - **Continuous**: Fire continuously - living targets only.
  - **Forced**: Fire continuously - allow any target.
  - **Aim**: Aim target only - allow any target
  - **Secondary**: Fire secondary weapon.
  - **SecondarySmoke**: Fire smoke grenade
  - **Melee**: Melee.
  - **Kill**: No missing, shoot directly at the target, no matter what aggression/attackRange/accuracy is.
  - **BurstWhileMoving**: Fire in bursts, while moving and too far away from the target.
  - **PanicSpread**: Fire randomly in the general direction of the target.
  - **BurstDrawFire**: Fire in bursts, in an attempt to draw enemy fire.
• **MeleeForced**: Melee, without distance restrictions.
• **BurstSnipe**: Fire in burst, aiming for a head-shot.
• **AimSweep**: Keep aiming at the target, but not allowed to fire.
• **BurstOnce**: Fire a single burst.
• **avoidDangers**: 1 if dangers should be avoided while moving, 0 if they can be ignored. Default = 1.
• **avoidGroupMates**: 1 if group mates should be avoided while moving, 0 if they can be ignored. Default = 1.
• **considerActorsAsPathObstacles**: 1 if any actor should be considered a path obstacle that the path-finder should avoid, 0 if they can be ignored. Default = 0.
• **lengthToTrimFromThePathEnd**: The resulting path-finder path will be trimmed by the specified amount of distance. Positive values will trim from the end of the path; negative values will trim from the start of the path. Default = 0.0.

**Behavior**

• **Success**: If the destination is reached.
• **Failure**: If the destination is deemed unreachable.

**Example**

```xml
<Move to="DestinationType" stance="StanceName" fireMode="FiremodeName" speed="SpeedName" stopWithinDistance="3c"/>
```

**QueryTPS node**

This node performs a Tactical Position System query and waits for a result.

**Parameters**

• **name**: The name of the TPS query to use.
• **register**: Where to store result of the TPS query: RefPoint or Cover. Default = Cover.

**Behavior**

• **Success**: If the TPS returns a tactical position.
• **Failure**: If the TPS does not find a tactical position.

**Example**

```xml
<QueryTPS name="NameOfTheQuery" register="NameOfTheRegister"/>
```

**IfTime node**

This node executes the child node if the time condition is satisfied.

**Parameters**

• **since**: Name of the time stamp used for the condition.
• **isMoreThan**: Defines the condition to be a comparison if the value of the time stamp is more than this value (exclusive with the parameter `isLessThan`).
• **isLessThan**: Defines the condition to be a comparison if the value of the time stamp is less than this value (exclusive with the parameter 'isMoreThan').

• **orNeverBeenSet**: (Optional) Changes the behavior of the node in case the time stamp was never set, instead of failing the node will succeed.

**Behavior**

• **Success**: If orNeverBeenSet is true.

• **Failure**: If the time condition is not satisfied or if the time stamp was not previously set.

**Example**

```xml
<IfTime since="FragGrenadeThrownInGroup" isMoreThan="5.0" orNeverBeenSet="1">
  <ThrowGrenade type="frag" />
</IfTime>
```

**WaitUntilTime node**

This node executes the child node if the time condition is satisfied.

**Parameters**

• **since**: Name of the time stamp used for the condition.

• **isMoreThan**: Defines the condition to be a comparison if the value of the time stamp is more than this value (exclusive with the parameter 'isLessThan').

• **isLessThan**: Defines the condition to be a comparison if the value of the time stamp is less than this value (exclusive with the parameter 'isMoreThan').

• **orNeverBeenSet**: (Optional) Changes the behavior of the node in case the time stamp was never set, instead of failing the node will succeed.

**Behavior**

• **Success**: The time stamp was not set previously set and the parameter succeedIfNeverBeenSet is true. Otherwise, the node returns the result of the execution of its child node.

**Example**

```xml
<WaitUntilTime since="BeingShotAt" isMoreThan="7" />
```

**AssertTime node**

This node node succeeds if the time condition is satisfied.

**Parameters**

• **since**: Name of the time stamp used for the condition.

• **isMoreThan**: Defines the condition to be a comparison if the value of the time stamp is more than this value (exclusive with the parameter 'isLessThan').

• **isLessThan**: Defines the condition to be a comparison if the value of the time stamp is less than this value (exclusive with the parameter 'isMoreThan').

• **orNeverBeenSet**: (Optional) Changes the behavior of the node in case the time stamp was never set, instead of failing the node will succeed.
Behavior

- **Success**: If the time condition is true or the orNeverBeenSet parameter is true.
- **Failure**: If the time stamp was not previously set.

Example

```xml
<AssertTime since="GroupLostSightOfTarget" isLessThan="10" orNeverBeenSet="1" />
```

**Priority:Case node**

This node executes the child with the current highest priority. The priorities are derived from the order in which the children are defined and the satisfaction of their individual conditions, so that the highest priority goes to the first child to have its condition met.

The children’s conditions must be specified with the use of Case nodes with the exception of the last child which is considered to be the default case, meaning that its condition is always true and cannot be specified.

**Parameters**

- **condition**: Specifies the condition of the child.

**Behavior**

The node returns the result of the execution of the child node.

Example

```xml
<Priority>
  <Case condition="TargetInCloseRange and TargetVisible">
    <Melee target="AttentionTarget" />
  </Case>
  <Case>
    <Look at="Target" />
  </Case>
</Priority>
```

**LuaGate node**

This node executes the child node if the result from running a lua snippet is true.

**Parameters**

- **code**: The lua code to be executed.

**Behavior**

- **Failure**: If the lua code returns a value different from true. Otherwise, the node returns the result of the execution of its child node.

Example

```xml
<LuaGate code="return AI.GetGroupScopeUserCount(entity.id, 'DeadBodyInvestigator') == 0"/>
```
Warning
The LuaGate node uses the legacy scripting context and does not work with the new component entity system.

RandomGate node
This node executes or not the child node based on a random chance.

Parameters
- **opensWithChance**: The chance of executing the child node (0.0 - 1.0).

Behavior
- **Failure**: If the child is not executed. Otherwise, the node returns the result of the execution of its child node.

Example
```xml
<RandomeGate opensWithChance="0.5"/>
```

AdjustCoverStance node
This node updates the agent's cover stance based on the maximum height in which his current cover is still effective.

Parameters
- **duration**: (Optional) The amount of seconds the node will execute. Use 'continuous' for unlimited time.
- **variation**: (Optional) The extra random amount of seconds that will be added on top of the specified duration, in the range (0, variation).

Behavior
- **Success**: If the duration of execution elapses.
- **Failure**: If the child is not in cover.

Example
```xml
<AdjustCoverStance duration="5.0" variation="1.0"/>
```

SetAlertness node
This node sets the agent's alertness value.

Parameters
- **value**: The alertness value (0-2).

Behavior
The node succeeds immediately.
Example

```xml
<SetAlertness value="1" />
```

**Log node**

This node adds a message to the agent's personal log.

**Parameters**

- **message**: The message to be logged.

**Behavior**

The node succeeds immediately.

**Example**

```xml
<Log message="Investigating suspicious activity." />
```

**Communicate node**

This node requests the communication manager to play one of the agent's readabilities.

**Parameters**

- **name**: The name of the communication to be played.
- **channel**: The channel on which the communication is to be set.
- **waitUntilFinished**: (Optional) Specifies if the execution should wait for the end of the communication before finishing.
- **timeout**: (Optional) The threshold defining the maximum amount of seconds the node will wait.
- **expiry**: (Optional) The amount of seconds the communication can wait for the channel to be clear.
- **minSilence**: (Optional) The amount of seconds the channel will be silenced after the communication is played.
- **ignoreSound**: (Optional) Sets the sound component of the communication to be ignored.
- **ignoreAnim**: (Optional) Sets the animation component of the communication to be ignored.

**Behavior**

- **Success**: If the timeout elapses or when the readability is complete if the node is set to wait until the communication is finished.
- **Failure**:

**Example**

```xml
<Communicate name="Advancing" channel="Tactic" expiry="1.0" waitUntilFinished="0" />
```

**Animate node**

This node sets the agent to play an animation.

**Parameters**
Common AI MBT Nodes

- **name**: The name of the animation to be played.
- **urgent**: (Optional) Adds the urgent flag to the animation.
- **loop**: (Optional) Adds the loop flag to the animation.
- **setBodyDirectionTowardsAttentionTarget**: (Optional) Changes the body target direction to be facing the attention target.

**Behavior**

- **Success**: If the animation failed to be initialized or when it is finished.

**Example**

```xml
<Animate name="LookAround" loop="1"/>
```

**Signal node**

This node sends a signal to the AI system.

**Parameters**

- **name**: The name of the signal to be sent.
- **filter**: (Optional) The filter to be applied to the signal in the AI system.

**Behavior**

The node succeeds immediately.

**Example**

```xml
<Signal name="StartedJumpAttack"/>
```

**SendTransitionSignal node**

This node sends a signal destined for a state machine node on the behavior tree, with the explicit intent of causing a change of state.

**Parameters**

- **name**: The name of the signal to be sent.

**Behavior**

The node does not succeed or fail.

**Example**

```xml
<SendTransitionSignal name="LeaveSearch"/>
```

**Stance node**

This node sets the stance of the agent.

**Parameters**
Common AI MBT Nodes

- **name**: The name of the stance to be set: Relaxed, Alerted, Crouch, Stand.
- **stanceToUseIfSlopesTooSteep**: (Optional) The alternative stance to be used in case the slope is too steep.
- **allowedSlopeNormalDeviationFromUpInDegrees**: (Optional) Defines how steep can the slope be for this stance.

**Behavior**

The node succeeds immediately.

**Example**

```xml
<Stance name="Crouch" allowedSlopeNormalDeviationFromUpInDegrees="30" stanceToUseIfSlopeIsTooSteep="Stand" />
```

**IfCondition node**

This node executes the child node if the specified condition is satisfied.

**Parameters**

- **condition**: Specifies the condition to be checked.

**Behavior**

The node returns the result of the child's execution if the condition is true, otherwise it fails.

**Example**

```xml
<IfCondition condition="TargetVisible">
    <Communicate name="AttackNoise" channel="BattleChatter" expiry="2.0" waitUntilFinished="1" />
</IfCondition>
```

**AssertCondition node**

This node succeeds if the specified condition is satisfied.

**Parameters**

- **condition**: Specifies the condition to be checked.

**Behavior**

The node succeeds if the condition is true, otherwise it fails.

**Example**

```xml
<AssertCondition condition="HasTarget" />
```

**LuaWrapper node**

This node executes the child node with the additional option of running a lua script on the start and/or end of that execution.
Parameters

- **onEnter**: (Optional) The code to be executed at the start.
- **onExit**: (Optional) The code to be executed at the end.

Behavior

The node returns the result of the child's execution.

Example

```lua
<LuaWrapper onEnter="entity:EnableSearchModule()"
onExit="entity:DisableSearchModule()">
  <Animate name="AI_SearchLookAround" />
</LuaWrapper>
```

Warning

The LuaWrapper node uses the legacy scripting context and does not work with the new component entity system.

**ExecuteLua node**

This node executes a lua script.

Parameters

- **code**: The code to be executed.

Behavior

The node always succeeds.

Example

```lua
<ExecuteLua code="entity:SetEyeColor(entity.EyeColors.Relaxed)" />
```

Warning

The ExecuteLua node uses the legacy scripting context and does not work with the new component entity system.

**AssertLua node**

This node executes Lua code and translates the return value of that code from true or false to success or failure. It can then be used to build preconditions in the Modular Behavior Tree.

Parameters

- **code**: The code to be executed.

Behavior

Succeeds if the Lua code returns value is true, otherwise it fails.

Example

```lua
<AssertLua code="return entity:IsClosestToTargetInGroup()" />
```
Warning
The AssertLua node uses the legacy scripting context and does not work with the new component entity system.

GroupScope node
This node tries to enter the agent in a group scope, which is limited by the specified amount of concurrent users. If the node succeeds to do that, then the child node is executed.

Parameters
- **name**: The name of the group scope to be entered.
- **allowedConcurrentUsers**: (Optional) The maximum number of simultaneous users of that can be in the specified group scope.

Behavior
The node fails if the agent could not enter the group scope, otherwise returns the result of the execution of the child.

Example
<GroupScope name="DeadBodyInvestigator" allowedConcurrentUsers="1">
  <SendTransitionSignal name="GoToPrepareToInvestigateDeadBody" />
</GroupScope>

Look node
This node adds a location for the agent to look at and clears it when the node stops executing.

Parameters
- **at**: The location to look at: ClosestGroupMember, RefPoint, Target.

Behavior
The nodes does not succeed or fail.

Example
<Look at="ClosestGroupMember" />

Aim node
This node sets the location where the agent should aim, clearing it when the node stops executing.

Parameters
- **at**: The location to look at: RefPoint, Target.
- **angleThreshold**: (Optional) The tolerance angle for the agent to be considered aiming in the desired direction.
- **durationOnceWithinThreshold**: (Optional) The amount of seconds to keep on aiming.

Behavior
• **Success**: If after aiming in the desired direction for the specified time, if the location is not valid or if the timeout elapses.

**Example**

```xml
<Aim at="Target" durationOnceWithinThreshold="2.0" />
```

### AimAroundWhileUsingAMachineGun node

This node updates the aim direction of the agent for when he is using a mounted machine gun.

**Parameters**

- **maxAngleRange**: (Optional) The maximum amount to deviate from the original position.
- **minSecondsBetweenUpdates**: (Optional) The minimum amount of delay between updates.
- **useReferencePointForInitialDirectionAndPivotPosition**:

**Behavior**

The node does not succeed or fail.

**Example**

```xml
<AimAroundWhileUsingAMachineGun minSecondsBetweenUpdates="2.5" maxAngleRange="30" useReferencePointForInitialDirectionAndPivotPosition="1"/>
```

### ClearTargets node

This node clears the agent's targets information.

**Parameters**

None.

**Behavior**

The node succeeds immediately.

**Example**

```xml
<ClearTargets />
```

### StopMovement node

This node sends a request to the Movement System to stop all the movements.

This may not always immediately physically stop the agent. The Movement System may be dependent on the influence of animations and physics, for example, which may result in a natural stop and not an immediate stop.

**Parameters**

- **waitUntilStopped**: 1 if the node should wait for the Movement System to have processed the request; 0 if not.
• **waitUntilIdleAnimation**: 1 if the node should wait until the Motion_Idle animation fragment started running in Mannequin, 0 if not.

**Behavior**

• **Success**: If the stop request has been completed.

**Example**

```xml
<StopMovement waitUntilStopped="1" waitUntilIdleAnimation="0" />
```

### Teleport node

This node teleports the character when the destination point and the source point are both outside of the camera view.

**Parameters**

None.

**Behavior**

• **Success**: After the character is teleported.

**Example**

```xml
<Teleport />
```

### SmartObjectStateWrapper node

This node executes the child node with the additional option of setting certain smart objects states on the start and/or end of that execution.

**Parameters**

- **onEnter**: (Optional) The smart object states to set at the start of the child's execution.
- **onExit**: (Optional) The smart object states to set at the end of the child's execution.

**Behavior**

The node returns the result of the execution of its child node.

**Example**

```xml
<SmartObjectStatesWrapper onEnter="InSearch" onExit="-InSearch">
  <Animate name="LookAround" />
</SmartObjectStatesWrapper>
```

### CheckTargetCanBeReached node

This node checks if the agent's attention target can be reached.

**Parameters**
• **mode**: Defines the target to use: UseLiveTarget or UseAttentionTarget.

**Behavior**

• **Success**: If it can reach the target.
• **Failure**: If it cannot reach the target.

**Example**

```
<CheckIfTargetCanBeReached mode="UseLiveTarget" />
```

### MonitorCondition node

This node continuously checks for the state of a specified condition.

**Parameters**

• **condition**: Specifies the condition to be checked.

**Behavior**

• **Success**: When the condition is satisfied.

**Example**

```
<MonitorCondition condition="TargetVisible" />
```

### AnimationTagWrapper node

This node executes the child node, adding an animation tag for the agent on the beginning of that execution and clearing it on the end.

**Parameters**

• **name**: The animation tag to be set.

**Behavior**

The node returns the result of the execution of its child node.

**Example**

```
<AnimationTagWrapper name="ShootFromHip">
    <Shoot at="Target" stance="Stand" duration="5" fireMode="Burst" />
</AnimationTagWrapper>
```

### ShootFromCover node

This node sets the agent to shoot at the target from cover and adjusts his stance accordingly.

**Parameters**

• **duration**: The number of seconds the node should execute.
**FireMode**

- **fireMode**: The firemode to be used for shooting.
- **aimObstructedTimeout**: (Optional) The number of seconds the aim is allowed to be obstructed.

**Behavior**

- **Success**: If the duration of execution elapses.
- **Failure**: If the agent is not in cover, if there's no shoot posture or if the aim obstructed timeout elapses.

**Example**

```xml
<ShootFromCover duration="10" fireMode="Burst" aimObstructedTimeout="3" />
```

**Shoot node**

This node sets the agent to shoot at a target or a location.

**Parameters**

- **duration**: The number of seconds the node should execute.
- **at**: The location to shoot at: AttentionTarget, ReferencePoint, LocalSpacePosition.
- **fireMode**: The fire mode to be used for shooting.
- **stance**: The stance to be set while shooting: Relaxed, Alerted, Crouch, Stand.
- **position**: (Mandatory only if the target is a local space position). The local space position to be used as the target.
- **stanceToFUseIfSlopeIsTooSteep**: (Optional) The alternative stance to be used in case the slope is too steep.
- **allowedSlopeNormalDeviationFromUpInDegrees**: (Optional) Defines how steep can the slope be for this stance.
- **aimObstructedTimeout**: (Optional) The amount of seconds the aim is allowed to be obstructed.

**Behavior**

- **Success**: If the duration of execution elapses.
- **Failure**: If the aim obstructed timeout elapses

**Example**

```xml
<Shoot at="Target" stance="Crouch" fireMode="Burst" duration="5" allowedSlopeNormalDeviationFromUpInDegrees="30" stanceToFUseIfSlopeIsTooSteep="Stand" />
```

**ThrowGrenade node**

This node sets the agent to attempt a grenade throw.

**Parameters**

- **timeout**: The maximum amount of seconds the node will wait for the grenade to be thrown.
- **type**: The type of grenade: emp, frag, smoke.

**Behavior**
• **Success**: If a grenade is thrown before it times out.
• **Failure**: If a grenade is not thrown before it times out.

**Example**

```xml
<ThrowGrenade type="emp" timeout="3"/>
```

**PullDownThreatLevel node**

This node sets the agent to lower his notion the target's threat.

**Parameters**

None.

**Behavior**

The node succeeds immediately.

**Example**

```xml
<PullDownThreatLevel to="Suspect"/>
```

**Game AI MBT Nodes**

Game AI Modular Behavior Tree nodes are mostly used to offer specific game functionality. Each type of game may have multiple character types and each type may need to trigger specific logic to perform action in the game. Game-specific nodes are generally not suitable for general use and may need to be tweaked to fit the needs of your game.

**Melee node**

The Melee node will trigger a melee attack against an agent target. The Melee node succeeds irregardless of whether the melee attack is performed and damages the target or not.

A melee attack is performed when the following conditions are satisfied:

- If the `failIfTargetNotInNavigationMesh` parameter is set, the target must be on a valid walkable position. Certain melee animations could move the character pushing it outside the navigable area while trying to melee a target outside the navigation mesh (MNM).
- If the target is not between the threshold angle specified by the entity lua value `melee.angleThreshold`.

**Parameters**

- **target**: The target of the melee. This parameter could be set as `AttentionTarget` or a generic `RefPoint`.
- **cylinderRadius**: The radius of the cylinder used for the collision check of the hit.
- **hitType**: The type of hit that is sent to the game rules. Default is `CGameRules::EHitType::Melee`.
- **failIfTargetNotInNavigationMesh**: Determines whether the node should not try to melee a target that is outside the navigation mesh. This will only cause the melee attack to not be performed - the Melee node will still succeed.
- **materialEffect**: The material effect used when the melee attack hits the target.
Behavior

- **Success**: Occurs irregardless of the actual execution of the melee attack.

Example

```xml
<Melee target="AttentionTarget" cylinderRadius="1.5"
hitType="hitTypeName" materialEffect="materialEffectName" />
```

The following is an example lua file that defines the specific character in use:

```lua
melee =
{
  damage = 400,
  hitRange = 1.8,
  knockdownChance = 0.1,
  impulse = 600,
  angleThreshold = 180,
},
```

The following table lists the various parameters one can use in the lua file:

**Parameters**

- **damage**: Defines the amount of damage the melee attack inflicts on the target.
- **hitRange**: Defines the height of the cylinder used to check if the melee attack can hit the target.
- **knockdownChance**: Defines the probability that a successful melee attack knocks down the player.
- **impulse**: Defines the amount of the impulse that is applied to the player in case of a successful melee attack.
- **angleThreshold**: Threshold between the agent direction and the direction between the agent and the target to allow a melee attack to be attempted.

**KeepTargetAtADistance node**

This node keeps the live target at a distance by physically pushing the target away if it is within the defined minimum distance.

This is useful when there's an action close to the player and you want to avoid clipping through the camera. This is preferable to increasing the capsule size since that will affect how the character can fit through tight passages. This node is mostly used in parallel with other actions that need to be performed while the player is not too close to the agent.

**Parameters**

- **distance**: The minimum distance allowed between the player and the agent.
- **impulsePower**: The power of the impulse used to keep the player at least at the minimum distance.

**Behavior**

The node never succeeds or fails. Once executed, it is always running until out of the scope of the executed nodes.

**Example**

```xml
<KeepTargetAtADistance distance="1.8" impulsePower="1.5" />
```
SuppressHitReactions node

This node enables and disables the hit reaction system for the agent during its execution.

Parameters

None.

Behavior

- **Success**: If the child succeeds
- **Failure**: If the child fails.

Example

```xml
<SuppressHitReactions>
  <SomeChildNode />
</SuppressHitReactions>
```

InflateAgentCollisionRadiusUsingPhysicsTricksTrick node

This node uses a feature of the physics system to inflate the capsule of the agent such that it has one radius for collisions with the player, and a different radius for collisions with the world.

Parameters

- **radiusForAgentVsPlayer**: The radius used to calculate the collision between the agent and the player.
- **radiusForAgentVsWorld**: The radius used to calculate the collision between the agent and the world.

Behavior

The node never succeeds or fails but always runs.

Example

```xml
<InflateAgentCollisionRadiusUsingPhysicsTricksTrick radiusForAgentVsPlayer="1.0"
  radiusForAgentVsWorld="0.5" />
```

ScorcherDeploy:RunWhileDeploying node

This node and the following one are special decorator nodes that the Scorcher uses to deploy and undeploy as part of the shooting phase. These two nodes rely on external Lua scripts and various signals to work properly. In this this way you don't have to explicitly expose more functionality from the AI system libraries.

This node must contain exactly one child node that runs while the Scorcher is in the processes of deployment getting ready for an attack. It can be used, for example, to control aiming before actually shooting.

Parameters

None.

Behavior

- **Success**: If the child node succeeds.
• **Failure**: If the child node fails.

**Example**

**ScorcherDeploy:RunWhileDeployed node**

This node must contain exactly one child node that controls the actual aiming and firing.

**Parameters**

None.

**Behavior**

• **Success**: If the child node succeeds. This will make the parent node start the undeployment sequence.

• **Failure**: If the child node fails.

**Example**

```xml
<ScorcherDeploy maxDeployDuration="1.0">
  <RunWhileDeploying>
    <SomeChildNode>
  </RunWhileDeploying>
  <RunWhileDeployed>
    <SomeOtherChildNode>
  </RunWhileDeployed>
</ScorcherDeploy>
```

**HeavyShootMortar node**

Used to control the shooting of heavy mortar. It tries to simplify and to centralize the check of the pre-condition and the initialization of the weapon plus the re-selection of the primary weapon.

**Parameters**

• **to**: (Optional) Defines the target of the shooting. Possible values: Target or RefPoint. Default is Target.

• **firemode**: (Optional) The Heavy X-Pak (or Mortar) has two different firemodes. Possible values: Charge or BurstMortar. Default is Charge.

• **timeout**: (Optional) Defines the maximum time the node can try to perform the shooting. Default value is 5.0 seconds.

• **aimingTimeBeforeShooting**: (Optional) Defines the time in which the Heavy will aim before starting the shooting. Default is 1.0 seconds. This amount of time must be larger than the global timeout.

• **minAllowedDistanceFromTarget**: (Optional) Defines the minimum distance from the Target to allow shooting. Default is 10.0 m.

**Behavior**

• **Success**: The node succeeds when the shooting succeeds.

• **Failure**: The node fails if the timeout is reached, if the Heavy is closer to the target than the **minAllowedDistanceFromTarget** value, or if there obstructions two meters in front of the Heavy (a cylinder check is performed to avoid this condition in front of the mortar if there is an object the Heavy tries to shoot at.)

**Example**
<HeavyShootMortar to="RefPoint" fireMode="Charge" aimingTimeBeforeShooting="2" timeout="7" />

**SquadScope node**

Used to enter a squad scope, which is limited by the specified amount of concurrent users. If the node succeeds to do that, then the child node is executed.

**Parameters**

- **name**: The name of the squad scope to enter.
- **allowedConcurrentUsers**: (Optional) Number of allowed concurrent users in the specified scope. Default value = 1.

**Behavior**

- **Success**: The node succeeds when the child succeeds.
- **Failure**: The node fails if it can't enter the specified scope or if the child fails.

**Example**

```xml
<SquadScope name="ANameForTheScope" allowedConcurrentUsers="5">
  <SomeChildNode />
</SquadScope>
```

**SendSquadEvent node**

Used to send an event only to the squad members.

**Parameters**

- **name**: Name of the event to be sent.

**Behavior**

The node succeeds after having sent the event. The node never fails.

**Example**

```xml
<SendSquadEvent name="ANameForTheEvent" />
```

**IfSquadCount node**

This node checks if a squad contains a specific amount of members and if so executes its child.

**Parameters**

One of the following parameters must be specified.

- **isGreaterThan**: (Optional) To succeed, checks if the number of members is greater than the specified number.
- **isLesserThan**: (Optional) To succeed, checks if the number of members is lesser than the specified number.
• **equals**: (Optional) To succeed, checks if the number of members is equal to the specified number.

**Behavior**

• **Success**: If the number of members satisfies the specified condition.
• **Failure**: If otherwise.

**Example**

```xml
<IfSquadCount isGreaterThanOrEqualTo="1"> 
  <SomeChildNode /> 
</IfSquadCount>
```

---

**Helicopter AI MBT Nodes**

The following flying vehicle AI Modular Behavior Tree nodes are supported.

**Hover node**

Used to let a flying agent hover at its current position.

**Parameters**

None.

**Behavior**

This node never finishes by itself and will continue to hover the agent until it is forced to terminate.

**Example**

```xml
<Hover />
```

**FlyShoot node**

Used to let a flying agent shoot at its attention target, when possible from its current position. If the secondary weapon system is used, then the node will only open fire if the weapons are deemed to be able to hit close enough to the target. Otherwise normal firing rules are applied.

**Parameters**

• **useSecondaryWeapon**: 1 if the secondary weapon system should be used (these are often rocket launchers); 0 if not
  
  Default value: 0

**Behavior**

This node never finishes by itself and the agent will continue shoot until it is forced to terminate.

**Example**

```xml
<FlyShoot useSecondaryWeapon="1"/>
```
Fly node

Used to let an agent fly around by following a path. Paths should be assigned to the agent via a flow graph.

Upon arrival, the ArrivedCloseToPathEnd and ArrivedAtPathEnd events are emitted.

Parameters

- **desiredSpeed**: The desired speed to move along the path in meters/second.
  
  Default value: 15.0

- **pathRadius**: The radius of the path in meters. The agent will try to stay within this distance from the line segments of the path.
  
  Default value: 1.0

- **lookAheadDistance**: How far long the path, in meters, to look ahead for generating "attractor points" to fly to.
  
  Default value: 3.0

- **decelerateDistance**: When nearing the end of the path, the agent will start to decelerate at the specified distance in meters.
  
  Default value: 10.0

- **maxStartDistanceAlongNonLoopingPath**: When linking up with a non-looping path, this is the maximum distance in meters that the node is allowed to scan ahead to find the closest point to the path where to start at. This can be useful, for example, to prevent the agent from snapping to the path at a position that is seemingly closer but is actually behind a wall after a U-turn.
  
  Default value: 30.0

- **loopAlongPath**: 1 if the agent should follow the path in an endless loop; 0 if not.
  
  Default value: 0

- **startPathFromClosestLocation**: 1 if the agent should start following the path at its closest position; 0 if it should start following it from the very first path waypoint.
  
  Default value: 0

- **pathEndDistance**: The distance towards the end of the path at which the node should start sending some arrival notification events.
  
  Default value: 1.0

- **goToRefPoint**: 1 if the current reference point should be appended to the end of the path; 0 if not.
  
  Default value: 0

Behavior

- **Success**: If the agent arrived at the end of the path.
- **Failure**: If no valid path was assigned to the agent.

Example

```xml
<Fly lookaheadDistance="25.0" pathRadius="10.0" decelerateDistance="20.0" pathEndDistance="1" desiredSpeed="15" maxStartDistanceAlongNonLoopingPath="30" loopAlongPath="0" goToRefPoint="1" startPathFromClosestLocation="1" />
```
Outputs

<table>
<thead>
<tr>
<th>When</th>
<th>Lua variable</th>
<th>Overridden XML tag</th>
</tr>
</thead>
<tbody>
<tr>
<td>Node activation</td>
<td>Helicopter_Loop</td>
<td>loopAlongPath</td>
</tr>
<tr>
<td>Node activation</td>
<td>Helicopter_StartFromClosestLocation</td>
<td>startPathFromClosestLocation</td>
</tr>
<tr>
<td>Each node tick</td>
<td>Helicopter_Speed</td>
<td>desiredSpeed</td>
</tr>
</tbody>
</table>

**FlyForceAttentionTarget node**

Used to keep forcing an attention target onto a flying vehicle. The attention target that should be enforced is acquired during each tick of the node from the Helicopter_ForcedTargetId Lua script variable.

**Parameters**

None.

**Behavior**

This node never finishes by itself and keeps forcing the attention target onto the agent. When the node is deactivated again, the ForceAttentionTargetFinished event is emitted.

**Example**

```xml
<FlyForceAttentionTarget />
```

**FlyAimAtCombatTarget node**

Used to aim a flying agent at its target, taking into account special aiming adjustments for weapons.

**Parameters**

None.

**Behavior**

This node never finishes by itself and keeps forcing agent to rotate its body towards its attention target.

**Example**

```xml
<FlyAimAtCombatTarget />
```

**WaitAlignedWithAttentionTarget node**

Used to wait until the agent is facing its attention target.

**Parameters**

- **toleranceDegrees**: The maximum allowed angle between the attention target and the forward direction of the agent, in the range of 0.0 to 180.0 degrees.

  Default value: 20.0
Behavior

- **Success**: If the angle between the agent's forward direction and its attention target is small enough.
- **Failure**: If the agent has no attention target.

Example

```xml
<WaitAlignedWithAttentionTarget toleranceDegrees="40" />
```

**HeavyShootMortar node**

Used to control the shooting of a heavy mortar. The precondition and initialization of the weapon as well as the reselection of the primary weapon is simplified and centralized.

**Parameters**

- **to**: (Optional) Defines the target of the shooting. Possible values: Target or RefPoint.
  
  Default value: Target

- **firemode**: (Optional) The Heavy X-Pak (or Mortar) has two different firing modes. Possible values are Charge and BurstMortar.

  Default value: Charge

- **timeout**: (Optional) Defines the maximum time in seconds that the node can try to perform the shooting.

  Default value: 5.0

- **aimingTimeBeforeShooting**: (Optional) Defines the time in seconds in which the heavy mortar will aim before starting the shooting. This amount of time must be bigger than the global timeout.

  Default value: 1.0

- **minAllowedDistanceFromTarget**: (Optional) Defines the minimum distance in meters from the Target to allow the shooting.

  Default value: 10.0

**Behavior**

- **Success**: If the shooting succeeds.

- **Failure**: If the heavy mortar is closer to the Target than the minimum distance, if there are obstructions 2 meters in front of the heavy mortar, or if the timeout is reached.

Example

```xml
<HeavyShootMortar to="RefPoint" fireMode="Charge" aimingTimeBeforeShooting="2" timeout="7" />
```

**SquadScope node**

Used to enter a squad scope, which is limited by the specified number of concurrent users. If the node succeeds to do that, then the child node is executed.

**Parameters**
• **name**: The name of the squad scope to enter.

• **allowedConcurrentUsers**: (Optional) Number of allowed concurrent users in the specified scope.

  Default value: 1

**Behavior**

• **Success**: If the child succeeds

• **Failure**: If it can’t enter the specified scope or if the child fails.

**Example**

```xml
<SquadScope name="ANameForTheScope" allowedConcurrentUsers="5">
  <SomeChildNode />
</SquadScope>
```

**SendSquadEvent node**

Used to send an event only to the squad members.

**Parameters**

• **name**: Name of the event to be sent.

**Behavior**

• **Success**: If the event is sent.

• **Failure**: Never fails

**Example**

```xml
<SendSquadEvent name="ANameForTheEvent"/>
```

**IfSquadCount node**

Used to check if a squad contains a specific number of members and if so executes its child.

**Parameters**

• **isGreaterThan**: (Optional) To succeed the node will check if the number of members is greater than the specified amount.

• **isLesserThan**: (Optional) To succeed the node will check if the number of members is lesser than the specified amount.

• **equals**: (Optional) To succeed the node will check if the number of members is equal to the specified amount.

**Behavior**

• **Success**: If the number of members in the squad satisfies the specified comparison.

• **Failure**: the number of members in the squad does not satisfy the specified comparison.

**Example**
AI Agent Debugging

There are several tools available for debugging AI agent behaviors at the game level.

Topics
- Using the AI Debug Recorder (p. 143)
- Using the AI Debug Viewer (p. 144)
- Using AI Debug Console Variables (p. 146)
- Using AI Bubbles for Error Messaging (p. 150)
- Using AILog and AISignals Files (p. 150)

Using the AI Debug Recorder

The AI Debug Recorder is a recording tool that logs all inputs, decisions, computations and other useful data for an AI agent in real-time while the game is being played. At the end of the game session, the recorder serializes all the data for future processing.

There are several ways to start or stop an AI debug recording session, as follows:

- **Automatically using the Console** – Use the `ai_Recorder_Auto` console variable to automatically begin recording whenever a new game session starts. Similarly, the recording stops and saves when the game session ends, by whatever means (except the game crashing).
- **Manually using the Console** – Use the `ai_Recorder_Start` and `ai_Recorder_Stop` console variables to start or stop a recording as needed.
- **Manually in Code** – Use the `IAIRecorder` interface to start or stop a recording as needed.

Recorder Output File

Regardless of which method is used to perform a recording, all recordings are saved within the \Recordings folder in the Lumberyard root directory (`\lumberyard\dev`). The file name of the recording is formatted as follows:

`MapName_Build(A) Date(B) Time(C).rcd`

- **MapName** – The name of the map in which the recording took place. The exception is if the recording took place in Lumberyard Editor, in which case the map name is EDITORAUTO as a suffix.
- **Build(A)** – Version of the build with which the recording was made. We recommended using the same build version to view the recording.
- **Date(B)** – Date the recording was made.
- **Time(C)** – The time the recording was saved.

**Note**

If you create a manual recording, you enter your own file name to use. If none is specified, the above format is used.
Recorder Data Streams

An AI Debug recording is comprised of many data streams that chronologically log a specific type of input, as follows. It is also possible to add a new stream to the recording if needed.

- E_RESET – When the agent is reset.
- E_SIGNALRECEIVED – When the agent receives a signal.
- E_SIGNALRECEIVEDAUX – When the agent receives an auxiliary signal.
- E_SIGNALEXECUTING – When the agent is executing a received signal (processing it).
- E_GOALPIPESELECTED – When the agent selects a new goal pipe.
- E_GOALPIPEINSERTED – When the agent inserts a new goal pipe.
- E_GOALPIPERESTED – When the goal pipe on the agent is reset.
- E_BEHAVIORSELECTED – When the agent selects a new behavior.
- E_BEHAVIORAGESTOR – When the agent's current behavior has its destructor called.
- E_BEHAVIORCONSTRUCTOR – When the agent's current behavior has its constructor called.
- E_ATTENTIONTARGET – When the agent's attention target changes.
- E_ATTENTIONTARGETPOS – When the position of the agent's attention target changes.
- E_REGISTERSTIMULUS – When the agent receives a perception stimulus.
- E_HANDLERNEVENT – When the agent's mind handles an event.
- E_REFPOINTPOS – When the agent's reference point position changes.
- E_AGENTPOS – When the agent's position changes.
- E_AGENTDIR – When the agent's look direction changes.
- E_LUACOMMENT – When a Lua comment is made on the agent.
- E_HEALTH – When the agent's health changes.
- E_HIT_DAMAGE – When the agent receives hit damage.
- E_DEATH – When the agent is killed.
- E_SIGNALEXECUTEDWARNING – When the agent is taking too long to process a signal.
- E_BOOKMARK – When a bookmark is placed on the agent.

To record information for any of these events, use the `IAIRecordable` interface (which all AI Objects inherit from, and is used to link to the AI Debug Recorder itself).

All of the data streams listed are handled by the AI System with the exception of the Bookmark stream. This is a special stream that is used to mark areas of interest for easy debugging later.

For example, a game project may connect a keyboard input to log event data on the Bookmark stream whenever a button is pressed, which informs the QA team to push the button whenever odd behavior from the AI is observed.

Using the AI Debug Viewer

AI Debug Viewer is the viewing utility that loads, parses, and displays the AI Debug Recorder file. This utility is accessed from Lumberyard Editor.

To view a AI Debug Recorder session

1. In Lumberyard Editor, click Tools, Other, AI Debugger.
2. In AI Debugger, click **File, Load** to view the last recorded session, or click **Load As** to view a prior pre-recorded session.

The timeline window can be broken down as shown below:

**1. Stream Window.** Displays the contents of all active streams for all of the AI agents who were recorded, along the timeline. By right-clicking in this window, a context menu is displayed, as follows:

**Context Menu Items**

<table>
<thead>
<tr>
<th>Menu Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy Label</td>
<td>Copies the current label of the stream to the clipboard. See the Info Window for more details.</td>
</tr>
<tr>
<td>Find...</td>
<td>Finds the next occurrence of the label you specify along the timeline and sets the cursor to that point.</td>
</tr>
<tr>
<td>Goto Start</td>
<td>Sets the cursor to the starting time of the recording.</td>
</tr>
<tr>
<td>Menu Item</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Goto End</td>
<td>Sets the cursor to the ending time of the recording.</td>
</tr>
<tr>
<td>Goto Agent Location</td>
<td>Sets the position of the camera in the Editor to the location of the agent who owns the stream.</td>
</tr>
<tr>
<td>Copy Agent Location</td>
<td>Copies the location of the agent who owns the stream to the clipboard.</td>
</tr>
<tr>
<td>Following Content</td>
<td>Contains all of the available streams for viewing. The check box next to the name of the stream means it is enabled. Enabling a stream causes its contents to be displayed in the Stream window.</td>
</tr>
</tbody>
</table>

2. **Agent Window.** Displays the name of the agent who owns the contents of the stream. Right-clicking this window displays the context menu, as follows:

- **Enable Debug Drawing** - Select to active debugging for this agent.
- **Set Editor View** - Select to focus the Editor's camera as centered on both the position and facing direction of the AI agent based on where the cursor is currently set. This allows you to see what that AI agent was seeing at any moment in time. By moving the cursor, you can replay the agent's movements and see what it was seeing.
- **Set Color** - Change the debug color used for representing this agent's information.

3. **Info Window.** Displays the last value of the stream based on the cursor position for the stream to the left. The references to **label** in various places throughout the debug viewer refer to the text you see in this pane.

4. **Ruler Window.** Displays the current time and can be used to select time ranges or manipulate the cursor.

   - **Cursor** is represented by a solid red line. Any information that occurred at the moment of time depicted by the cursor.

   - **Time range** is represented by a blue box. Click and hold anywhere in the ruler window to drag the time range box. Releasing the mouse button sets the time range box. All information that occurred during the highlighted time is drawn.

5. **Menu Window.** Contains configuration and command settings for the view pane.

**Using AI Debug Console Variables**

There are a number of console variables available for AI agent debugging. One of the most useful is the **ai_DebugDraw** console variable. Setting this variable to 1 results in debug information displayed above any active AI agent.

**Note**

- Use the **ai_AgentStatsDist** variable listed below to set the distance above the AI agent that debug information displays.

**To enable ai_DebugDraw**

1. Open Lumberyard Editor and select **Tools, Console**.
2. At the bottom of the console window, type **ai_DebugDraw 1** or one of the other values, as needed:
**ai_DEBUGDraw Values**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-1</td>
<td>Only warnings and errors; no other information displays</td>
</tr>
<tr>
<td>0</td>
<td>Disables AI debug draw</td>
</tr>
<tr>
<td>1</td>
<td>Standard AI debug draw information displays</td>
</tr>
<tr>
<td>71</td>
<td>Draws all forbidden areas (including auto-generated ones)</td>
</tr>
<tr>
<td>72</td>
<td>Draws graph errors (problematic areas are highlighted with circles)</td>
</tr>
<tr>
<td>74</td>
<td>Draws the whole navigation graph</td>
</tr>
<tr>
<td>79</td>
<td>Draws the navigation graph close to the player (within 15m from the camera; faster than 74)</td>
</tr>
<tr>
<td>80</td>
<td>Draws tagged nodes (during A*)</td>
</tr>
<tr>
<td>81</td>
<td>Calculates (if necessary) and then draws 3D (volume) hidespots</td>
</tr>
<tr>
<td>82</td>
<td>Draws 3D (volume) hidespots</td>
</tr>
<tr>
<td>85</td>
<td>Draws steep slopes (determined by ai_steep_slope_up_value and ai_steep_slope_across_value)</td>
</tr>
<tr>
<td>90</td>
<td>Draws flight navigation within a 200m range of the player</td>
</tr>
<tr>
<td>179</td>
<td>Similar to 79, but also shows triangulation edges centers</td>
</tr>
<tr>
<td>279</td>
<td>Similar to 179, but also shows water depth information</td>
</tr>
<tr>
<td>1017</td>
<td>Visualizes navigation links of node that encloses entity &quot;test&quot;</td>
</tr>
</tbody>
</table>

**Setting AI_DEBUGDraw to 1**

Setting **ai_DEBUGDraw** to 1 enables the following console variables for debugging:

**ai_AllTime**

Displays the update times of all agents in milliseconds. Green indicates <1ms and white indicates 1ms-5ms.

Values: 0 = Disabled | 1 = Enabled

**ai_DEBUGDrawNavigation 1**

Displays the navigation mesh for the MNM system. Blue areas are navigable for AI agents to move around in. Red areas are cut off from the main mesh and are not reachable by AI agents.

Values: 0 = Disabled | 1 = Triangles and contour | 2 = Triangles, mesh, and contours | 3 = Triangles, mesh contours, and external links

**ai_DrawBadAnchors**

Toggles drawing out-of-bounds AI objects of a particular type for debugging AI. Valid only for 3D navigation. Draws red spheres at positions of anchors that are located out of navigation volumes. Those anchors must be moved.

Values: 0 = Disabled | 1 = Enabled
ai_DrawFormations
    Draws all the currently active formations of the AI agents.
    Values: 0 = Disabled | 1 = Enabled

ai_DrawModifiers
    Toggles the AI debugging view of navigation modifiers.

ai_DrawNode
    Toggles the visibility of named agent's position on AI triangulation. See also: ai_DrawNodeLinkType and ai_DrawNodeLinkCutoff.
    Values: none = Disabled | all = Displays all agent nodes | player = Displays the player node | agent name = Displays the agent node

ai_DrawNodeLinkType
    Sets the link parameter to draw with ai_DrawNode.
    Values: 0 = Pass radius | 1 = Exposure | 2 = Maximum water depth | 3 = Minimum water depth

ai_DrawNodeLinkCutoff
    Sets the link cutoff value in ai_DrawNodeLinkType. If the link value is more than ai_DrawNodeLinkCutoff, the number displays in green. If the link value is less than ai_DrawNodeLinkCutoff, the number displays in red.

ai_DrawOffset
    Vertical offset during debug drawing.

ai_DrawPath
    Draws the generated paths of the AI agents. ai_drawoffset is used.
    Values: none = Disabled | squad = Squad members | enemy = Enemies | groupID = Group members

ai_DrawRadar
    Draws a radar overlay at the center of the view.
    Values: 0 = Disabled | value = size of radar (m)

ai_DrawRadarDist
    AI radar draw distance in meters.
    Default value: 20m

ai_DrawRefPoints
    Toggles reference points and beacon view for debugging AI. Draws balls at AI reference points.
    Usage: "all", agent name, group id

ai_DrawStats
    Toggles drawing stats (in a table on top left of screen) for AI objects within a specified range. Displays attention target, goal pipe, and current goal.

ai_StatsDisplayMode 1
    Displays information on the number of active AI agents, full AI updates per frame, and the number of TPS queries processed each frame.

ai_DrawTargets
    Distance to display the perception events of all enabled puppets. Displays target type and priority.
ai_DrawType

Displays all AI object of a specified type. If object is enabled, it displays with a blue ball. If object is disabled, it displays with a red ball. A yellow line represents forward direction of the object.

Values: <0 = Disabled | 0 = Displays dummy objects | >0 = Object type to display

ai_DrawTrajectory

Records and draws the actual path taken by the agent specified in ai_StatsTarget. The path displays in the color aqua, and only a certain length displays. The old path gradually disappears as a new path is drawn.

Values: 0 = Disable | 1 = Enabled

ai_DebugTacticalPoints

Displays debugging information on tactical point selection system (TPS).

ai_Locate

Indicates the position and some base states of specified objects. Pinpoints the position of the agents; its name; its attention target; draw red cone if the agent is allowed to fire; draw purple cone if agent is pressing trigger.

Values: none = Disabled | squad = Squad members | enemy = Enemies | groupID = Group members

ai_ProfileGoals

Records the time used for each AI goal (approach, run, pathfind) to execute. The longest execution time displays onscreen.

Default value: 0 = Disabled

ai_StatsDisplayMode

Gives information on the number of active AIs, full updates, and TPS queries for every frame.

Values: 0 = Hide | 1 = Display

ai_StatsTarget

Displays the current goal pipe, current goal, subpipes, and agent stats information for the selected AI agent. A long, green line represents the AI forward direction. A long, red or blue line represents the AI view direction if the AI is firing or not firing.

Values: AI name

ai_SteepSlopeAcrossValue

Indicates the maximum slope value that is borderline walkable across the slope. Zero (0.0) value indicates flat (no slope). Must be set to a value greater than ai_SteepSlopeUpValue.

Default value: 0.6

ai_SteepSlopeUpValue

Indicates the maximum slope value that is borderline walkable up the slope. Zero (0.0) value indicates flat (no slope). Must be set to a value smaller than ai_SteepSlopeAcrossValue.

Default value: 1.0

Other AI_Debug Variables

There are a number of other ai_DebugDraw console variables that can be accessed. Click the ... button at the bottom right corner of the console, and then enter ai_debug in Search.
Using AI Bubbles for Error Messaging

The AI Bubbles System is used to collect and display AI agent error messages for level designers. Debugging wrong behavior for an AI agent can take lots of time as it is difficult to track down which system is connected with the problem and which console variables need to be enabled to retrieve important information.

Game developers are encouraged to enter important error messages into the AI Bubbles system.

Error messages can be displayed as speech bubbles above an AI agent, displayed in a pop-up window, or displayed in the Console window.

The following console variables are used to control if and how alert messages are displayed:

- **ai_BubblesSystem**
  
  Enables or disables the AI Bubbles system.
  
  Values: 0 =disable | 1 =enable

- **ai_BubblesSystemDecayTime**
  
  Specifies the number of seconds a speech bubble remains onscreen before the next bubble is displayed.
  
  Units: seconds

- **ai_BubblesSystemAlertnessFilter**
  
  Specifies the type and level of messages displayed.
  
  Values: 0 =none | 1 =logs | 2 =bubbles | 3 =logs and bubbles | 4 =blocking popups | 5 =blocking popups and logs | 6 =blocking popups and bubbles | 7 =all notifications

- **ai_BubblesSystemUseDepthTest**
  
  Specifies if the message will be occluded by game objects.

- **ai_BubblesSystemFontSize**
  
  Defines the font size of the message displayed.

Using AILog and AISignals Files

The AILog.log file can be used to log various AI agent events and the AISignals.csv file can be used to store AI signals for debugging purposes.

**Note**

These are only available if CryAISystem (and CryAction in the case for AISignals.csv) were built in Debug Mode.

The following AI events can be logged to the AILog.log file:

- AI Action started
- AI Action ended
- AI Action suspended
- AI Action resumed
- Signal received
- Auxiliary Signal received
• Goalpipe selected
• Goalpipe inserted
• Goalpipe reset
• RefPoint position set
• Stimulus registered
• AI System reset
• OnEnemyHeard
• OnEnemyMemory
• OnEnemySeen
• OnInterestingSoundHeard
• OnLostSightOfTarget
• OnMemoryMoved
• OnNoTarget
• OnObjectSeen
• OnSomethingSeen
• OnSuspectedSeen
• OnSuspectedSoundHeard
• OnThreateningSeen
• OnThreateningSoundHeard
• AI Signal executing
• Behavior constructor called
• Behavior destructor called
• Behavior selected
Asset Pipeline

The Asset Pipeline converts source art and other assets into platform-specific, game ready data. To prepare your game to ship, build all your game assets with the Asset Pipeline and package them with your game for your supported platforms.

The Asset Processor (AP) is a service that runs in the background and monitors a configurable set of input folders for changes in files. When changes are detected, it uses configurable rules to determine what needs to be done. The objective is to end up with game-ready versions of all assets for each platform and each game directory in a location called the asset cache. The asset cache is kept separate from your input directory and can be automatically rebuilt entirely from your source assets by the Asset Processor.

**Note**
The asset cache should not be added to your source control.

Folders that contain input assets are monitored for changes, with the game directory being the highest priority. This allows you to put assets in the game directory and have them override assets with the same path in Lumberyard or other folders with lower priority.
Each output directory in the asset cache represents a full image of all files (except for executables and related files) needed to run the game. The Asset Processor curates the directory to keep it up to date, ensuring that new files are ready to use in the game and Lumberyard Editor as soon as possible. Game runtimes load assets only from the asset cache and never directly from your input source folders.

**Topics**
- Using the Asset Processor (p. 153)
- Configuring the Asset Pipeline (p. 156)
- Live Reloading and VFS (p. 162)
- Shader Compiler Proxy (p. 163)
- Game Startup Sequence (p. 163)
- Missing Asset Resolver Tool (p. 164)
- Technical Information: Asset IDs and File Paths (p. 164)
- Asset Browser (Preview) (p. 166)

**Using the Asset Processor**

The Asset Processor is a utility that automatically detects new or modified asset files, launches the Resource Compiler (`Rc.exe`), and then automatically processes the assets and places them in the cache. Afterward, the Asset Processor communicates with all running game or tool instances to inform them that the asset has been updated. The game can then reload the asset.
The Asset Processor allows games to run on other platforms without deploying assets to that platform. Instead, the assets are accessed from the asset cache on a connected PC or Mac. With this feature, you can also run games using someone else’s assets.

By proxying requests through itself, the Asset Processor communicates with an iOS or Android shader compiler server through a USB cable on iOS and Android.

On a PC, the Asset Processor starts automatically if you run Lumberyard Editor with automatically maintained connections. It also restarts automatically if you modify any of the data files that it needs to operate or if you retrieve a new version.

On a Mac, you must manually start the Asset Processor (located in the /dev/BinMac64 directory) from a command line window.
You do not need to close the Asset Processor when getting latest from source control. Nor must you wait for it to finish processing your assets before you start Lumberyard Editor. However, if you aren't using the game or Lumberyard Editor, you can quit the Asset Processor by right-clicking its icon in the notification area on the taskbar.

The Asset Processor can also serve files directly to running console games so that the assets aren't required to be present on the game device. This is called virtual file system (VFS) and is required for live reloading to work on those platforms.

### Modifying the Asset Processor Configuration File

Use the `AssetProcessorPlatformConfig.ini` configuration file (located in the root Lumberyard installation directory) to perform the following tasks:

- Add new file types for the Asset Processor to feed to the Resource Compiler, copy into the cache, or alter existing file type rules.
- Alter the ignore list.
- Alter which platforms are currently enabled. The default value is PC only.
- Add additional folders for the Asset Processor to watch. For example, if you want to share particle libraries and associated textures between projects.
- Alter which files trigger related files to be rebuilt. This is called metafile fingerprinting.

To add game-specific overrides, you can add a file called `AssetProcessorGamePlatformConfig.ini` to your game assets directory. This file is read after the root configuration file. It can have additional game-specific settings for the folders to watch, the ignore list, platforms, and file types.

For more information about these configuration files, see Configuring the Asset Pipeline (p. 156).

### Using the Asset Processor Batch File

The `AssetProcessorBatch.exe` batch file compiles all assets for the current project and enabled platforms. If the batch file succeeds without errors, it exits with a 0 code. You can use the batch file as part of your build system for automation.

The `AssetProcessorBatch.exe` batch file accepts the following command line parameters for overriding the default behavior:

- `/platforms=comma separated list`
- `/gamefolder=name of game folder`

Example usage:

```
AssetProcessorBatch.exe /platforms=pc,ios /gamefolder=SamplesProject
```

### Debugging the Asset Processor

Use the following techniques to debug Asset Processor issues:

- Quit Asset Processor and then restart it from the project or branch you're currently working in. You may need to quit the Asset Processor in the notification area on the taskbar. The close button hides the application.
- Clear the asset cache by deleting the `Cache` folder located in the Lumberyard root directory when the Asset Processor is not running. Then restart the Asset Processor to rebuild all assets.
Configuring the Asset Pipeline

**Important**
The Asset Builder SDK is now preferred over the legacy `rc.exe` program for adding asset types to the pipeline. Instead of using the `rc.exe` program, make a builder module that you derive from the BuilderSDK. These modules are self configuring. For instructions and examples on how to write builders that process your own asset types, see the Asset Builder API documentation. We recommend that you do not rely on the old `rc.exe` pipeline, although its still available if you have legacy code.

You can configure the Lumberyard asset pipeline by editing the `\dev\AssetProcessorPlatformConfig.ini` file that `rc.exe` program uses. You can add your own asset types to it by modifying the sections of the file described in this document. When you check in your changes to the config file, the version of the assets on your collaborators' computers is updated automatically. This removes the need for you to manually refresh the cache on each coworker's computer.

The `AssetProcessorPlatformConfig.ini` consists of six sections. The `.ini` file uses standard Qt/Windows `.ini` file formatting rules. Comments are preceded by a semicolon, and named sections are designated by square brackets.

**Important**
Backslashes in `.ini` files have a special meaning. To use a regular backslash character, you must prefix it with another backslash. To avoid problems with file paths, the asset processor and asset pipeline use forward slashes for path names. However, if you need to use backslashes in regular expressions, you must also escape them so that they can be recognized by the regex system. For example, you must specify the regular expression `.*\/Levels\./.*` like this:

```
.*\/Levels\./.*
```

In addition to the `AssetProcessorPlatformConfig.ini` file, you can also have an `AssetProcessorGamePlatformConfig.ini` file. You can add this file to your project subfolder to override any configurations specifically for a project. The final configuration is the result of the merging of both files. Because the `AssetProcessorGamePlatformConfig.ini` file is read last, it takes priority.

**Platforms Section**

Use the `Platforms` section to enable and disable operating systems for the entire project. Note that “disabling” simply means that the game project does not use the platform specified. When you disable a platform, the related assets are removed, and the associated space on your hard drive is freed up.

In the following example, the PC platform is enabled, and other platforms are commented out.

```
[Platforms]
pc=enabled
;es3=enabled
;ios=enabled
;osx_gl=enabled
```

Because the default value for a platform is `disabled`, the platforms in the example that are commented out are not enabled.

If you want to enable a platform that is already listed in the `[Platforms]` section, simply remove the semicolon to uncomment the corresponding line.

If an entry for a game platform that you want is not in the list, you can add it. However, you must also handle platform related differences like image formats. To do so, you must change the code in the asset processor (and possibly the image compiler and other builders).
If you are using the \texttt{rc.exe} pipeline, specified platforms are passed as parameters to the \texttt{rc.exe} program.

**Jobs Section**

Use the \texttt{Jobs} section to control how many parallel jobs to run, as in the following example.

```
; ---- The number of worker jobs, 0 means use the number of logical cores
[Jobs]
minJobs=1
maxJobs=0
```

Setting \texttt{maxJobs} to zero specifies using as many cores as are available. A number other than zero limits the cores used to no more than the number that you specify.

**MetaDataTypes Section**

Use the \texttt{MetaDataTypes} section to tell the asset system that certain file types are associated with other files in the same folder. These specifications control the compilation of side-by-side assets, as in the following example.

```
[MetaDataTypes]
exportsettings=
animsettings=i_caf
Animations/SkeletonList.xml=i_caf
cbc=abc
fbx.assetinfo=fbx
```

Entries on the left and right sides of the equals sign specify file extensions of asset files in the same folder. If a file with the extension on the left changes, then the file with the extension on the right must also be rebuilt if it has the same filename. For example, the line \texttt{animsettings=i_caf} means that if a file called \texttt{example.animsettings} changes, \texttt{example.i_caf} will be recompiled.

The line \texttt{exportsettings=} means that when any file with the extension \texttt{.exportsettings} changes, any asset file that has the same filename as the file with the \texttt{.exportsettings} extension is invalidated. For example, a change in the \texttt{MyImage.TIF.exportsettings} file invalidates the \texttt{MyImage.TIF} file.

In the example \texttt{Animations/SkeletonList.xml=i_caf}, the left side specifies not an extension, but a specific file. Whenever the \texttt{Animations/SkeletonList.xml} file changes (note that the forward slash indicates a directory path), all files with the extension \texttt{.i_caf} are invalidated.

**Note**

If you use the Asset Builder SDK, you can declare your dependencies on other files explicitly. This makes the \texttt{[MetaDataTypes]} section less important.

**ScanFolder Section**

Use the \texttt{ScanFolder} section to direct the Asset Processor to monitor the assets in specific folders. The following example directs the Asset Processor to monitor the \texttt{Editor} folder.

```
[ScanFolder Editor]
watch=@ROOT@/Editor
output=editor
recursive=1
order=30000
```
You can add as many scan folders as you want, but each folder must have a unique name. Because the scan folders are stored in a hash table using the name specified in square brackets, make sure that the name following ScanFolder is unique.

You can use the aliases @root@ and @gamename@ as placeholders to enable portability to the computers of other users who are working on the same project.

The ScanFolder section has the following parameters.

<table>
<thead>
<tr>
<th>Entry</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>watch=&lt;foldername&gt;</td>
<td>Watch this specific folder for assets.</td>
</tr>
<tr>
<td>output=&lt;foldername&gt;</td>
<td>Put the contents of this watch folder into the subfolder of the @assets@ folder called &lt;foldername&gt;.</td>
</tr>
<tr>
<td>recursive=1</td>
<td>Recurse into subfolders.</td>
</tr>
</tbody>
</table>
| order=30000         | Declares a priority order. The lower the number, the more "important" a folder is. The game folder for your project is always considered 0, the most important.  
Note The order parameter affects only assets with the same name. For example, suppose you have an asset called MyTexture.TIF in two separate scan folders. If both asset files map to the same output file, then the asset file with the lower order number overrides the one with the higher. |

Notes

- In most cases, you do not have to specify an output folder. The output folder remaps source folders into subfolders of the cache. Usually folders that contain assets go into the cache directly, without requiring a subfolder.
- It is not considered an error if a scan folder is missing. This behavior is by design because it lets you have optional folders for assets. For example, this might be useful for test cases.
- Removing folders from the ScanFolder sections removes any corresponding assets from the cache. If the assets specified were overriding other assets, the overridden assets are reinstated and become primary assets again.

Exclude Section

Use the Exclude section to add file path patterns to ignore. As in the rest of the .ini file, backslashes must be prefixed with an extra backslash to escape them from .ini file processing.

The following example excludes alembic compression templates and temporary animation compression files.

```
[Exclude AlembicCompressionTemplates]
pattern=.*Presets\%/GeomCache\%.*

[Exclude TmpAnimationCompression]
pattern=.*Editor\%/Tmp\%/AnimationCompression\%.*
```

Notes

- The regular expressions are standard STD::regex in extended format. Standard STD::regex rules apply.
• The input paths are always absolute paths. If you don't want to filter by absolute path, start your regular expressions with .*, as in the example.
• If you want to add new exclude rules, give them a unique name. The actual name does not matter as long as each is unique.

RC Section

Use the RC section to specify files to be processed by the rc.exe program or to be copied as-is into the asset cache without processing. The RC section is only for use by legacy RC modules and for specifying simple file copies to cache.

The RC section consists of a series of recognizer descriptors. Each descriptor specifies a set of files (by glob or by pattern) and what to do with the specified files. Changing the fields of the recognizer invalidates assets according to the change made.

**Important**
Because they do not use the legacy rc.exe program, builders implemented as builder modules do not use the RC section. Instead, they derive their configuration programmatically or read it from a custom config file. If you create your own BuilderSDK builder, do not add anything to the RC section.

The following code block shows the syntax of the RC section.

```
[RC (recognizer name)]
; ---- Choose either pattern or glob. You cannot choose both.
pattern=(pattern to use to recognize these files)
glob=(glob to use to recognize these files)
params=(command line params/copy/skip)
(platformname)=(params)
lockSource=(true/false)
priority=(0...n) ; Higher numbers are more important.
critical=(true, false)
version=(0...n)
```

The following table describes each parameter and its options.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>pattern</td>
<td>A regular expression that specifies the files to process. When you use regular expressions, remember to escape any backslashes.</td>
</tr>
<tr>
<td>glob</td>
<td>A wildcard expression like *.tif that specifies binary glob files to process.</td>
</tr>
<tr>
<td>params</td>
<td>The params parameter can take one of the following three options.</td>
</tr>
<tr>
<td></td>
<td>1. The default parameters to pass to the rc.exe program to process the kind of asset specified.</td>
</tr>
<tr>
<td></td>
<td>2. copy – Copies the file as-is into the cache. It does not invoke rc.exe.</td>
</tr>
<tr>
<td></td>
<td>Note Copy jobs are the most common type of job. For example, in the dev\assetprocessorplatformconfig.ini file that is included with Lumberyard, most [RC] sections specify params=copy.</td>
</tr>
<tr>
<td></td>
<td>3. skip – Skips the specified file type entirely. The skip option is typically more useful in the platformname parameter.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>(platformname)=(params)</td>
<td>Specifies platform-specific parameters. You can use the <code>params</code> parameter to specify default parameters, and then override them for specific platforms when required by using <code>platformname=params</code>. For example, the statement <code>pc=/TEST</code> overrides the default parameters for the PC platform and passes the parameter <code>/TEST</code> to the <code>rc.exe</code> program.</td>
</tr>
<tr>
<td>lockSource</td>
<td>Can be true or false. When true, causes the job to wait until it can gain an exclusive read/write lock on the source file. The <code>lockSource</code> parameter is useful for dealing with applications that hold onto a file and then slowly stream data into it. For example, if a program creates very large files over a long period of time, you can set <code>lockSource=true</code> to avoid processing an asset until the other application releases it. Use of this parameter is relatively rare and is generally expensive, so you should avoid using it unless absolutely required.</td>
</tr>
<tr>
<td>priority</td>
<td>Specifies job priority. A larger number gives a job greater priority in the queue. Normally, you should assign a larger number to assets that are likely to be needed from the start or that affect gameplay. This ensures that they get compiled sooner. Note params copy jobs have an default priority of 1.</td>
</tr>
<tr>
<td>critical</td>
<td>Can be true or false. Critical jobs cause the editor splash screen to continue displaying and pause the startup of the runtime until every critical job has been completed. Marking jobs as critical ensures they are complete before the editor is allowed to start. You can specify entire types of assets as critical. This can be useful for files that are used during startup, cause bad behavior if they are not ready during bootstrap, or cannot be reloaded live. Important Because critical jobs can delay the startup of the editor for the first time, not having critical jobs is always the preferred choice. Alternative approaches include: • Making the the editor or runtime capable of reloading the asset live after it is compiled. • Making a call to compile the asset on demand using the asset system bus. You can use the public function <code>CompileAssetSync</code> to do this. See the Lumberyard source code for examples. Note params copy jobs are critical by default.</td>
</tr>
<tr>
<td>version</td>
<td>An arbitrary versioning number. The default is 0. Changing the version number invalidates the assets specified and causes them to be rebuilt. The <code>version</code> parameter provides a convenient way to cause a rebuild of all assets of a particular kind. For example, you might make changes to the compiler that builds a particular kind of asset. Then, when you check in your changes to the <code>.ini</code> file, local assets of workers receiving the update are rebuilt for them automatically.</td>
</tr>
</tbody>
</table>
The following example specifies how .tiff files are to be processed.

```
[RC tif]
pattern=.*\.tiff?
params=/imagecompressor=CTSquish /streaming=1
    es3=/imagecompressor=CTSquish /streaming=0
    ios=/imagecompressor=CTSquish /streaming=0
; Streaming = 1 splits files.
lockSource=true
```

The example has the following characteristics.

- It declares a recognizer called tif (because [RC tif] is the name).
- The pattern specifies all files which match the regex expression .*/\tiff\?. Note that the example escapes the backslash.
- The params parameter specifies the default parameters with which to invoke rc.exe. In the example, .tiff files will be compiled into the /imagecompressor=CTSquish /streaming=1 format.
- For the ES3 and iOS platforms, streaming is turned off, overriding the default that was specified in the params parameter.
- lockSource is set to true to avoid conflict with external tools that create a zero byte file, pause for many seconds, and then fill it with data.

The following example specifies how .tiff files in the GoldenImages subfolder are to be processed.

```
; Feature tests use the raw .tif files for the golden image comparison.
[RC goldenimages]
pattern=.*GoldenImages\/.*\.tif
params=copy
```

The example has the following characteristics.

- It declares a recognizer called goldenimages which applies to any .tiff file in the GoldenImages subfolder.
- The params parameter specifies copy, so any .tiff file in the GoldenImages subfolder is copied to the cache without processing.

Notes

The two example RC sections are both in the same file. This has the following important consequences:

- The multiple rules that match the files all apply simultaneously. They are not exclusive. If you have two rules that apply to the same file, both rules are run. For example, the rules in the two examples would both apply to a file called \dev\SamplesProject\textures\GoldenImages\myfile.tif. The rules would produce both a .dds compressed version of myfile.tif and an uncompressed myfile.tif file that is copied into the cache.
- If you want to specify an exclusive subfolder rule, you must use inverse regex selectors to create exclusion patterns.

The following example shows a set of rules that apply exclusively to .png files. The two rules are written so that any .png file matches only one of the rules.

```
;Example: Use the specified parameters to process all .png files except those in the 
   libs/ui folder.
```
Common Problems

When troubleshooting, be aware of the following pitfalls.

- Not escaping your regular expressions with two backslashes. Remember that one of the slashes is removed when the .ini file is processed.
- Duplicating a rule without changing its name. The rule [RC png] has a name of png. These names are inserted into an unordered hash. If you specify another section with the name of png, the second section overwrites the other in random order. This behavior is by design. For example, you can use it to allow your game version of the .ini file to override particular sections or specify skip to skip them. Otherwise, if you want to add new rules, give them a unique name. The actual name does not matter as long as each is unique. This is especially true for named sections like the Exclude and ScanFolder sections.
- Not understanding that all recognizers that match apply, not just the first one.
- Forgetting to prefix your regular expressions with .*. By default, the input files that you specify are considered absolute paths. This behavior is by design because it lets you exclude or include files based on absolute paths, if that is your intent. Use the .* prefix if you want to use relative paths.

Live Reloading and VFS

On the PC platform, live reloading does not require virtual file system (VFS), since the PC that is running the game is presumably also running the Asset Processor.

On non-PC platforms, VFS is required for live reloading to work, because otherwise assets would need to be deployed onto the game device as part of live reloading, incurring platform-specific costs and different asset pipelines. VFS enables the same behavior across all platforms using the same workflow. For debugging purposes, you can also enable VFS on a PC and point it at a remote Asset Processor to serve assets.

To enable VFS, you use the bootstrap.cfg configuration file.

The game runtimes and all tools can communicate with the Asset Processor through simple interfaces. Communication involves the following:

- Notification when assets are built and change, so as to reload them if possible.
- Request an immediate compilation of an asset, blocking until processing has completed.
- Request asset status, blocking until the status is known.
- Query the location of an asset source file, given an asset ID.
- Query the destination asset ID, given an asset source file name and path.
Not all asset types can live reload. If you are developing new asset types, keep the following guidelines in mind:

- When an asset loads, be prepared to substitute it for a temporary asset while it is compiling.
- If an asset is missing, query the status of the asset from the Asset Processor. This can determine whether the asset really is missing or whether it is in the queue for processing. Querying also moves the asset to the front of the queue for processing.
- If your asset is essential and it cannot live reload, use the blocking synchronous asset build request to make it build immediately. This moves the asset to the front of the queue and prevents the call from returning until the asset is compiled.
- Do not discard the original requested name when an asset is missing.
- Connect to the notification bus to learn when assets change and reload them when that happens.

Shader Compiler Proxy

Some mobile devices may be connected via a USB TCP/IP tunnel and may not have direct network access to a shader compiler server. The shader compiler proxy component in Lumberyard allows such devices to forward shader compiler requests through the Asset Processor connection.

This proxy connection only works for connecting to the shader compiler server on that protocol. It is not a general purpose network bridge or tunnel. To use the shader compiler proxy, open the `system_assetsplatform.cfg` file and modify the following values:

- `r_ShaderCompilerServer = IP address of shader compiler server` – Sets the location of the shader compiler server as seen from the computer running `AssetProcessor.exe`. For example, `localhost` could be used if both the Asset Processor and the shader compiler server are running on the same computer.
- `r_ShadersRemoteCompiler = 1` – Compiles shaders remotely.
- `r_AssetProcessorShaderCompiler = 1` – Routes shader compiler through the Asset Processor. If not set to 1, the device attempts to directly connect to the shader compiler server through the IP set.

Game Startup Sequence

Compiled Lumberyard games start up in the following sequence:

1. The game reads the `bootstrap.cfg` file, which must contain the following information at a minimum:
   - Name of the game, and optionally, the name of the game DLL, if it differs from the game name.
   - Whether or not to connect to the Asset Processor on startup or listen for an incoming connection instead.
   - Whether or not to wait for an established connection before proceeding.
   - Whether or not to enable the virtual file system (VFS), which allows you to read assets remotely from a connected computer instead of having to deploy them to the game device. This also is required for live reloading to function on non-PC platforms.
   - Which kind of assets to load. For example, you could configure the Android runtime to load `es3` assets, or `pc` assets, or `metal` assets. This determines which directory the game looks in for the assets so that the appropriate directory is also used for VFS.
2. The `lyconfig_default.xml` file is read.
3. VFS is started and enabled. All file access then goes through the VFS system. Besides the `bootstrap.cfg` file, executable files, DLL files, and associated platform files, nothing else needs to be deployed to the device. Instead, they can all be accessed remotely.
4. The `system_game_platform_assets.cfg` file is read, where `assets` are the assets specified in the `bootstrap.cfg` file.

**Missing Asset Resolver Tool**

The Missing Asset Resolver helps you find asset files in a level that have been moved, and will display where the missing file used to be located and where it is now located.

**To use the Missing Asset Resolver**

1. In Lumberyard Editor, choose **Tools, Console** to open the **Console** window, if it's not already open.
2. In the **Console** window text box, type `ed_MissingAssetResolver 1`.
3. In Lumberyard Editor, choose **Tools, Other, Missing Asset Resolver**.
4. Click **File, Open**, select the level that contains the missing asset, and click **Open**.
5. In the **Missing Asset Resolver** window, right-click the applicable asset, and then click **Accept all resolved files**.

The asset file is now referenced from its correct location.

**Technical Information: Asset IDs and File Paths**

Consult this section if you are a developer who needs to port older game code or develop new code or tools.

**Asset IDs and File Paths**

All files accessed for the game runtime go through an interface that supports aliasing of file paths by name. For example, the alias `@ROOT@` refers to the root directory where the `bootstrap.cfg` file is located. If you need to open a file in the root directory, do not go to the root directory or use the current working directory. Instead, use the file name, such as `@root@/filename.cfg`. The various Lumberyard subsystems correctly resolve the alias.

Other aliases available include the following:

- `@log@` – For storing forensic data, such as crashes, logs, traces, performance drops, and unit test output.
- `@cache@` – For storing data that can be cleaned out at any time and does not need to persist.
- `@user@` – For storing data that needs to persist between users. Note that some platforms may back up this data to the cloud, such as for user preferences.
- `@assets@` – The location of the asset cache. If no alias is specified, this is assumed, so it is almost never necessary to specify this.
- `@devroot@` – The root of your development tree where the editable `engineroot.txt` file is located. This file is shared by many game projects and used by the editor and other tools.
- `@devassets@` – The root of your source asset directory for your game, which is used by the editor and tools.

The following are examples of asset IDs:

```
textures/mytexture.dds
```
Converting Asset IDs to Full Paths

The following examples are file paths and not asset IDs:

<table>
<thead>
<tr>
<th>objects/rain/droplet.cgf</th>
</tr>
</thead>
<tbody>
<tr>
<td>gamedata.xml</td>
</tr>
<tr>
<td>levels/mainlevel/mainlevel.xml</td>
</tr>
</tbody>
</table>

The following examples are file paths and not asset IDs:

<table>
<thead>
<tr>
<th>@assets@/textures/mytexture.dds</th>
</tr>
</thead>
<tbody>
<tr>
<td>@root@/system.cfg</td>
</tr>
<tr>
<td>C:\dev\mystuff.txt</td>
</tr>
<tr>
<td>\networkdrive\somefile.dat</td>
</tr>
</tbody>
</table>

The following example is invalid as it mistakenly assumes that the asset cache has the same name as the game and that it is a child folder of the root directory. This isn't true on all platforms:

| @root@/GameName/textures/mytexture.dds |

When referring to assets during runtime, always use the asset ID. Do not prefix asset IDs with @assets@ or the game name, and do not concatenate them with custom strings. Treat asset IDs as immutable data that is not a string and refers to a specific asset. For example, you would store textures/mytexture.dds and not gems/rain/mytexture.tif.

You can use the FileIO interface, which is accessible through gEnv->pFileIO, to resolve aliased names to full paths, if you want to point to an external disk loading tool such as Qt QFile(). This should almost never be necessary during runtime. If you do use this, however, your system cannot use remote asset access nor support live reloading.

Converting Asset IDs to Full Paths

If you are writing a new editor tool or porting an existing one from a legacy system, keep in mind the separation between game code and editor code. Game code cannot manipulate asset IDs, and therefore it is invalid to retrieve the game path or concatenate game names with path names. The game code and game modules also have no access to source control, so relying on the game to find out where to save files will not work.

Instead, develop your editor code in such a way that the editor decides where files are saved, and optionally loaded from, and correctly interfaces with source control and the asset processing system. (Source control and asset processing are overhead that is governed by the editor tool, not the game.)

The following utilities and guidelines are provided to make this easier:

- Store only asset IDs for all source assets. For example, if you are writing a file that refers to other files, do not store C:\lumberyard\dev\MyGame\myasset.txt in the file's data, for example. Instead, just store myasset.txt, its asset ID.
- If you are in an editor tool, link to EditorCore, and then do the following:
  - #include <PathUtil.h>
  - Call Path::FullPathToGamePath(string) to convert any full path into a game asset ID automatically.
  - Call Path::GamePathToFullPath(string) to convert any asset ID into a full source asset name.
  - Call Path::GetEditingGameDataFolder to see where to save files that do not exist yet, such as for a File Save dialog.
- If you are working in a new system that does rely on legacy systems, you can use an EBus, which has the same functionality as described above. For more information about the EBUs, see Event Bus (EBus) in the Amazon Lumberyard Developer Guide.
• #include <AzToolsFramework/API/EditorAssetSystemAPI.h>
• Call EBus messages ConvertFullPathToRelativeAssetPath and ConvertRelativeAssetPathToFullPath to convert back and forth.
• Call EBus messages GetAbsoluteDevGameFolderPath to get the game directory for File Save dialogs. Use this only when you do not have an asset ID already, such as in the case of new files.

As an example, the following steps code a tool that provides a list of all available assets of type sprite:

To make a list of available sprite assets

1. Use the gEnv->pCryPak file-finding functions to search for all asset IDs. Usually, since @assets@ is assumed, just the directory name or extensions are all that is required, but aliases are accepted.
2. Once you have the asset ID list, call GamePathToFullPath or ConvertRelativeAssetPathToFullPath to convert the list to full source names.
3. Display the appropriate name in the UI, either the real source name or the output name.
4. When a user wants to edit the file, use the source name to check it out from source control.
5. When a user saves the file, make sure to write it to the source name, not the target name.
6. When the asset compiler recompiles the asset, it notifies you using the asset ID. Make sure you compare the incoming name to this asset ID.

Live Update Messages

If you are on a PC or you are connected to VFS, you can listen for live update messages from the Asset Pipeline and reload your assets when you get them.

To do this, do the following:

• #include <IAssetSystem.h>
• Subscribe a listener to the AssetSystemBus. Subscribers connect via the crc of the file extensions they are interested in. Search for "AssetChanged" to see examples in various systems.

Here is an example: BusConnect(AZ_CRC("dds")); // be notified of all DDS file changes.

Once you get your live reload notification, it contains an asset ID. Consider queueing the request for later if you are in a thread-sensitive module.

Asset Browser (Preview)

The new Asset Browser is in preview release and is subject to change.

The Asset Browser displays all project assets in a source folder and file view to enable quick access and interaction. Source assets are also displayed with their products. For example, an .fbx file would appear with its meshes and animations. The Asset Browser also includes other features:

• Drag-and-drop interaction
• Right-click context menus for each asset
• Asset name filtering
You can use the Asset Browser with other editor components—such as the viewport, Entity Outliner, and Entity Inspector—to improve your development workflow. It replaces the original File Browser.

To open the Asset Browser, click Tools, Asset Browser. You can dock the Asset Browser window to the Lumberyard Editor.
Audio System

Lumberyard uses an audio translation layer (ATL) to interface between Lumberyard and third party audio middleware, so you can change your audio implementation without affecting the game logic. ATL events trigger in-game sounds, which then trigger audio implementation events that notify the audio middleware to play the specified sounds.

Lumberyard supports Audiokinetic Wave Works Interactive Sound Engine (Wwise), an audio pipeline solution with which you can create compelling soundscapes for your game. Lumberyard also supports 3D audio plugins for Wwise, which enables you to create an immersive sound experience in your game. For information about how to install Wwise and 3D audio plugins, see Installing Audiokinetic Wwise and 3D Plugins (p. 169).

Lumberyard also supports a free "compact" version called Wwise LTX. The runtime SDK for it comes pre-configured with Lumberyard. For more information, see Installing Audiokinetic Wwise LTX (p. 172).

The audio system consists of the following elements:

- Sound banks – Compiled sound files and metadata
- Project files – All files related to your project for the middleware authoring tool
- Game audio libraries – XML files that define the mappings (both global and level-specific) between game-side ATL audio controls and middleware data

For information on audio entities, see Audio Entities (p. 551).

Topics
- Audio System Architecture (p. 169)
- Installing Audiokinetic Wwise and 3D Plugins (p. 169)
- Installing Audiokinetic Wwise LTX (p. 172)
- Using the Audio Controls Editor (p. 173)
- ATL Default Controls (p. 175)
- Audio PlayTriggers and StopTriggers (p. 176)
- Obstructing and Occluding Sounds (p. 177)
- Audio Flow Graph Nodes (p. 179)
Audio System Architecture

Lumberyard Audio EcoSystem

The Lumberyard Audio system consists of three largely independent layers:

**CAudioSystem**: Represents the Audio system interface to the outside world. It holds methods for looking up or reserving IDs for various objects and the PushRequest method, which is the only way to request an action from the Audio system. This class contains the message queues and handles the scheduling and dispatch of the incoming requests. It also manages the Main Audio thread.

**CAudioTranslationLayer**: Keeps track of the Audio system's current state, including registered AudioObjects, AudioListeners, and active AudioEvents, and processes the requests submitted through the PushRequest method.

**IAudioSystemImplementation**: Represents an interface to an audio middleware system. While processing incoming requests, CAudioTranslationLayer calls the appropriate method of IAudioSystemImplementation and, if the call succeeds, records all of the resulting changes in the AudioSystem state.

Installing Audiokinetic Wwise and 3D Plugins

Lumberyard supports 3D audio, or spatialized audio, with which you can create a sound environment that convincingly simulates the acoustic spatial cues in the real world. With 3D audio you can design
an immersive sound experience where players can hear sounds in relation to their position in the game world. A sound produced directly in front of you can be easily distinguished from the same sound produced at a distance, or above or behind you. Advanced 3D audio systems, such as the Wwise 3D audio plugins that Lumberyard supports, can even replicate sounds that have bounced off of walls and other parts of the environment.

To set up 3D audio for Lumberyard, you need the following:

- Wwise 2016 1.1, both the SDK and the (purchased) authoring tool
- A 3D audio plugin for Wwise. Lumberyard has been tested with the following 3d audio plugins:
  - RealSpace3D (paid)
  - Oculus Spatializer (free)
  - Visual Studio 2015 or 2013 Professional (to build Lumberyard)
- Lumberyard installation

Use the following procedures to prepare your Lumberyard installation for 3D audio.

- Replacing Wwise with Full Version (p. 170)
- Building Lumberyard for 3D Audio (p. 171)

Replacing Wwise with Full Version

Lumberyard comes preconfigured with the free "compact" version of Wwise, called Wwise LTX. To use 3D audio plugins, you must purchase the full version of Wwise. Then use the following procedure to replace the free version with the full version that you purchased.

To replace the free Wwise with the full version Wwise

1. **Navigate to** `lumberyardroot\3rdParty\Wwise\`
   
   You should see a directory named `LTX_2016.1.1.5823` (or similar), which contains the free version that Lumberyard ships with.

2. **Copy and paste your copy of Wwise 2016 1.1 SDK into** `lumberyardroot\3rdParty\Wwise\`
   
   **Note**
   
   If you open the directory that you just pasted, you should see a directory named `SDK`, which contains the different builds of Wwise for various platforms. If you have Visual Studio 2015 installed, you will use the directory `x64_vs140` later in this procedure. If you have Visual Studio 2013 installed, you will use `x64_vs120`.

3. **Navigate to** `lumberyardroot\dev`. **Use a text editor to open** `SetupAssistantConfig.json`.

4. **Search for** `wwise`
   
   The resulting config block that you find contains paths to the Wwise SDK.

5. **Edit each** `source` **field to point to the full Wwise 2016 installation.**

   The following example shows three `source` fields: one at the root and one for each compiler version. The Wwise version shown in the example may not be the same version as your Wwise, so verify that you are pointing to the version of your installation.

   The following picture shows the unedited block (on the left) and the edited block (on the right). The source fields are highlighted in red.
You are now ready to build Lumberyard with your full 2016 version of Wwise.

If you want to return to the LTX version of Wwise, change the source to point to the old LTX directory.

Building Lumberyard for 3D Audio

After you have installed and configured the full version of Wwise, you must build Lumberyard before you can use your new Wwise installation to create 3D audio.

To build Lumberyard after installing Wwise

1. Start Lumberyard Setup Assistant. You can do this by running SetupAssistant.bat from the Lumberyard root directory.
2. Step through each page of the Lumberyard Setup Assistant and ensure that all software and required SDKs are installed. When finished, close Lumberyard Setup Assistant.
3. Open a command prompt. Navigate to lumberyardroot\dev\ and type lmbr_waf configure.

   When complete and successful, it places a VS solution in lumberyardroot\dev\Solutions.
4. Open the solution in Visual Studio. Find the Editor project. It should be located under Sandbox in Visual Studio’s Solution Explorer.
5. Right-click the Editor solution and click Set as StartUp Project.
6. Build the editor. (p. 1625)
7. Ensure that the build completed successfully. Proceed to installing 3D audio plugins.

Lumberyard and Wwise are now configured to accept a 3D audio plugin. If the sound banks that your game loads were properly authored to take advantage of the plugin, they’ll work immediately. You do not need to perform any special steps in Lumberyard in order to use 3D sound banks instead of the regular sound banks.

To load 3D audio plugins and sound banks:

- Paste the 3D audio plugin DLL (the same one that you would be using with the Wwise authoring tool) in the same directory as the editor or game executable.

   Wwise automatically loads the plugin.
For debug builds, you can place it in the \dev\Bin64 (or Bin64\vc120 or Bin64\vc140) directory.

Installing Audiokinetic Wwise LTX

Lumberyard includes an exclusive, free version of the Audiokinetic Wwise audio system for PC games: Wwise LTX. Sound designers and composers can use Wwise LTX to work independently from the engineering team and author rich soundscapes for your games.

If your game requires the feature set of the full version of Wwise, Lumberyard provides a simple migration path. By replacing the Wwise LTX SDK with the full version of the Wwise SDK and rebuilding your game, you can take advantage of the advanced features offered by Audiokinetic's full product range. For more information, see Installing Audiokinetic Wwise and 3D Plugins (p. 169).

To access the Wwise LTX documentation once Wwise LTX is installed, press the F1 key. Alternatively, click Help, Wwise Help in the application menu.

Installing Wwise LTX

To author sounds with Wwise LTX for your game, you must do the following:

To install Audiokinetic Wwise LTX

1. Run Lumberyard Setup Assistant, located at engine_root_folder\SetupAssistant.bat.
2. Click Install software.
3. Look for the Audiokinetic Wwise LTX Authoring Tool entry, and click the Install it link. This will install the Wwise Launcher and run it.
4. If prompted to sign in to your Audiokinetic account, enter your details and click Sign In, or else click Skip sign in.
5. On the next page, you can select the desired installation components and settings for Wwise LTX, or else accept the default. Once done, click the Install button.
6. If prompted with License Terms, you can review the End-User License Agreement. Once done, click the Accept button. Installation will commence.
7. Once the installation has successfully completed, click the Launch Wwise (64-bit) button under the Wwise LTX entry to run the Authoring Tool. If desired, click the wrench icon to create a desktop shortcut for later use.
8. Close the Wwise Launcher and return to Lumberyard Setup Assistant. It should now show that Wwise LTX is installed.

Running the Wwise LTX Authoring Tool

To run the Wwise LTX Authoring Tool, you must first open or create a project. The SamplesProject includes a Wwise LTX project you can use.

To run the Wwise LTX Authoring Tool

1. Run Wwise Launcher from the Programs menu.
2. Click the Wwise tab, then in the Wwise LTX installation, click Launch Wwise (64-bit). Alternatively, if you created a desktop shortcut earlier, you may use that.
3. If this is your first time running Wwise LTX, you will be prompted again to review and accept the End-User License Agreement (EULA). After accepting the EULA, click Open Other.
4. Browse to the .wproj file located in engine_root_folder\SamplesProject\Sounds\wise_project\ and click Open.
Using the Audio Controls Editor

All actions, events, and parameters from your game are communicated to the Audio system using Audio Translation Layer (ATL) controls that are mapped to one or more controls inside your selected middleware (such as Wwise, for example). The connection between the ATL controls and the middleware controls, as well as the creation of the controls themselves, are done using the Audio Controls Editor.

To open the Audio Controls Editor, click Tools, Other, Audio Controls Editor. The editor consists of three panels: the ATL controls panel (1), Inspector panel (2), and middleware-specific (such as Wwise) Controls panel (3).

The following tables list various controls and properties available in the different panes of the Audio Controls Editor. The controls available in the middleware Controls panel are by definition middleware-specific.

<table>
<thead>
<tr>
<th>Audio Control</th>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>![Icon]</td>
<td>Containers that execute all audio controls that are connected to them. You can preview a trigger by right-clicking it and then selecting Execute Trigger, or by pressing the keyboard spacebar.</td>
</tr>
<tr>
<td>RTPC</td>
<td>![Icon]</td>
<td>Real-Time Parameter Control (RTPC) is typically a floating-point variable that is updated continuously over time to alter a parameter's value, which the audio middleware can use to drive corresponding effects.</td>
</tr>
</tbody>
</table>
Lumberyard User Guide  
Using the Audio Controls Editor

<table>
<thead>
<tr>
<th>Audio Control</th>
<th>Icon</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch</td>
<td><img src="197x674.png" alt="Switch icon" /></td>
<td>A variable that can be in one of several states that can be set using Flow Graph or by code. For example, a <code>SurfaceType</code> switch might have values of <code>Rock</code>, <code>Sand</code>, or <code>Grass</code>.</td>
</tr>
<tr>
<td>Environment</td>
<td><img src="197x636.png" alt="Environment icon" /></td>
<td>Environments can be set on areas such as AreaBoxes, AreaShapes, and AreaSpheres, which allow for driving environmental effects such as reverb and echo.</td>
</tr>
<tr>
<td>Preload</td>
<td><img src="197x591.png" alt="Preload icon" /></td>
<td>A preloaded sound bank, which is an audio file that includes packaged audio data that contains both a signal and metadata.</td>
</tr>
</tbody>
</table>

The Inspector panel allows you to edit all the properties of the control currently selected in the ATL controls panel, including making connections to any matching middleware-specific controls.

### Inspector panel table

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>The name of the control. This can also be edited in the ATL controls panel.</td>
</tr>
<tr>
<td>Scope</td>
<td>Controls can exist for a global or on a per-level scope. A control with a global scope exists as long as the game is running and regardless of whether the control is used in the current level. When a specific level is defined as the scope, the controls exist only when that level is loaded. This setting is useful in low-memory systems because controls are loaded only in levels in which they are needed.</td>
</tr>
<tr>
<td>Auto Load</td>
<td>Available only for preloads. If Auto Load is selected, the elements preloaded with this control will be reference counted—that is, only one copy of them is created that is shared between all users.</td>
</tr>
<tr>
<td>Preloaded Soundbanks</td>
<td>Available only for preloads. The soundbanks connected with a preload can be different for different platforms. Different soundbanks can be added to different groups, and then in the Platforms field you can choose which group to load for each platform you are targeting.</td>
</tr>
<tr>
<td>Platforms</td>
<td>Available only for preloads. Allows you to set which group of soundbanks to load for each platform. You can share a group between several platforms.</td>
</tr>
<tr>
<td>Connected Controls</td>
<td>Contains all the middleware controls connected to your control.</td>
</tr>
</tbody>
</table>

To create new connections between ATL controls and middleware-specific controls, just drag the control from the middleware controls panel to the **Connected Controls** area of the Inspector panel. A middleware control can also be dragged directly to the ATL controls panel; doing so creates a new control with the name of the middleware control and automatically connects both of them.

**Note**  
After creating a new control, in the Audio Controls Editor, click **File, Save All** to be able to preview the control.
Using Audiokinetic Wwise LTX

If you use Audiokinetic Wwise LTX, the project must be in a location where the Audio Controls Editor can detect it. The .wproj project is located at \[game folder]\Sounds\wise_project\. You will need to configure Wwise LTX to build soundbanks to the following location: \[game folder]\Sounds\wise\. Soundbanks for Audiokinetic Wwise LTX are located in the \Sounds directory:

• \SamplesProject\Sounds\wise\Content.bnk
• \SamplesProject\Sounds\wise\Init.bnk

ATL Default Controls

The Lumberyard audio system uses an Audio Translation Layer (ATL) to control when and how sounds play in your level. Wwise LTX controls are then connected to the ATL controls. The following ATL default controls are automatically created by the Audio Controls Editor and are located in the default_controls folder:

• do_nothing
• get_focus
• lose_focus
• mute_all
• object_speed
• object_velocity_tracking
• ObstructionOcclusionCalculationType
• unmute_all

do_nothing control

You can define both a PlayTrigger and a StopTrigger. The do_nothing control is used as a blank event in cases where StopTrigger functionality should not be used. This trigger should not be connected to any event in your audio middleware.

get_focus control

This trigger is called when the application window in Lumberyard Editor gains focus.

lose_focus control

This trigger is called when the application window in Lumberyard Editor loses focus.

Note

If you don’t want to pause or resume audio when gaining or losing focus, use the console command s_ignorewindowfocus = 1. This bypasses the get_focus and lose_focus events from being called when gaining or losing focus.

mute_all control

This trigger is called when the Mute Audio button is selected, located on the lower menu bar of Lumberyard Editor.
object_speed control

This is an RTPC control that is updated according to the speed of the associated entity in the level. The calculation of the speed can be enabled on a per-entity basis with the object_velocity_tracking control.

object_velocity_tracking control

This is a switch used to enable or disable the calculation of the object_speed value on a per-entity basis. This switch does not need to be connected to the audio middleware as it is communicating Lumberyard-specific data.

ObstructionOcclusionCalculationType control

This is a switch used to set the obstruction and occlusion calculation method of an entity. The switch state values are Ignore, SingleRay, and MultiRay. This switch does not need to be connected to the audio middleware as it is communicating Lumberyard-specific data.

unmute_all control

This trigger is called when the Mute Audio button is deselected, located on the lower menu bar of Lumberyard Editor.

Audio PlayTriggers and StopTriggers

You can define both PlayTriggers and StopTriggers for entities in your level. These are accessed from the Rollup Bar in the Properties panel for the entity.

Placing Triggers in Game

In order to hear a sound in the game, first place the audio entity that executes the audio trigger during gameplay in the level. For each level, we recommended creating a dedicated audio layer that contains all your audio data. In the Rollup Bar, on the Layer tab, click the New layer icon, and then name the layer. Select the audio layer to ensure that all entities that you are placing in the level are included in this layer.

On the Objects tab in the Rollup Bar, click Audio, AudioTriggerSpot, then drag and click to place the entity in the level.

PlayTrigger Set

On activation, this executes the PlayTrigger and, on deactivation, stops the PlayTrigger. The audio system automatically stops the PlayTrigger when the corresponding StopTrigger is activated.

This can be useful, as it automatically stops sounds without the need to create any additional stop functionality inside of your audio middleware. This also assures that any looping sounds are stopped when the associated entity is disabled.

You can also bypass the automatic stopping of a StartTrigger by using the default do_nothing ATL control. When it is set on the StopTrigger, the audio system behaves as explained under the Both Triggers Set section. As this control is not connected to any functionality within your middleware, it will not affect the audio, but bypasses the automatic stop functionality of the audio system.

For example, when setting an audio trigger on a shooting animation of a gun, you would want to hear the end of the gunfire even after the animation has finished. However, if no trigger has been set in the
StopTrigger Set

StopTrigger field, the PlayTrigger would be terminated and therefore the sound of the gunfire ending would be cut off. To prevent this, place the do nothing control in the StopTrigger field. This bypasses the automatic stopping functionality and lets the PlayTrigger execute completely.

Note
Remember that, with the above setup, any looping sounds that you have set as a PlayTrigger will not be stopped.

StopTrigger Set

On deactivation, the StopTrigger is executed and, on activation, nothing happens. As no trigger is defined under the PlayTrigger, nothing happens when the PlayTrigger is executed. However, if a trigger is set for the StopTrigger, it plays when the StopTrigger executes.

An audio trigger can also execute the playback of audio in your middleware when it is placed as a StopTrigger.

Both Triggers Set

With this configuration, the StartTrigger is executed on activation. The StopTrigger is activated upon deactivation and without stopping the StartTrigger. This is because the audio trigger has been defined as a StopTrigger.

If you need to stop the PlayTrigger with another audio trigger that is set as a StopTrigger, then you need to set up stop functionality inside of your audio middleware.

As a general rule, it is always useful to use the automatic stop behavior contained in the audio system when you just want to simply stop a sound on entity deactivation or on the ending of an animation. When creating more complex events, such as fade outs or triggering additional audio samples while stopping the StartTrigger, create the stop functionality inside your audio middleware and set the connected ATLControl as the StopTrigger.

Obstructing and Occluding Sounds

Sound obstruction means that the direct path to the audio is blocked but the sound might still be audible due to the sound reflecting off the obstruction and other objects. Sound occlusion, on the other hand, refers to the degree to which sound is lost or affected by intervening objects. You can enable different obstruction and occlusion settings for the AudioTriggerSpot, AudioAreaEntity, and AudioAreaAmbience object types. Using these settings correctly helps you to create a game world where sound is realistically filtered and attenuated according to the surrounding environments.

You can set the SoundObstructionType property for the AudioTriggerSpot, AudioAreaEntity, and AudioAreaAmbience in their respective properties panels in the Rollup Bar. All audio object types default to Ignore as their SoundObstructionType setting.

Obstructing Sounds

Lumberyard uses raycasting, or ray-to-surface intersection testing, to get information about the objects with which the line intersects. If the occlusion value of a raycast's center ray differs from the average of the occlusion values of the outer rays from the same raycast, Lumberyard applies obstruction to the sound source. Therefore, obstruction is calculated only when the SoundObstructionType is set to MultipleRays on the object type, since a single ray does not provide enough information to differentiate between obstruction and occlusion.

Obstruction is applied to the sound after occlusion and in addition to it. If the center ray of a raycast has reached the listener without being blocked, and the outer rays are fully or partially blocked by game objects, then the obstruction value is set to zero and only the occlusion value is positive. In addition,
obstruction is only applied to the dry signal; it has no effect on the signal sent to the environment auxiliary buses.

Obstruction is also affected by the distance of the raycasting entity to the listener. As the distance increases, the obstruction value decreases and the difference is transferred to the occlusion value. This reflects the fact that, with increasing distance, the contribution of the direct line-of-sight sound path in the overall sound perception becomes progressively smaller.

The console variable \texttt{s\_FullObstructionMaxDistance} sets the maximum distance after which the obstruction value starts to decrease with distance. For example, \texttt{s\_FullObstructionMaxDistance = 5} means that, for the sources that are farther than 5 meters away from the listener, the obstruction value is lower than the actual value calculated from the raycast. In this case, an object 10 meters away has half the obstruction value of the similarly obstructed source located 5 meters away.

### Sound Obstruction for Surface Types

You can define how much each different material type affects the sound passing through it. The \texttt{sound\_obstruction} physics property is a value between 0 and 1. For each raycast from a sound source, the ray's occlusion value increases by the \texttt{sound\_obstruction} value of each surface it intersects.

Values for each surface type can be set in the \texttt{\Libs\MaterialEffects\SurfaceTypes.xml} file. The exact effect that this value has on the audio content of your game is defined in your specific audio middleware.

For a material with \texttt{sound\_obstruction = 0.5}, the maximum obstruction and occlusion value that is reached in the game is 0.5. Therefore, if the sound is fully occluded by one object with this surface type, the occlusion value passed to the middleware is 0.5. If the sound is also obstructed, the combined values of obstruction and occlusion would be summed to 0.5. However, their sum would never exceed this value, as it is defined as the maximum obstruction or occlusion value in the material's \texttt{sound\_obstruction} property.

### Occluding Sounds

Occlusion is applied to a sound source that is completely or partially hidden from the listener by the other game object(s).

A nonzero occlusion value is set for a sound source whenever at least one ray that is cast from that source encounters a surface with non-zero \texttt{sound\_obstruction} value. The \texttt{sound\_obstruction} values from the surfaces struck by the ray are accumulated, and the total values are averaged over time for each ray to produce this ray's occlusion value, as shown in the ray label enabled with \texttt{s\_DrawAudioDebug} flag. With the \texttt{SingleRay} selected for \texttt{SoundObstructionType}, the audio object occlusion value is equal to its only ray's occlusion value. With \texttt{MultipleRays} selected for \texttt{SoundObstructionType}, the audio object occlusion value is the average of the occlusion values for all the rays.

You can use the console variable command \texttt{s\_OcclusionMaxDistance} to set a maximum distance beyond which the sound obstruction and occlusion calculations are disabled. For example, for \texttt{s\_OcclusionMaxDistance = 150}, Lumberyard calculates the obstruction and occlusion values for every active audio object with \texttt{SoundObstructionType} set to \texttt{SingleRay} or \texttt{MultipleRays}, providing they are located within 150 meters of the sound's listener.

### Raycasts

When Lumberyard performs a raycast, it calculates the occlusion and obstruction values either synchronously or asynchronously. In synchronous calculations, all occlusions of an individual ray are available immediately in the same frame as the one that requested the raycast. In asynchronous calculations, the individual ray data is received over the next few frames and processed once all of the rays have reported back. Synchronous raycasts are much more responsive, but they also require more processing resources and can hurt performance if a large number of raycasts are performed in a single frame. In order to save resources and avoid performance hits, Lumberyard switches between

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synchronous and asynchronous raycasts based on the distance between the sound source and the listener. For the sources close to the listener, Lumberyard uses synchronous raycasts to provide a maximum responsive environment. For sources further away, asynchronous raycasts are used.

Debugging Raycasts

The `s_DrawAudioDebug` console variable has three flags that show you the values calculated by the raycasts:

- `b` – Shows text labels for active audio objects, including obstruction (`obst`) and occlusion (`occl`) value.
- `g` – Draws occlusion rays.
- `h` – Shows occlusion ray labels.

Audio Flow Graph Nodes

There are a number of Flow Graph nodes you can use to control different aspects of the Audio system. For more information, see Audio Nodes (p. 642).

Adding Ambient Sounds to Levels

Lumberyard has two audio entities that you can use to add ambient sounds to levels as well as Adding Reverb Effects to Levels (p. 181) — AudioAreaAmbience and AudioAreaEntity. Both entities are linked to a specified shape in a level that defines the area in which ambient sounds are triggered from.

You use these two entities to set multiple attributes with which you can define a PlayTrigger and StopTrigger, an environment, and a radius around the shape where your ambient sound starts to fade in and out.

To make use of the AudioAreaAmbience or AudioAreaEntity entity in a level, you must first create a new shape.

**Note**

The distance that is output by the AudioAreaAmbience and AudioAreaEntity entities is always scaled from 0 to 1 from the maximum range set in the RtpcDistance property. Therefore, the range of the RTPC (real time parameter control) value used by your middleware needs to be only 0 to 1.

To define an area shape for an audio entity

1. In the Rollup Bar, on the Objects tab, click Area.
2. Under Object Type, select either AreaBox, AreaSphere, or Shape. Then do the following:

   - In the case of AreaBox, click in your level to place it, and then under AreaBox Params, specify values for Width, Length, and Height.
   - In the case of AreaSphere, click in your level to place the shape, and then under AreaSphere Params, Radius.
   - In the case of Shape, click in your level to create points that define the boundaries of the shape. When finished, double-click the last point to complete the shape.

**Note**

The event listener, which is attached to the player character by default, needs to be inside an area shape for a sound to play. Set the shape's Height value to at least 15 to ensure there is room for the ambient sound to play even if the character jumps.
You can change an area shape by adding, removing, and moving points.

**To edit a shape**

1. Select the shape in your level.
2. In the Rollup Bar, under Shape Parameters, click Edit Shape.
3. Select the applicable point on the shape and do the following:
   - Drag the point to move it to another location.
   - Press the Delete key to remove the point.
   - Press Ctrl+click to add a point to the shape
4. When done, under Shape Parameters, click Reset Height to flatten the shape. This is useful when creating shapes over hilly terrain.

**Note**

If the Follow Terrain option was not selected, the area shape that you created may be located under the terrain. If so, select the Move tool and drag the shape up by clicking on the yellow Z-axis arrow and dragging it up.

## Setting Up the AudioAreaAmbience entity

The AudioAreaAmbience entity is the main audio entity for defining which ambient sound should play and how it should play, without the need to use the Flow Graph editor for advanced sound effects or behaviors.

**To set up and link the AudioAreaAmbience entity**

1. In the Rollup Bar, on the Objects tab, click Audio.
2. Under Object Type, click AudioAreaAmbience. Then click in your level to place the object.
3. Under AudioAreaAmbience Properties, select the applicable property, and then click the folder icon that appears on the right. Do this for the PlayTrigger, StopTrigger, and Rtpc properties.
4. In the Choose window, expand default_controls, select an ATL control to use for the property, and then click OK.
5. For RtpcDistance, enter a value that represents the distance in meters at which sounds begin to increase in volume.
6. Under Entity Links, select AudioAreaAmbience and click the Pick Target button. The object type is now linked to the shape that you created earlier.
7. Press Ctrl+G to test the ambient sound.

The selected PlayTrigger control is called whenever the character is the distance away from the shape specified by the RtpcDistance value.

As the character moves closer towards or further away from the shape, the volume of the ambient sound increases or decreases in volume in accordance to the setup in your audio middleware. As long as your character is within the area shape, the sound plays without volume attenuation.

## Setting Up the AudioAreaEntity entity

The AudioAreaEntity entity functions like the AudioAreaAmbience entity but requires manual setup in the Flow Graph editor to trigger the ATL controls. This extra step gives you access to multiple parameters and more advanced setup possibilities than the AudioAreaAmbience entity.
The **AudioAreaEntity** entity includes a **FadeDistance** parameter, which behaves like the **RtpcDistance** parameter except that it can be connected to any object in the Flow Graph editor and not simply to a default RTPC audio control.

Notice that the **Properties** panel does not include **PlayTrigger** or **StopTrigger**, as they are manually set up in the Flow Graph editor.

The **AudioAreaEntity** flow graph node does not have any playback functionality itself; Instead it triggers output when the character enters or leaves either the area shape or its outer values as defined by the fade distance. It also sends out a value that can be used to control any RTPC audio control with the **Audio:Rtpc** node. To use the **AudioAreaEntity** to enable playback of an ambient sound for your area, you need to add the **Audio:Trigger** and **Audio:RTPC** nodes to the flow graph.

After adding both nodes to the flow graph, right-click on each and select **Assign Selected Entity**. Now both the **Audio:Trigger** and the **Audio:RTPC** are set for the **AudioAreaEntity** entity.

A **StopTrigger** is not needed as the audio system automatically stops the **PlayTrigger** control if no **StopTrigger** is assigned. Ambient sounds that are set up using the **AudioAreaEntity** entity do not play by default as they are triggering the controls in the flow graph. To preview the **AudioAreaEntity** when not in game mode, click **AI/Physics** at the bottom of Lumberyard Editor.

### Using Shape Priorities

When using multiple shapes in a level, you can set shape priorities to define how audio behaves when a character moves from one shape to another. You can set the priority per shape under **Area, Object Type, Shape** in the **Rollup Bar**.

When transitioning from one shape to another, the shape with the higher priority overrides the **RtpcDistance** and **FadeDistance** properties for lower priority **AudioAreaAmbience** and **AudioAreaEntity** entities respectively.

**Note**

With helpers enabled, pressing the spacebar on your keyboard displays pivots for all entities in a level. You can also do this to simplify the selection of areas that are nested together.

Select the **DisplaySoundInfo** check box to indicate any sound obstructions for the sides of an **AreaBox** or a **Shape**. Sound-obstructed sides appear in red and do not calculate ambient sound updates for that segment. Non-obstructed sides are displayed in green and do calculate ambient sound updates.

### Adding Reverb Effects to Levels

Lumberyard has two audio entities that you can use to add reverberation effects (as well as ambient sounds) to a level — **AudioAreaAmbience** and **AudioAreaEntity**. Both entities are linked to a specified shape in a level that defines the area in which reverb effects are triggered from.
To setup Wwise LTX for reverb effects

1. In Audiokinetic Wwise LTX, click the Audio tab in Project Explorer.
2. Under Master-Mixer Hierarchy, create an auxiliary bus.
3. In the Auxiliary Bus Property Editor, on the General Settings tab, assign a Wwise RoomVerb effect to the bus.
4. Click Edit to edit the settings of the effect.
5. Under Actor-Mixer Hierarchy, for any sounds or sound containers that you want to run through the effects bus, do the following:
   a. On the Property Editor pane, click the General Settings tab and select Game-Defined Auxiliary Sends.
   b. Select the Use game-defined auxiliary sends check box.
   c. Save the project and select Generate soundbank.
6. Open Lumberyard Editor, and then click Tools, Other, Audio Controls Editor.
7. In the Audio Controls Editor, click Add, Environment.
8. Link the Wwise auxiliary bus to the audio translation layer (ATL) environment.

To setup Wwise for reverb effects

1. In AudioKinetic Wwise, click the Audio tab in Project Explorer.
2. Under Master-Mixer Hierarchy, create an auxiliary bus.
3. In the Auxiliary Bus Property Editor, on the Effects tab, assign a Wwise RoomVerb effect to the bus.
4. Click Edit to edit the settings of the effect.
5. Under Actor-Mixer Hierarchy, for any sounds or sound containers that you want to run through the effects bus, do the following:
   a. On the Property Editor pane, click the General Settings tab and select Game-Defined Auxiliary Sends.
   b. Select the Use game-defined auxiliary sends check box.
   c. In SoundBank Manager Layout (F7), select Generate soundbank.
6. Open Lumberyard Editor, and then click Tools, Other, Audio Controls Editor.
7. In the Audio Controls Editor, click Add, Environment.
8. Link the Wwise auxiliary bus to the ATL environment.

After you have setup reverb effects, you next create and define an area shape, set the AudioAreaAmbience or AudioAreaEntity entity properties, and then link the entity to the area shape. The process for doing this is very similar to that for adding ambient sounds to a level. For more information, see Adding Ambient Sounds to Levels (p. 179).

Setting Distance Values

The FadeDistance property for the AudioAreaEntity entity and the RtpcDistance property for the AudioAreaAmbience entity specify the maximum distance over which these values and the reverb level value are updated.

In order for the reverb level values to be updated correctly for players approaching and leaving an area shape, in most cases the EnvironmentDistance value is set lower or equal to the FadeDistance and
RtpcDistance values in order to create realistic reverb (and ambient sound) effects. If it is necessary to have a greater EnvironmentDistance value, use two separate audio entities to control the reverb effect and then play the sound in the linked area shape.

After you set the AudioAreaEntity or AudioAreaAmbience entity properties, the audio is sent to the connected auxiliary bus in Wwise LTX when player approaches the area shape.

You can also assign sound volume values to a GameParameter, which you can control using an Audio:RTPC Flow Graph node.

## Adding Collision Sounds to Levels

You can add physics-based collision sounds to your level using the materialeffects.xml spreadsheet file located in the \dev\SamplesProject\libs\materialeffects\ folder. This file requires Microsoft Excel for editing, but you can preview it using any software that opens this file format.

The following figure shows a portion of a sample materialeffects.xml spreadsheet file for collisions with a rubber material. As you can see, most of the effects for rubber material use the collisions_rubber_default sound effect when rubber collides with various other surface types.

| mat_material | mat_material_noferic | mat_material_thick | mat_material_RayProxy | mat_material_shell | mat_material_barbwire | mat_ladder | mat_glass | mat_glass_breakable_safetyglass_large | mat_glass_breakable_safetyglass_small | mat_glass_breakable_thin_large | mat_glass_breakable_thin_small | mat_glass_unbreakable | mat_wood | mat_wood_RayProxy | mat_wood_breakable | mat_snow | mat_ice | mat_water | mat_concrete | mat_rock | mat_rock_landslide | mat_rock_dusty | mat_soil |
|--------------|---------------------|-------------------|----------------------|-------------------|----------------------|-----------|----------|---------------------------------------|-------------------------------------|----------------------------------|----------------------------|-------------------|----------------|----------------|----------------|-----------|----------------|----------------|----------|
Adding Sound to Trackview Sequences

This topic describes how to play sounds in Trackview sequences using the Audio Controls Editor.

Note
Sound tracks for Director nodes can play only 2D sounds because there is no associated entity for this node. Entity nodes can play both 2D and 3D sounds.

To add audio to a TrackView sequence

1. In Lumberyard Editor, click Tools, Track View to open the Track View editor.
2. In the Track View editor, click Sequence and select the sequence to which you want to add audio.
3. In the tree pane, select the entity that should play the sound. If that node does not already contain a Sound track, right-click it, then click Add Track, Sound.
4. In the center pane timeline, double-click on a time location on the sound track to add a key. The key can be dragged to another time or the time can be entered manually under Key Properties in the right pane.
5. Right-click the sound key in the center pane, click Edit on Spot, and adjust key properties as follows:
   - StartTrigger – The trigger name that triggers on the key.
Adding Sound to Animations

Sound effects contribute to a game by adding a sensory experience to characters, objects, weather, and more. You can add sound effects to animations by using Geppetto. This requires that an .animevents file has been created for the character and its animations before you can proceed.

You can also add sound by editing the XML file to reference an ATL (Audio Transition Layer) event.

To add sound effects by using Geppetto

1. Open Lumberyard Editor and click Tools, Geppetto.
2. In Geppetto, under the Assets panel, double-click the character to which you want to add sound.
3. In the Assets pane, under Animations, choose an animation to which you want to add sound. The animation's properties load in the Properties panel.
4. In the Properties panel, for Animation Events, click the drop-down list and click Add.
5. For the new animation event, select sound from the drop-down list.
6. Enter a value for the time that the sound should play during the animation, or click on the animation event in the Playback timeline and drag it to where you want it on the animation.
7. Alternatively, you can double-click anywhere on the Playback timeline of the animation to add a new animation event, which is then displayed under Animation Events in the Properties panel for the animation.
8. Click on the field next to the drop-down list for sound, select the sound you want to assign to the event, and click OK.
9. You can achieve more precise timing of the sound by attaching the sound to a particular bone on the character. Under Animation Events, double-click the animation event, then for Joint Name, click the bone icon. In the Choose Joint window, choose a bone and click OK.
10. When done adding audio, click on the Save icon in the Properties panel to save the changes to the animation. The information is saved to the *.animevents file for the character.

To add sound effects by editing the XML file

1. Navigate to \SamplesProject\Objects\Characters\character and use a text or XML editor to open the *.animevents file.
2. Add or edit the following event:

   ```xml
   <event name="audio_trigger" time="0" endTime="0" parameter=""/>
   ```

3. Add or edit the parameter attribute with the ATL event.

   Example: parameter="Play_KatanaSwing"

Adding Sound to Mannequin

You can control audio in Mannequin by adding procedural clips to fragments and setting their type to Audio in the procedural clip properties.
In turn, fragments are played on scopes. It is common to set up a Mannequin character in such a way that specific audio scopes are reserved exclusively for the placement of audio triggers on them. Using the Mannequin FragmentID Editor, you can enable a scope for a fragmentID to edit its default scope mask. When editing a fragmentID, you can select which scopes it should use by default.

The Mannequin system determines which fragments it triggers via tag states. This allows flexibility in supporting a variety of animations with sound.

By adding tags to a fragment, you can also specify what needs to occur in the game or with the character for that specific fragment to be selected.

**Adding a ProcLayer Track**

Once you have determined on which scope you want to place the audio triggers, a ProcLayer track is first added to the scope. You can add any number of ProcLayers to a scope, which can help better organize the fragment.

**To add a trigger to a ProcLayer track**

- In Mannequin Editor, right-click on the applicable scope and click Add Track, ProcLayer.

You can also add procedural clips to any ProcLayer on any scope. These might, however, be saved to a different Animation Database (ADB) file, depending on your setup.

**Adding a Trigger to a ProcLayer Track**

**To add a trigger to a ProcLayer track**

1. In Mannequin Editor, double-click in the new ProcLayer timeline to add a procedural clip. To move the clip, you can drag its starting point.
2. Under Procedural Clip Properties, click Type and select Audio.
3. Under Params, select a Start Trigger and Stop Trigger as needed to define the sound behavior. To keep the sound playing, select do_nothing for Stop Trigger.

**Audio Console Variables Commands**

The following console variable commands can be used with the Lumberyard Audio system.

**s_ATLPoolSize**

Specifies in KB the size of the memory pool to be used by the audio translation layer (ATL).

Default values: PC = 8192, Xbox One = 8192, PS4 = 8192, Mac = 8192, Linux = 8192, iOS = 8192, Android = 4096

**s_AudioEventPoolSize**

Sets the number of preallocated audio events.

Default values: PC = 512, XboxOne = 512, PS4 = 512, Mac = 512, iOS = 128, Android = 128

**s_AudioLoggingOptions**

Toggles the logging of audio-related messages.

Default values: 0 (disabled), a = Errors, b = Warnings, c = Comments
s_AudioObjectsDebugFilter

Allows for filtered display of audio objects by a search string.

Default value: "" (all)

s_AudioObjectPoolSize

Sets the number of preallocated audio objects and corresponding audio proxies.

Default values: PC = 2048, XboxOne = 2048, PS4 = 2048, Mac = 2048, iOS = 256, Android = 256

s_AudioProxiesInitType

Can override on a global scale. If set, it determines whether AudioProxies initialize synchronously or asynchronously. This is a performance variable, as asynchronously initializing AudioProxies has a greatly reduced impact on the calling thread. When set to initialize asynchronously, audio playback is delayed.

Values: 0 = AudioProxy-specific initialization; 1 = Initialize synchronously; 2 = Initialize asynchronously.

Default value: 0 (all platforms)

s_AudioSystemImplementationName

Name of the AudioSystemImplementation library to be used without extension.

Default value: CryAudioImplWwise

s_AudioTriggersDebugFilter

Allows for filtered display of audio triggers by a search string.

Default value: "" (all)

s_DrawAudioDebug

Draws AudioTranslationLayer related debug data to the screen.

Values:
- 0: No audio debug info on the screen
- a: Draw spheres around active audio objects
- b: Show text labels for active audio objects
- c: Show trigger names for active audio objects
- d: Show current states for active audio objects
- e: Show RTPC values for active audio objects
- f: Show Environment amounts for active audio objects
- g: Draw occlusion rays
- h: Show occlusion ray labels
- i: Draw sphere around active audio listener
- v: List active Events
- w: List active Audio Objects
- x: Show FileCache Manager debug info

s_ExecuteTrigger

Executes an Audio Trigger. The first argument is the name of the audio trigger to be executed, the second argument is an optional audio object ID. If the second argument is provided, the audio trigger is executed on the audio object with the given ID; otherwise, the audio trigger is executed on the global audio object.
s_FileCacheManagerDebugFilter

Allows for filtered display of the different AFCM entries such as Globals, Level Specifics, and Volatiles.

Values: Default = 0 (all); a = Globals; b = Level Specifics; c =: Volatiles

s_FileCacheManagerSize

Sets the size in KB that the AFCM allocates on the heap.

Default values: PC = 393216, Xbox One = 393216, PS4 = 393216, Mac = 393216, Linux = 393216, iOS = 2048, Android = 73728

s_FullObstructionMaxDistance

For sounds whose distance to the listener is greater than this value, the obstruction value is attenuated with distance.

Default value: 5 m

s_IgnoreWindowFocus

If set to 1, the sound system continues to play when the Editor or Game window loses focus.

Default value: 0 (off)

s_OcclusionMaxDistance

Obstruction/Occlusion is not calculated for the sounds whose distance to the listener is greater than this value. Set this value to 0 to disable obstruction/occlusion calculations.

Default value: 500 m

s_OcclusionMaxSyncDistance

Physics rays are processed synchronously for the sounds that are closer to the listener than this value, and asynchronously for the rest (possible performance optimization).

Default value: 10 m

s_PositionUpdateThreshold

An audio object has to move by at least this amount to issue a position update request to the audio system.

Default: 0.1 (10 cm)

s_SetRtpc

Sets an Audio Rtpc value. The first argument is the name of the audio RTPC, the second argument is the float value to be set, the third argument is an optional audio object ID. If the third argument is provided, the RTPC is set on the audio object with the given ID. Otherwise, the RTPC is set on the global audio object.

s_SetSwitchState

Sets an audio switch to a provided state. The first argument is the name of the audio switch, the second argument is the name of the switch state to be set, the third argument is an optional audio object ID. If the third argument is provided, the audio switch is set on the audio object with the given ID; otherwise, the audio switch is set on the global audio object.

s_ShowActiveAudioObjectsOnly

When drawing audio object names on the screen, this variable is used to choose between all registered audio objects or only those that reference active audio triggers.
Default value: 1 (active only)

**s_StopTrigger**

Stops an audio trigger. The first argument is the name of the audio trigger to be stopped, the second argument is an optional audio object ID. If the second argument is provided, the audio trigger is stopped on the audio object with the given ID; otherwise, the audio trigger is stopped on the global audio object.

**s_VelocityTrackingThreshold**

An audio object has to change its velocity by at least this amount to issue an `object_speed` RTPC update request to the audio system.

Default value: 0.1 (10 cm/s)
Characters and Animation

Most game projects require an animated character to move around in the environment. This may be a character that the player controls, or an AI-driven entity that interacts with the level.

The character animation system combines skeletal-based deformation of meshes with morph-based vertex deformation to allow for complex animation. Character movements appear much more realistic by playing and blending animation sequences, controlling facial expressions, and applying damage effects. Characters can play scripted movements, employ AI navigation, or use the Mannequin system to play complex, fully interactive animation sequences, either alone or in concert with other characters.

The recommended animation frame rate is 30 fps. If you are creating animations in Maya, there are additional supported frame rates of 15 fps, 60 fps, 120 fps, and 240 fps.

Topics
- Working With Character Assets (p. 190)
- Maya Export Tools (p. 227)
- 3ds Max Export Tools (p. 240)
- Working with the FBX Importer (p. 248)
- Using Geppetto (p. 257)
- Mannequin System (p. 302)

Working With Character Assets

To work with character assets, first create your art assets, skeletal meshes, and animations using a third-party digital content creation (DCC) package such as Autodesk 3ds Max or Autodesk Maya. Then export your skeletal meshes and animations into Lumberyard.

Topics
- Modeling Characters (p. 191)
- Rigging Characters (p. 193)
Modeling Characters

The workflow for modeling characters is to model the characters in a digital content creation (DCC) tool, such as Autodesk Maya and Autodesk 3ds Max. You then export the characters to Lumberyard, where you apply material and shader settings.

As part of this process, you set up and create the following character modeling elements in a DCC tool:

- Asset structure
- 3D rendering mesh
- Pivot positions
- Scaling information
- Vertex colors
- Hierarchical structures
- Helper nodes
- Physics settings
- Breakability setup
- Skeletons and weighting

For best results, learn the best practices, asset file types, and export steps to ensure that your characters are imported into Lumberyard correctly and efficiently, as described in the topics following.

Topics

- Character Modeling Best Practices (p. 191)
- Character Asset Files (p. 192)
- Using Character-Specific Shaders (p. 192)
- Debugging Character Skeleton Issues (p. 192)

Character Modeling Best Practices

Consider the following best practices when modeling a character for later export to Lumberyard:

- Make sure all character geometry corresponds to the proportion and alignment of the skeleton.
- Select a pose that suits the widest range of motion that the character needs to perform.
- To improve the deformation of the character, make sure that all arm, shoulder, and leg joints are slightly angled for the selected pose.
- Add enough polygons to the joints to ensure a smooth deformation.
- If the character is used as an AI, make sure that the physics settings and inverse kinematics (IK) limit settings are correctly set.
- Make sure the character geometry is facing the positive Y-axis for Autodesk 3ds Max, or the Z-axis for Autodesk Maya.
- Make sure the base mesh and all morphs share the same vertex count and vertex IDs and have pivots in the same relative space.
• For character skinning best practices, see Character Rigging Best Practices (p. 193).

**Character Asset Files**

You can export the following character file types for use in Lumberyard.

**Character File (*.chr)**

You create the .chr file in a DCC tool. This file contains the base character.

**Character Definition File (*.cdf)**

You create the .cdf file in Geppetto. This file contains the base character, plus all attachments.

**Character Skinned Render Mesh (*.skin)**

You create the .skin file in a DCC tool. This file contains skinned character data. This data can be any asset that is animated with bone-weighted vertices, such as humans, aliens, ropes, lamps, heads, and parachutes. The .skin file includes the mesh, vertex weighting, vertex colors, and morph targets.

**Using Character-Specific Shaders**

Lumberyard provides the following shaders for use with characters:

• **Eye Shader (p. 1186)** – Renders realistic eyes that take sclera, cornea, iris, and eye moisture properties into account.

• **Hair Shader (p. 1192)** – Renders all character hair, giving the hair different color, stranding, and animation effects.

• **HumanSkin Shader (p. 1195)** – Renders character skin and its various physical properties, including color, oiliness, pores, stubble, and wrinkles.

**Debugging Character Skeleton Issues**

You can use the console variable p_draw_helpers to determine whether a character’s physical skeleton is set up and working correctly.

You can display the following entity and helper types in the view port of Lumberyard Editor. To indicate the entity and helper types to display, enter options after the console variable p_draw_helpers. A list of possible options is shown following.

For example, if you enter p_draw_helpers larRis_g in the Console window, the window displays geometry for living, static, sleeping, active, independent entities, and areas in the view port.

**Entity Types to Display**

| t | show terrain |
| s | show static entities |
| r | show sleeping rigid bodies |
| R | show active rigid bodies |
| l | show living entities |
| i | show independent entities |
| g | show triggers |
| a | show areas |
| y | show rays in RayWorldIntersection |
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Rigging Characters

**Helper Types to Display**

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>e</td>
<td>show explosion occlusion maps</td>
</tr>
<tr>
<td>g</td>
<td>show geometry</td>
</tr>
<tr>
<td>c</td>
<td>show contact points</td>
</tr>
<tr>
<td>b</td>
<td>show bounding boxes</td>
</tr>
<tr>
<td>l</td>
<td>show tetrahedra lattices for breakable objects</td>
</tr>
<tr>
<td>j</td>
<td>show structural joints (will force translucency on the main geometry)</td>
</tr>
<tr>
<td>t(#)</td>
<td>show bounding volume trees up to the level #</td>
</tr>
<tr>
<td>f(#)</td>
<td>only show geometries with this bit flag set (multiple f's stack)</td>
</tr>
</tbody>
</table>

**Note**

If the skeleton is in the default pose, you might need to choose **AI/Physics** in the bottom toolbar of the view port in Lumberyard Editor.

**Rigging Characters**

Before you can export a character to and animate it in Lumberyard, it must first be bound to a skeleton of bones and joints for bending and posing in your DCC tool. A **character rig** consists of this skeleton bound to the 3D character mesh.

For a character rig to work properly, the bones and joints must follow a logical hierarchy, starting with the root joint. Each subsequent joint is connected to the root joint either directly or indirectly through another joint. To help prevent unrealistic movements, we recommend that you set up joint constraints in your DCC tool.

Lumberyard Editor's scene axis is oriented with the Z-axis up and the Y-axis forward, which matches the orientation in Autodesk 3ds Max. However, Autodesk Maya's axis is oriented with the Y-axis up and the Z-axis forward by default. One option for using Autodesk Maya is to change the world coordinate setting from **Y Up** axis to **Z Up** axis. To do this in Maya, choose **Windows, Preferences**, and then choose **Settings, World Coordinate System, Up axis**. Another option for Maya, if you want to keep the default axis orientation, is to use a **SceneRoot** node when exporting assets.

The general workflow for rigging a character model character rig using Autodesk 3ds Max or Maya is as follows:

- Set to zero all transform values for controllers.
- Orient all joints appropriately.
- Align a biped skeleton to the character model.
- Set up the **Locator_Locomotion** node as needed for animations.
- Skin your character. For 3ds Max, use **Skin modifier**. For Maya, use **Quaternion skinning**.
- Paint weight intensity values on the character's skin as needed.

**Topics**

- [Character Rigging Best Practices](#)
- [Character Skinning](#)
- [Painting Skin Vertex Weights](#)

**Character Rigging Best Practices**

Consider the following guidelines and best practices when you rig your characters in your DCC tool.
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Rigging Characters

- Make sure the root node, SceneRoot node, and Locator_Locomotion node all share the same orientation, with the Z-axis up and Y-axis forward (in the direction the character is facing). For more information, see Locomotion Locator Animation Best Practices (p. 301).

- Make sure no position, rotation, or scale transformations are applied to control objects in rigs. If so, set them all to 0,0,0.

- If the model was sculpted to match an existing skeleton, make sure that it lines up and that all joints match.

- Characters must be in their bind pose, or the pose that is the reference pose for skin weights.

- Dual quaternion skinning must be used in all skin-binding procedures. Any other method used results in abnormalities when you import the character into Lumberyard.

- If you use Lumberyard's integrated IK system, you must set up joint orientations the same way. In addition, the naming of the joints must match those defined in the .chrparams file.

- Use the Cryskin and Skin modifiers in 3ds Max for skin weights. Do not use Physique.

- For Autodesk Maya, change the world coordinate setting from Y Up axis to Z Up axis. To access this in Maya, choose Windows, Preferences, and then choose Settings, World Coordinate System, Up axis.

- To check proportions, increase the transparency of the material to better see the bones inside the character.

- Collapse all list controllers if possible.

- Use the level of detail settings LOD1, LOD2, and LOD3 for characters.

- Use rig elements inside the hierarchy sparingly, because they are exported as null bones.

Character Skinning

Set character skinning parameters in Maya and 3ds Max as follows.

Character Skinning in Maya

After all the bones and joints for your character rig have been added in Maya, set the correct skinning parameters as follows.

To set character skinning parameters in Maya

1. In Maya, choose Skin, Smooth Bind.
2. In Smooth Bind Options, for Skinning Method, choose Dual quaternion.
3. For Max Influences, we recommend that you choose 4.

   Note
   If you need more skin weights, Lumberyard supports up to eight. To use eight skin weights, select the 8 Weights (skin only) check box when exporting your skin.

Character Skinning in 3ds Max

After all the bones and joints for your character rig have been added in 3ds Max, set the correct skinning parameters as follows.

To set character skinning parameters in 3ds Max (version 2015 Extension 2, Service Pack 3 and later)

1. In 3ds Max, choose the Modify tab.
2. For Modifier List, for OBJECT-SPACE-MODIFIERS, choose Skin.
3. In the Parameter panel, for Dual Quaternion, choose DQ Skinning Toggle.

To set character skinning parameters in 3ds Max (versions 2014 and 2015)

1. In 3ds Max, choose the Modify tab.
2. For Modifier List, for OBJECT-SPACE-MODIFIERS, choose CrySkin. Choosing this option causes the proper deformations to display in 3ds Max and Lumberyard.
3. In the Parameter panel, for Dual Quaternion, choose DQ Skinning Toggle.

Painting Skin Vertex Weights

You can use DCC tools such as Autodesk Maya and 3ds Max to paint skin vertex weights on your character model. Although the controls differ from one application to another, the concepts are similar. You can copy, mirror, scale, blend, and assign numeric values to selected vertex weights.

Copying smooth skin weight information between characters can save a lot of time if your project involves setting up several similar characters. Just focus your painting efforts on one character, then copy those weights to the other characters.

If you plan on copying skin weights between characters, ensure that the skeletons on each character have the same structure and pose. If the orientation of the joints is not similar, the copying can lack precision, forcing you to touch up the results.

When mirroring weights from one side of the character to the other, make sure the character and rig are aligned and symmetrical along the X-, Y-, and Z-axes as applicable. Rotate and scale joints as needed to make the skeletons better match.

For information on how to perform specific tasks, see the documentation for your DCC tool.

Painting Weights in Maya

To paint weight intensity values on the current smooth skin, use the Paint Skin Weights tool in Maya. To set individual skin point weights to specific values, use the Component Editor.

Reflection is disabled by default for the Paint Skin Weights tool. To reflect skin weights, use the Mirror Skin Weights tool. To use this tool, choose Skin, Edit Smooth Skin, Mirror Skin Weights in Maya.

To paint character vertex weights in Maya

1. In Maya, choose Skin, Paint Skin Weights Tool.
2. Assign vertex weights as needed for your character rig.

Painting Weights in 3ds Max

Autodesk 3ds Max includes various tools for skin vertex painting, as follows:

- Skin envelopes
- Weight table
- VertexPaint

To paint character vertex weights in 3ds Max

1. In 3ds Max, choose Modifiers, Mesh Editing, Vertex Paint.
2. For **VertexPaint**, assign vertex weights as needed for your character rig.

## Physicalizing Characters (Ragdoll)

Characters can have two skeletons: the main (alive) skeleton and the ragdoll (injured or dead) skeleton. Use Lumberyard to physicalize the ragdoll skeletons that you created in your DCC tools.

The ragdoll skeleton is what the main skeleton swaps to when it is inflicted with enough damage. It can be a more simplified version and often utilizes the use of capsules on limb joints for more accurate simulation. It features a similar physics mesh for joint limits and spring attributes as the main skeleton. For the most part, the ragdoll skeleton will be quite similar to the main skeleton and any differences are used to fine-tune the ragdoll simulation.

### Topics
- Ragdoll Best Practices (p. 196)
- Ragdoll Skeleton DCC Setup (p. 196)
- Creating Joint Mesh Proxies (p. 197)
- Using physParentFrames (p. 200)
- Applying Simulation Settings to Ragdoll Joints (p. 201)
- Lumberyard Proxy Tool (Experimental) (p. 204)
- Adding Mesh Proxy Materials (p. 205)
- Ragdoll Physics (p. 205)

### Ragdoll Best Practices

There are a few guidelines and best practices to follow when creating physicalized ragdoll characters:

- Use simplified geometry for your phys mesh proxies such boxes and capsules whenever possible to help with performance.
- In Maya, the physics skeleton does not use the `SceneRoot` node for determining the Up-axis of the scene.
- The root joint and first or highest hierarchical ragdoll joint, such as the pelvis/hip, needs to be oriented to match Z-up. In Maya, you can alternatively use a group node with the same orientation for Z-up as the parent of the first joint with a ragdoll phys mesh proxy, which may be the better choice for skeletons with existing animations that are not oriented as Z-up.
- For self-collision to work correctly, there is a current restriction with naming conventions for the following skeleton joints (these are case sensitive currently):
  - Pelvis
  - Spine
  - Head
  - UpperArm
  - Forearm
  - Thigh
  - Calf

### Ragdoll Skeleton DCC Setup

This topic discusses how to setup your ragdoll skeleton in a DCC tool such as Maya or 3ds Max.
To setup a ragdoll skeleton

1. Create phys mesh proxies for the main joints that need to ragdoll. They should match the orientation of their respective joint. The first or highest hierarchical ragdoll joint and proxy (such as the pelvis and hip) should have the Z-up orientation.

2. Name the phys mesh proxies based on the joint they represent and with the appropriate suffix. For example:

   For Maya, a joint named `def_l_thigh` would have a physParentFrame named `def_l_thigh_phys`.

   For 3ds Max, a joint named `Bone C SpineA` would have a physParentFrame named `Bone C SpineA Phys`.

3. Create any necessary PhysParentFrame groups or nodes for joints that need to rotate more than the Y-axis limit range of -90 to 90 degrees and name them based on the joint they represent with the appropriate suffix. For example:

   For Maya, a joint named `def_l_thigh` would have a physParentFrame named `def_l_thigh_physParentFrame`.

   For 3ds Max, a joint named `Bone C SpineA` would have a physParentFrame named `Bone C SpineA Phys ParentFrame`.

4. Parent each phys mesh proxy and PhysParentFrame. If using a PhysParentFrame, parent the phys mesh proxy under the PhysParentFrame, and the PhysParentFrame under the joint it belongs to. If there is only the phys mesh proxy, parent the proxy under the joint it belongs to.

5. Create and assign phys mesh materials to the appropriate phys mesh as needed. For example, a material for the left arm assigned to phys mesh proxies that are part of the left arm.

6. Add rotation limit values to your skeleton joints that will be used in the ragdoll. You will still need to add some rotation limit information to joints that do not have a phys mesh proxy but are in the hierarchy of the ragdoll joints. For example, a clavicle needs some rotation limits even though it typically will not have a phys proxy mesh.

7. Export the skeleton's `.chr` file and the material group or multi-material that contains the phys mesh materials.

Creating Joint Mesh Proxies

To help define body masses for character physics and collisions, you need to use a joint mesh proxy. To create a joint proxy mesh, observe the following guidelines:

- Model meshes around the geometry that needs to be detectable. Meshes with lower polygon counts will perform better.

- Create meshes that use a generalized area instead of getting too granular with a phys mesh per joint to help with performance. For example, you could simplify a biped chest phys mesh proxy to cover the area of multiple spine joints instead of a proxy for each spine joint.

- Parent a proxy mesh to its corresponding joints. The proxies will then be exported with the `.chr` (skeleton) files.

- Proxy mesh naming needs to match the name of the joint it gets parented under with the addition of the following suffix:
  - For Maya, add the `_Phys` suffix (not case sensitive)
  - For 3ds Max, add the `Phys` suffix (not case sensitive)

- Meshes are designated as proxies by assigning a material to them and changing the material type to **Proxy No Draw**. It is recommended to keep your ragdoll phys mesh materials in a separate Material Group.
In the following figure, two different proxy materials are applied to the proxy mesh. Lumberyard uses the different materials to detect different parts of the body. In this case, the separate head material allows the engine to distinguish if the head is interacting with an object, as opposed to the rest of the body interacting with an object. For example, if a character gets hit in the head, you might want a special animation reaction to play, as opposed to the character getting hit in the body.
Ragdoll characters can have more proxy materials to define specific areas of the body. For example, you can have a proxy material for the head, spine, hip, left arm, right arm, left leg, right leg, left foot, and right foot.
Using physParentFrames

If a character joint needs to rotate beyond the -90 to 90 degree Y-axis limit range, a physParentFrame node can be created. For example, if you need a joint that needs to rotate in the -120 to 120 degree Y-axis limit range, you would create a physParentFrame node or group for the joint. The physParentFrame node could have a -50 to 50 degree Y-axis limit range and the phys mesh could have a -70 to 70 degree Y-axis limit range to have the joint combine to a -120 to 120 degree Y-axis limit range.
You do not need to use another mesh for the \texttt{physParentFrame}. You can use a group node (for Maya) or dummy (for 3ds Max) as the \texttt{physParentFrame}.

In Maya, the naming convention for a \texttt{physParentFrame} is \texttt{joint name \_physParentFrame} suffix (not case sensitive).

In 3ds Max, the naming convention for a \texttt{physParentFrame} is \texttt{joint name physParentFrame} suffix (not case sensitive).

![Image](attachment:image.png)

The \texttt{physParentFrame} would be parented under the joint, and the phys mesh proxy would be parented under the \texttt{physParentFrame}.

### Applying Simulation Settings to Ragdoll Joints

You will want to apply rotation limit values to your joints used for ragdoll depending on what ranges you want the joint to have. The default values are set to 0 degrees, but the range is -90 to 90 degrees, with the lowest range value being set in the rotation minimum and the highest range value being set in the rotation maximum. If you need more than the -90 to 90 degree Y-axis range, you will need to create a \texttt{physParentFrame} node. For more information, see Using \texttt{physParentFrames} (p. 200).

Any joint that has 0 degrees set for all the rotation limit ranges and is not in the Active and Limited states will be treated as non-physicalized. For this reason, it is a good idea to set some random limit ranges on joints that do not have a phys mesh proxy, but have child joints that do have a phys mesh proxy so the rest of the chain will still be physicalized. You will not need to enable the Active and Limited states for these joints either. For example, if you have a clavicle joint with no phys mesh proxy that is the parent of your shoulder joint that had a phys mesh proxy, you will want to add some values to the clavicle joint so the shoulder will still exhibit ragdoll behavior, but do not set any of the rotations in the Active/Limited states.

#### To apply simulation settings using Maya

1. Open Maya and select the root joint for your skeleton.
2. Select \texttt{Lumberyard Tools} from the Lumberyard Shelf.
4. In the \texttt{Attribute Editor}, scroll down to the \texttt{Extra Attributes} panel for the root joint.
You will see the ragdoll simulation settings that have been applied. This will be the case for every joint in the hierarchy.

5. Apply the desired simulation values for your ragdoll skeleton joints.

   Select the Rot Limited check boxes for your coordinates to limit rotation to the specified values. Clear the check boxes for unlimited rotation.

6. Place the lowest range value in the Rot Limit Min field and place the highest range value in the Rot Limit Max field for the X, Y, and Z axes. For example, a joint in the -70 to 0 degree range for the Y-axis would have -70 in the Rot Limit Min (second-column) field and 0 in the Rot Limit Max (second-column) field.

   Note
   For Maya users, there is one exception to the Rot Limited checkboxes in the case of the pelvis/hip joint. You will want to apply some values for the Rot Limit Min and Rot Limit Max fields for the pelvis/hip joint, but keep the Rot Limited checkboxes unchecked.

7. After simulation settings have all been applied, export the character skeleton .chr file and the material group or multi-material that contains the phys mesh materials.

8. In Lumberyard, use the character skeleton .chr file as part of a .cdf as normal for character assembly.

9. Open Geppetto and preview your phys mesh proxies by enabling Display Options, Physics, Physical Proxies, and view Ragdoll Joint Limits.

To test your ragdoll, use either the Ragdoll component entity or the legacy DeadBody entity. For more information, see Ragdoll Physics (p. 205)

To apply simulation settings using 3ds Max

1. Open 3ds Max and select any skeleton joint.
2. Click the Hierarchy tab.
3. Click the IK button under the name of your joint.
4. Scroll down to the Rotational Joints panel.
5. Apply the desired simulation values for your ragdoll skeleton joints.

When using the X, Y, Z rotations for ragdoll, enable the **Active** and **Limited** checkboxes for the axes you are using and disable the **Active** check box for the axes you are not using.

Place the lowest range value in the **From** field and place the highest range value in the **To** field.

6. Set **Damping** to 1 for an active axis.

7. After simulation settings have all been applied, export the character skeleton `.chr` file and the material group or multi-material that contains the phys mesh materials.

8. In Lumberyard, use the character skeleton `.chr` file as part of a `.cdf` as normal for character assembly.

9. Open Geppetto and preview your phys mesh proxies by enabling **Display Options, Physics, Physical Proxies**, and view **Ragdoll Joint Limits**.

To test your ragdoll, use either the Ragdoll component entity or the legacy DeadBody entity. For more information, see **Ragdoll Physics (p. 205)**

**Other Parameters**

The **Spring Tension** parameter controls the stiffness of an angled spring at a joint. The default value of 1 means the acceleration of 1 radian/second² (1 radian = 57 degrees).

The **Damping** parameter controls how loose the joint will be in the ragdoll simulation. The default value of 1 is recommended because it corresponds to fully-damped oscillations for the joint.
Lumberyard Proxy Tool (Experimental)

Creating individual meshes for each character body part can be time-consuming. The Lumberyard Proxy Tool automates the process of building simple joint proxy meshes and adding materials.

**Note**
This tool is in the experimental phase of development.

**To create a joint proxy**

1. In the Maya scene, select a joint you want to add a proxy to, and then choose **Add Joints**. Joint and proxy settings are displayed in the list window.

2. Choose the drop-down lists and adjust the following parameters as needed:
   - **Width** – Adjusts the width and depth of the proxy
   - **Shape** – Adjusts the shape of the proxy. Options are box, capsule, and sphere.
   - **Orient** – Adjust to match the orientation axis of the joint as it points to its child.
   - **Material name** – Name of the proxy material.

3. Choose one of the following:
   - **Create Proxies (Additive)** – Creates the joint proxies
   - **Create Proxies (Replace)** – Deletes all current proxies before creating the new joint proxies.
Adding Mesh Proxy Materials

For the materials to be used for the ragdoll physh mesh proxies, you assign a surface type to each sub-material. The shader type should already be set to **Nodraw** if the materials were exported from your DCC with the **Proxy No Draw** material physics type, but note that the **Surface Type** field in the Lumberyard Material Editor will be empty.

You can choose to set **Surface Type** to a few options depending on if you need to detect specific physh mesh proxies or if you do not need any additional special behavior. The **nodraw** type is a good default if you only want to use physh mesh proxies for your ragdoll skeleton. Otherwise, you can use the following settings:

- arm_left
- arm_right
- foot_left
- foot_right
- hand_left
- hand_right
- head
- leg_left
- leg_right
- torso

Ragdoll Physics

You can add physics to your ragdoll skeleton using either the **Ragdoll** component entity or by using the legacy **DeadBody** entity.
Using the Ragdoll Component Entity

Using the Ragdoll component entity is an easy way to test out your ragdoll asset. This requires that you have created a .cdf file using the character's skeleton .chr file that was exported with ragdoll simulation attributes on the joints and with phys mesh proxies.

To set up a Ragdoll component entity

1. In the Lumberyard Editor, right-click in your level and select Create new component entity.
2. Click Tools, Entity Inspector to view your component entity's settings, if the window is not open already.
3. In the Entity Inspector window, click Add Component.
4. Select Physics, Ragdoll.

You will see a new Skinned Mesh component and a Ragdoll component on your entity. The skinned mesh component was automatically added because it is required for the ragdoll component.
5. Under the Skinned Mesh component, expand Rendering.
6. For the Skinned asset parameter, click the ... button and locate your character's .cdf file for the ragdoll and assign it to the entity.

You can also use the bidped.cdf file located for the SamplesProject at Objects/Tutorials/Biped/ to test if you do not have a ragdoll character.
7. Under the Ragdoll, select the Enabled initially check box.
8. Click the AI/Physics button at the bottom of the Lumberyard Editor window to view the ragdoll physics for your character. Click the button again to reset the character.
9. To make additional adjustments to your Ragdoll component settings, see Rag Doll (p. 464) for more information.

Note
To change the character joint rotations, you will need to change the simulation values on the skeleton in your DCC tool and then re-export the skeleton.

Using the (Legacy) DeadBody Entity

You may wish to use the legacy DeadBody entity for your ragdoll skeleton instead of using the Ragdoll component. The DeadBody entity is located on the Rollup Bar under Entity, Physics.

When using the DeadBody entity, ragdoll skeletons may collapse in unpredictable ways. To counter this, adjust the values of the following parameters in the PhysParams and Properties panels in Rollup Bar to the following:

• ExtraStiff = 1 (enabled)
• Mass = 80
• Stiffness = 100

When using the DeadBody entity, the ragdoll skeleton will have the following characteristics:

• The ragdoll skeleton bones act as switches, activating physicalization of the corresponding bone in the main skeleton.
• The IK limits and dampening used in the physics mesh are read and used in ragdoll physics to limit and dampen the movement of any given joint.
• Each node in the ragdoll skeleton stores physical properties for its corresponding bone in the deforming hierarchy, as stored in the phys bone IK properties.
• The ExtraStiff parameter turns off constraints and attempts to maintain shape by pulling the bones toward an animation pose.

Fall-and-Play Movement

Fall-and-Play movement is activated when a character is a ragdoll (RelinquishCharacterPhysics) with a greater than zero stiffness. This activates angular springs in the physical ragdoll that attempt to bring the joints to the angles specified in the current animation frame. When a character is still a ragdoll it's also possible to turn the stiffness off with a GoLimp method.

The character tries to select an animation internally based on the current Fall-and-Play state. If there are no or very few physical contacts, it will be a falling animation. Otherwise, the first frame of a standup animation will correspond to the current body orientation.

Whenever there is an animation with a name that starts with Standup_, it's registered as a standup animation. Standup is initiated from outside the animation system through the appropriately named function. During the standup, the character physics is switched back into an alive mode, with the final physical pose blended into a corresponding standup animation. This is selected from a standup animation list that best matches this pose.

You can control which type to use by _CSkeletonPose::SetFnPAnimGroup()_methods. On run-time, Lumberyard checks the most similar standup animation registered to the current lying pose and starts blending.

Using Inverse Kinematics (IK)

Inverse kinematics (IK) involves calculating the rotations of the joints in a character skeleton so that a specific part of the skeleton (the end effector) reaches a defined target point. Use IK when an animation requires a terminating joint to be placed precisely. All IK systems must be defined in the character's .chrparams file.

Lumberyard's animation system processes forward kinematics (FK) and IK tasks in the following order:

1. Aim IK and look IK
2. Animation-driven IK
3. Foot IK and ground alignment
4. Limb IK
5. Individual joint overrides

Topics

• Aim IK (Aim Poses) (p. 207)
• Look IK (Look Poses) (p. 221)
• Animation-Driven IK (p. 224)
• Foot IK and Ground Alignment (p. 225)
• Limb IK (p. 226)

Aim IK (Aim Poses)

When creating a game, a commonly required movement is a character aiming a weapon at a target location. This complex movement requires the weapon to point at a specific location, the hands of the character to firmly hold the weapon, and the character to look through the scope at all times. In many cases, other nuances are added to the character while aiming.
Lumberyard provides a parametric directional blending system with which you can create a set of poses for characters aiming in different directions. At run time, these poses are layered on top of the animation that is currently playing. This enables the character to aim toward a point in space that is requested by the game code while retaining the style present in the original authored poses as much as possible. Characters exhibit a realistic range of motion. Note, however, that continuous, 360-degree aiming around a pivot point is not supported.

You can call aim IK from the Flow Graph editor, Track View editor, the AI system, or engine code.

Topics

- Setting up a Skeleton (p. 208)
- Setting Up an Animation File (p. 211)
- Setting up a .Chrparams File (p. 214)
- Testing and Debugging Aim IK (p. 218)

Setting up a Skeleton

The system requires certain joints to determine where a character is aiming. You can use existing joints in the skeleton or add extra joints to improve your setup.

Note

The joint names that are referenced for the attributes in the .chrparams file should match the names of the joints in your skeleton. The joint names don't have any specific naming requirements.

You can add the following types of joints.

- ParameterJoint – A joint that indicates the aim direction, with the Y axis forward.
• **StartJoint** – A joint that indicates the positional center of the aim. Orientation is not important because only position information is used from this joint. For more stable results, use a less animated joint that is less influenced by other joint animation. For example, use a joint that is connected to the root joint (the first skeleton joint, which is placed at origin 0,0,0).
- **ReferenceJoint** – (Optional) A joint that indicates the forward direction of the character with the Y axis pointing forward. If a value is not specified, the joint at index 1 (usually the pelvis) is used. This joint is primarily used for characters in cinematics because they might have an offset on top of the root joint. In this case, don't use the root joint as the reference joint. Instead use the joint that acts as the translation or position driving joint to determine the point that is underneath the character.
Setting Up an Animation File

For a character aiming in several directions, the system requires a certain number of poses that can be blended together to achieve poses in any intermediate direction. For best visual results, we recommend creating 15 poses, although 9 poses might be enough in many cases. If you provide 9 poses, the system extrapolates from these poses to create 15 poses.
When you export the poses, they become a single animation file, with one pose per frame. Part of the file name should match the AnimToken provided in the .chrparams aim IK definition. For example, if the AnimToken parameter is set to AimPoses, the name for the animation file that contains the aim poses could be Troop_AimPoses. Naming this file is important because Lumberyard uses the name that is assigned in the AnimToken as a filter. That way Lumberyard can properly read and compile the animation data as an aim pose and not a regular animation.

When creating aim poses, you can use an underlying animation pose, such as standing idle, as a starting point. Aim poses that are created from a starting animation are applied on top of similar animations. If the underlying animation that is currently playing for a character is different enough—for example, crouching—you might need to create aim poses for that specific case to achieve better quality animations.

The order of the poses in the animation is also important. Reference the grid visual in the following images for the top, middle, and bottom rows.
As you create poses, keep in mind the following. This information assumes that you start on frame 1 for your aim poses animation.

Note
Although the aim pose might appear unnatural, try to make the poses as extreme as possible. You can then set limits using the game code.

• The top row in the grid should have the character aiming upward. If you're using 15 aim poses, the top row comprises frames 1–5. If you're using 9 aim poses, the top row comprises frames 1–3.

• The first aim pose frame in the top row (frame 1) should have the character aiming up and to the right of the character.

• The middle aim pose frame in the top row (frame 3 of 15 or frame 2 of 9) should have the character aiming up and forward.

• The last aim pose frame in the top row (frame 5 of 15 or frame 3 of 9) should have the character aiming up and to the left of the character.

• The middle row in the grid should have the character aiming at eye level, with the weapon parallel to the ground. If you're using 15 aim poses, this row comprises frames 6–10. If you're using 9 aim poses, this row comprises frames 4–6.

• The first aim pose frame in the middle row (frame 6 of 15 or frame 4 of 9) should have the character aiming at eye level and to the right of the character.

• The middle aim pose frame in the middle row (frame 8 of 15 or frame 5 of 9) should have the character aiming at eye level and forward.
• The last aim pose frame in the middle row (frame 10 of 15 or frame 6 of 9) should have the character aiming at eye level and to the left of the character.

• The bottom row in the grid should have the character aiming downward. If you're using 15 aim poses, the bottom row comprises frames 11–15. If you're using 9 aim poses, the bottom row comprises frames 7–9.

• The first aim pose frame in the bottom row (frame 11 of 15 or frame 7 of 9) should have the character aiming down and to the right of the character.

• The middle aim pose frame in the bottom row (frame 13 of 15 or frame 8 of 9) should have the character aiming down and forward.

• The last aim pose frame in the bottom row (frame 15 of 15 or frame 9 of 9) should have the character aiming down and to the left of the character.

When you export your aim pose animations, ensure that you include the exact frame count for your poses. For example, if you are using frames 1–15 for your aim poses, export frames 1–15 only. If you are using frames 1–9 for a 9-aim pose setup, export frames 1–9 only. Lumberyard specifically looks for exact frame count for aim poses, which is why the order of the poses is also important.

Setting up a .Chrparams File

Use Geppetto to set up and store the aim IK definition in a character's .chrparams file. You can set up one aim IK definition in each .chrparams file.

To enable the Aim IK definition in a character's .chrparams file

1. In Lumberyard Editor, choose Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to the .chrparams file to which you want to add the aim IK definition.
3. Select the .chrparams file to load it in the Properties panel.
4. In the Properties panel, expand IK Definition.
5. Select the Aim IK check box.
6. Use the information in the following sections to set the AIM IK properties for Directional Blends, Rotation List, and Position List.
Directional Blends

The Directional Blends settings specify a combination of parameter, start, and reference joints to use for aim poses, as described in Setting up a Skeleton (p. 208). An animation is processed as an aim pose based on these settings when the AnimToken is found in the animation file name. For example, if a skeleton path contains the substring aim, the animation is considered an aim pose with aim_direction set as a parameter joint, spine as a start joint, and Locator_Locomotion as a reference joint. You can define these joints based on your skeleton setup, and you can specify more than one Directional Blends.
To set up the **Directional Blends** settings, fill in the properties for **AnimToken**, **Parameter Joint**, **Start Joint**, and **Reference Joint**.

**AnimToken**

A substring that must match part of the name of an animation to be processed as an aim pose. The **AnimToken** includes the current configuration for parameter, start, and reference joints.

**Parameter Joint**

The name of the parameter joint. For information, see Setting up a Skeleton (p. 208).

**Start Joint**

The name of the start joint. For information, see Setting up a Skeleton (p. 208).

**Reference Joint**

The name of the reference joint. For information, see Setting up a Skeleton (p. 208).

**Rotation List**

The **RotationList** is populated with the list of skeleton joints from the `.chr` file that is associated with the `.chrparams`. The run-time code uses the joints that are enabled in the **RotationList** to calculate and blend the orientation of joints in the aim pose.

In this list, enable the joints that are used by all aim poses and/or multiple **Directional Blends**. Verify that the list is valid for all of them. The following parameters are available for each joint in the **RotationList**.
JointName

The name of the skeleton joint. If enabled, the aim pose uses this joint's orientation data.

Add (Additive)

Enables additive blending for the joint's orientation. When deselected, the default is to override blending.

Prim (Primary)

Specifies whether the joint is part of the hierarchical chain from the root joint up to the parameter joint.

Primary joints that are specified in the rotation list are typically the highest joints in the hierarchy going down the chain to the parameter joint. For example, a character's arms are specifically positioned in an aim pose. The pelvis/hip joint, spine joints, and parameter joint are enabled as primary joints. But the clavicle joints through the arms are not considered primary because they are children further in the hierarchy from the parameter joint in the skeleton hierarchy.

Position List

The PositionList is populated with the list of skeleton joints from the .chr file that is associated with the .chrparams file. The run-time code uses the joints that are enabled in the PositionList to calculate and blend the position of joints in the aim pose.

In this list, include the joints that are used by all aim poses and/or multiple Directional Blends. Verify that the list is valid for all of them. The following parameters are available for each joint in the PositionList.
JointName

The name of the skeleton joint. If enabled, the aim pose uses this joint's transform or positional data.

Add (Additive)

Enables additive blending for the joint's transform or position. When deselected, the default is to override blending.

Testing and Debugging Aim IK

You can verify that aim poses are working properly by viewing them in Geppetto with animation layers.

To view aim IK through animation layers

1. In Lumberyard Editor, choose Tools, Geppetto.
2. Click File, Open Character to load your character.
3. In the Assets panel, under Animations, select an animation to assign to the base animation layer. For best results, choose an animation that the aim poses were built from.
4. In the Scene Parameters panel, click the menu to the right of Animation Layers and choose Add. The new animation layer becomes your active layer.
5. In the Assets panel, under Animations, select the aim pose animation to assign to the new animation layer. This layers the aim pose animation on top of the base animation.
6. In the viewport, move the camera around and observe the character aiming towards the camera.
7. Under the aim pose animation layer, you can adjust the Direction, X Offset, Y Offset, and Smooth Time.
You can adjust the following parameters for your aim IK animation layer.

**Direction**

Select the direction to snap the aim IK:

- **Camera** – Provides navigation in the Geppetto viewport. The aim IK follows your camera’s movements.
- **Forward** – Points the aim IK forward. You do not have direct control of the aim IK.
- **Target** – Exposes the **Target Position** parameter fields to set a location for the aim IK to point at.

**X Offset**

Applies an offset on the X axis for the aim IK.

**Y Offset**

Applies an offset on the Y axis for the aim IK.

**Smooth Time**

Adjusts the time for the smoothness of the blend for the aim IK. The smaller the value, the more responsive the aim IK. The larger the value, the more delayed the aim IK.

Default value: 0.1.

Valid values: 0–1.

**Target Position**

Sets a location in XYZ in the Geppetto viewport for the aim IK to point at. This parameter is only available if the **Direction** is set to **Target**.
Using the Aim IK Console Variables

You can use the following console variables for debugging aim IK.

- **ca_DrawAimIKVEGrid** – To display the grid for your aim poses, set this console variable to 1. The green rectangle shows your individual aim pose frame extremes. As you move the camera around in the Geppetto viewport, you see a pink cube move around the grid to indicate which blend of the aim poses is being used. If you don't see a green rectangle or if you experience other issues, check the setup for the aim poses and the orientation of the joints in the skeleton in the `.chrparams` file.

- **ca_DrawAimPoses** – To display the aim IK’s raycast and post the debug information for the coordinates on the aim IK grid, set the `ca_DrawAimPoses` console variable to 1.
• ca_UseAimIK – Enables or disables aim poses on a global level for debugging.

• es_debugAnim EntityName – Displays the current state of a character in the animation system during gameplay debugging. This console variable contains information on all the animations that are being played, including the aim poses that are played with the base animations. The combination of the aim pose with the base animation might explain why certain aim poses are broken, for example if the combination doesn't match.

The base layer also displays information about the blend weights and final influences of the aim IK and look IK, and whether or not the game is requesting this information.

Look IK (Look Poses)

Lumberyard supports parametric blending for automated look IK that you can use to make characters look at specific targets, even in different locomotion cycles. A character with look IK tries to look at the target as long as possible and then turns its head away. The spine, head, eyelids, and eyeballs are all animated to make the character look in the target direction. This functionality is useful in cutscene animations to make sure characters makes eye contact with the player.

Look IK can be called using Flow Graph, Track View, the AI system, or from code.
Skeleton Setup

The system requires certain joints, listed following, to figure out where a character is looking toward. Sometimes you can use joints already present in the skeleton, but you might need to add some extra joints to make your setup work well. The look IK bone should be a child of the head bone. Make sure your eye bones are also children of the head bone.

- **ParameterJoint** – A value that indicates the direction looked in, with the Y-axis forward.
- **StartJoint** – A value that indicates the positional center of the looking. Because only position information is used from this joint, its orientation is not important. For more stable results, consider using a joint that is not heavily animated, and that is not overly influenced by animation from other joints, such as a joint that is parented to the root joint.
- **ReferenceJoint** (optional) – A value that indicates the forward direction of the character, with the Y-axis forward. When no value is specified, the joint at index 1 (usually the pelvis) is used. This joint is used mainly for characters in cinematics, because they might have an offset on top of the root joint.
- **AnimToken** – A substring that needs to be matched to some part of the name of an animation to be processed as a look pose with the current configuration for parameter, start, and reference joints.

**Note**

The joint names referenced for the attributes should match the names of the joints in your skeleton, but these names don't have any specific naming requirements.

.Chrparams File Setup

Look IK parameters are stored in the .chrparams file, whose format is shown in the following example. You can have at most one `<LookIK_Definition>` tag block within an `<IK_Definition>` tag block. Within a `<LookIK_Definition>` tag block, you can have at most one of each of the following blocks: LEyeAttachment, REyeAttachment, PositionList, RotationList.

```xml
<Params>
  <IK_Definition>
    <LookIK_Definition>
      <LEyeAttachment Name="eye_left"/>
      <REyeAttachment Name="eye_right"/>

      <DirectionalBlends>
        <Joint AnimToken="LookPoses" ParameterJoint="Bip01 Look" StartJoint="Bip01 Look"
          ReferenceJoint="Bip01 Pelvis"/>
      </DirectionalBlends>

      <RotationList>
        <Rotation Additive="1" Primary="1" JointName="Bip01 Pelvis"/>
        <Rotation Additive="1" Primary="1" JointName="Bip01 Spine"/>
        <Rotation Additive="1" Primary="1" JointName="Bip01 Spine1"/>
        <Rotation Additive="1" Primary="1" JointName="Bip01 Spine2" />
        <Rotation Additive="1" Primary="1" JointName="Bip01 Spine3" />
        <Rotation Additive="0" Primary="1" JointName="Bip01 Neck" />
        <Rotation Additive="0" Primary="1" JointName="Bip01 Head" />
        <Rotation Additive="0" Primary="1" JointName="Bip01 Look" />
      </RotationList>
    </LookIK_Definition>
  </IK_Definition>
</Params>
```
DirectionalBlends section

The DirectionalBlends section specifies a combination of parameter, start, and reference joints to use for look poses. An animation is processed as a look pose with this specific configuration when the AnimToken is found somewhere in its name. For example, any animation processed for a skeleton that contains the substring LookPoses anywhere in its path is considered a look pose with Bip01 Look as a parameter joint, Bip01 Look as a start joint, and Bip01 Pelvis as a reference joint.

You can specify more than one DirectionalBlends section.

RotationList section

The list in the RotationList section is used by the run-time code to identify the joints that contribute their orientation to look poses. Any joint not in this list will be ignored for the purposes of calculating and blending the look pose.

Primary joints should be specified at the start of the rotation list. All primary joints must appear in the list before any of their children that are also marked as primary.

LookPoses can only have one rotation list, so all joints used by all look poses should appear in this list, and the list should be valid for all of them.

- JointName – The name of the joint.
- Additive – The blend mode, where 1 is additive blending and 0 (zero) is override blending.
- Primary – A value that specifies if the joint is part of the hierarchical chain that goes from the root joint up to the parameter joint.

PositionList section

The list in the PositionList section is used by the run-time code to identify the joints that contribute their position to look poses. Any joint not in this list is ignored for the purposes of calculating and blending the look pose.

Look poses can only have one position list, so all joints used by all look poses should appear in this list.

LEyeAttachment and REEyeAttachment

These optional parameters specify the names of the left and right eyeball attachments. These parameters are used during skeleton post-processing to orient those attachments toward the target location. These parameters are relevant only if you use attachments for the eyes.

Animation File Setup

The system requires a number of poses for a character looking in several directions so that it can blend between the poses to look in any intermediate direction. The system works with 9 or 15 poses. Although 9 poses might be enough for many cases, we recommend that you use 15 poses for better visual results. When you provide 9 poses, the system extrapolates from the provided ones to create 15 poses.
The poses are exported as an animation file, with one pose for each frame. Naming for this file is important. Some part of its name should match the AnimToken provided in the definition.

The order of the poses in the animation is also important.

When creating look poses, commonly you use an underlying animation pose as a starting point (such as standing idle). The look poses created from such a starting animation must be applied on top of similar animations. If the underlying animation currently playing for a character is different enough (such as crouching), you might need to create look poses for that specific case to achieve better quality.

Try to make the poses as extreme as possible, even though they might look unnatural. Limits can then be set using the game code. The middle pose (frame 4 of 9) needs to point forward. The other poses are centered around the middle pose. The angle between the middle pose and the remaining look poses should be approximately 70 degrees.

Debugging Look IK

The easiest way to verify that look poses are working properly is to look at them in Geppetto with animation layers.

To view animation layers in Geppetto

1. Load your character in Geppetto.
2. Start an animation, and assign it to the base animation layer.
3. In the Scene Parameters panel, choose Animation Layers, and then choose Add. A new animation layer is added that has no animation assigned to it yet. This layer will become your active layer.
4. Select the look pose animation to assign it to the new animation layer.
5. The look pose animation is now layered on top of the base animation. Move the camera around in the Geppetto viewport, and observe the character looking towards the camera.
6. Under the look pose animation layer, adjust the direction of aiming, offset, and time-smoothing as needed.

Set the ca_DrawAimIKVEGrid console variable to 1 to display the grid for your look poses. The green rectangle shows your individual look pose frame extremes. As you move the camera around in the Geppetto viewport, you will see a red cube move around the grid to indicate which blend of the look poses is being used. If you don't see a green rectangle or are running into other issues, recheck the setup for the look poses in the .chrparams file and the orientation of the joints in the skeleton.

You can use the ca_UseLookIK console variable to enable or disable look poses on a global level for debugging.

To see the current state of a character in the animation system during gameplay debugging, you can use the es_debugAnim EntityName console variable. Because this variable contains information on all animations that are being played, you can get information on which aim poses and look poses play with which base animations. The combination of the look pose with the base animation might explain why certain look poses look broken, for example if the combination doesn't match.

The base layer also displays information on the blend weights and final influences of the look IK and aim IK, and whether it is being requested by the game or not.

Animation-Driven IK

Lumberyard supports animation-driven IK that can retarget limbs on the fly and that is controlled by the animation. You begin by controlling and animating the blend weight of this IK in your DCC tool.

An additional _IKTarget bone and _IKBlend weight bone inside a character's skeleton defines the IK target and the blend weight. These weights ensure that a limb reaches a specific destination regardless
of animations in higher layers that modify the skeleton. For example, you might create a weapon reload
animation that always brings the character's hand to the pocket at the belt, regardless of upper body
animations rotating the torso and arms. You can also blend from one IK target to another, such as
blending the left hand from a weapon to a magazine and back again.

Animation-driven IK can save memory and asset creation. For example, you can use the same aim pose
for different guns by simply moving the IK target to the correct location on the new weapon.

You define the IK solver for a character inside the .chrparams file. Each entry in the file specifies which
solver (2-bone, 3-bone, or CCD IK) to use with a chain of bones, the _IKTarget bone, and the _IKBlend
weight bone.

You can animate both the _IKTarget bone and the _IKBlend weight bone. If the _IKBlend weight bone
indicates that the IK should be blended in, Lumberyard uses the _IKTarget bone to apply the IK solver
listed in the .chrparams file to the bone chain.

The end effector of the bone chain is aligned with the target bone and matching its rotation. In this way,
you can also control hand orientation.

Blend weight is determined by the distance (in centimeters) of the _IKBlend weight bone from its parent
along the X-axis. The distance is limited to values from 0 to 100 to avoid potential problems from
blending multiple animations that might affect the same blend bones.

For best visual results, animate the character to get the end effector close and use the IK only to fix the
deviation instead of doing all movement with the IK bones alone.

To make Lumberyard aware of the new IK bones and link them to a solver, open the .chrparams file
and add a new line for each to the <Animation_Driven_IK_Targets> section, which lists every bone-
controlled IK setup the character uses, as shown in the following example:

```
<Animation_Driven_IK_Targets>
  <ADIKTarget Handle="LftArm01" Target="Bip01 Chin_IKTarget" Weight="Bip01 Chin_IKBlend"/>
</Animation_Driven_IK_Targets>
```

Each entry to the <Animation_Driven_IK_Targets> section specifies which bones to use for the target
and the blend weight and includes a handle that points to an IK solver. These handles are listed in the
<LimbIK_Definition> section of the .chrparams file, which links a solver and a bone chain.

**Note**
You cannot retarget animations between different skeletons.
Bones without rotation controllers are ignored for optimization purposes.

**Foot IK and Ground Alignment**

Lumberyard can automatically adjust a character's legs and feet to match the surface of the terrain the
character is walking on. This adjustment includes foot alignment to the direction of the slope, in addition
to adjusting the legs to different ground heights.

Leg and foot IK setup is defined in the character .chrparams file. Both legs must be added to the file as
follows:

```
<LimbIK_Definition>
  <IK EndEffector="Right_Foot" Handle="RgtLeg01" Root="Right_Thigh" Solver="2BIK"/>
  <IK EndEffector="Left_Foot" Handle="LftLeg01" Root="Left_Thigh" Solver="2BIK"/>
</LimbIK_Definition>
```
The *Handle* name for the right and left legs must be "RgtLeg01" and "LftLeg01" respectively. You can use any naming for the calf, foot, and thigh as long as they are defined in the *.chrparams* file. For more information, see [Chrparams File Elements](p. 288).

The bones listed following must be named as shown in the list and are required for ground alignment. The last four bones listed are all children of the foot bone.

- **Bip01 pelvis** – The character's hip joint.
- **Bip01 planeWeightLeft** – For 3ds Max, this bone shares the same X and Y position but is approximately 100 cm. above the foot on the Z-axis. For Maya, this bone shares the same X and Z position but is approximately 100 cm. above the foot on the Y-axis.
- **Bip01 planeTargetLeft** – For 3ds Max, this bone shares the same X and Y position and is aligned to 0 on the Z-axis. For Maya, this bone shares the same X and Z position and is aligned to 0 on the Y-axis.
- **Bip01 planeWeightRight** – For 3ds Max, this bone shares the same X and Y position but is approximately 100 cm. above the foot on the Z axis. For Maya, this bone shares the same X and Z position but is approximately 100 cm. above the foot on the Y axis.
- **Bip01 planeTargetRight** – For 3ds Max, this bone shares the same X and Y position and is aligned to 0 on the Z axis. For Maya, this bone shares the same X and Z position and is aligned to 0 on the Y axis.

The **PlaneTarget** and **PlaneWeight** bones are set up to give an absolute offset limit. The aligned pose drives the **PlaneTarget** node to align to the **PlaneWeight** node and no further.

### Debugging Ground Alignment Poses

You can use the following console variables for debugging:

- **a_poseAlignerEnable 1** – Enables alignment.
- **a_poseAlignerDebugDraw 1** – Enables debug drawing of plane weight, target, and root offsets.
- **a_poseAlignerForceWeightOne 1** – Forces the weight to 1, which causes the limb to always experience automatic adjustments.

### Limb IK

You can set up limb IK chains for characters. When a limb IK chain is active, Lumberyard calculates values for the joints that are part of the chain so that the end effector reaches the specified target position.

The behavior for each chain and the number of joints supported depends on the IK solver used: 2BIK for two-bone IK, 3BIK for three-bone IK, and CCDx for cyclic coordinate descent with x joints.

Systems that use limb IK chains include animation-driven IK, foot and leg ground alignment, and game code.

The following summarizes the attributes that you must define for each IK element:

- **EndEffector** – The joint that reaches the target location.
- **Handle** – The limb IK definition. No more than 8 characters are allowed, and the handle must be unique.
- **Root** – The starting joint for the IK chain.
- **Solver** – Code that calculates the joint values.

**Note**

The joint names referenced for the attributes should match the names of the joints in your skeleton, but these names don't have any specific naming requirements.
The limb IK parameters are stored in the `.chrparams` file with the following format:

```xml
<Params>
  <IK_Definition>
    <LimbIK_Definition>
      <IK EndEffector="Bip01 L Hand" Handle="LftArm01" Root="Bip01 L UpperArm" Solver="2BIK"/>
      <IK EndEffector="Bip01 R Hand" Handle="RgtArm01" Root="Bip01 R UpperArm" Solver="2BIK"/>
      <IK EndEffector="Bip01 L Foot" Handle="LftLeg01" Root="Bip01 L Thigh" Solver="2BIK"/>
      <IK EndEffector="Bip01 R Foot" Handle="RgtLeg01" Root="Bip01 R Thigh" Solver="2BIK"/>
    </LimbIK_Definition>
  </IK_Definition>
</Params>
```

Maya Export Tools

Lumberyard Tools is a plugin for Autodesk Maya 2014, 2015, 2016, and 2017 that exports geometry, animated geometry, skinned geometry, and skeletons (joint hierarchies) from Maya into Lumberyard.

To install the Lumberyard Tools plugin

1. Navigate to the Lumberyard root directory (`\lumberyard\dev`) and run Lumberyard Setup Assistant.
2. On the Install plugins page, install Autodesk Maya.

Topics

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- Setting Time Working Units for Maya (p. 229)
- Geometry Validation (p. 229)
- Exporting Static Meshes (p. 229)
- Exporting Characters (p. 231)
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- Exporting an Alembic Cache (p. 239)
- Setting Export Options (p. 240)

Accessing Maya Export Tools

To install this plugin, run `SetupAssistant.bat`. On the Install Plugins page, install Autodesk Maya. After it is installed, the Lumberyard tab is available in the user interface of Maya. This tab presents a series of options, including the Lumberyard Tools beaver icon.

After the Lumberyard Tools dialog box opens, the following is shown:
Accessing Maya Export Tools

Lumberyard Tools

Geometry Export

Explorer View
Add Selected
Export Path: [default]

Advanced Options
Export Geometry

Material Export

Hypershade
Add Group
Add Material
Export Path: [default]

Export Materials

Animation Export

Animation Manager
Export Animations

Export All
Setting Time Working Units for Maya

We recommend that you use the **NTSC (30 fps)** setting for animations, but there are additional supported frame rates of 15 fps, 60 fps, 120 fps, and 240 fps.

**To change time working units to NTSC**

1. In Maya, choose **Window, Settings/Preferences, Preferences**.
2. In the **Preferences** dialog box, choose **Settings**.
3. Under **Working Units**, we recommend that you choose **NTSC (30fps)**, but **NTSC Field (60fps)** and **Film (240fps)** are also valid options.
4. Choose **Save**.

Geometry Validation

Before export, the plugin validates your character geometry. Be sure to resolve any errors that are displayed in the **Lumberyard Validation** window. For each error listed, choose **Focus** for more information about the error, as displayed in the **Transform Attributes** panel of the **Attribute Editor** for Maya. Errors are displayed on red backgrounds and warnings are on yellow backgrounds.

Exporting Static Meshes

To export static geometry, do the following steps. Make sure you save your scene before you export geometry.
To export static geometry

1. In Maya, choose the Lumberyard tab, and then choose the Lumberyard Tools beaver icon.
2. Select a geometry or group node in Maya, then choose **Add Selected** to add the node or group to the **Geometry Export** list window. You can only add one node or group (can be a group with children groups also) to the export list at a time. Select the check box to add the node or group for export. Choose the X to remove the node from the **Geometry Export** list. Choose the node name to edit the text as needed.

**Note**

Choose **Select** to see the node in Maya that corresponds to the export node in the **Geometry Export** list.

3. In the drop-down list, select **Geometry (.CGF)**.

4. For **Export Path**, choose the folder icon and select a directory path. By default, this path is the same as the directory of the current Maya file and all nodes are exported to this directory. Choose **Explorer View** to view the directory.

5. Expand **Advanced Options** and choose the following options as needed for the export node you selected:

   - **Merge Nodes** – Compiles geometry from multiple nodes into a single flattened mesh. Only supported for non-skinned geometry.
   - **8 Weights (skin only)** – Exports up to eight weights per skinned vertex. Generally used for faces or blend shapes.
   - **Vertex Colors** – Exports vertex colors.
   - **32 Bit Vertex** – Enabling this will add 32-bits of precision to position each vertex accurately when the mesh is located far from its pivot. Note however that Playstation platforms only support 16-bit precision.

   When working in centimeter units, 32-bit vertex precision is useful when the geometry is more than 10 meters from the pivot. When working in meter units, 32-bit vertex precision is useful when geometry is more than 100 meters from the pivot.

   - For **Custom Path**, choose the folder icon and select a specific file path for your geometry. You can save each geometry to an individual location. This path overwrites the **Export Path** from the previous step.

6. Repeat as needed for each node you want to export. Make sure the check box is selected for each node you wish to export; otherwise that node will not be exported.

7. With the desired node or group selected in the Maya scene, in the **Material Export** section, choose **Add Group**. This creates a material group and adds all of the materials that were applied to the mesh.

8. When finished, choose **Export Geometry**.

## Exporting Characters

Before you can use the Lumberyard Tools plugin for exporting character geometry from Maya, you must check the **Up Axis** setting under **World Coordinate System** for your scene. By default, this setting is **Y** for Maya. To check this setting, click **Windows, Settings, Preferences**. In the **Preferences** window, under **Categories**, click **Settings**.
If the **Up Axis** is set to Y, you must ensure the following is true:

- The root joint of the character is positioned at the origin of the scene at 0, 0, 0.
- The root joint of the character is oriented to Z up and Y forward.
- The **Joint Orient** attribute for the root joint is set to -90, 180, 0.
- A **SceneRoot** node exists for your scene. If this node does not exist, create it by choosing **Tools, Add Scene Root**.

If the **Up Axis** is set to Z, you must ensure the following is true:

- The root joint of the character is positioned at the origin of the scene at 0, 0, 0.
- The root joint of the character is oriented to Z up and Y forward.
- The **Joint Orient** attribute for the root joint is set to 0, 0, 0.
• A **SceneRoot** node does not exist for your scene.

The following procedure is very similar to the procedure on exporting static geometry, with many of the same options and advanced options. Refer to the previous procedure for explanation.
To export character geometry

1. In Maya, select the root joint node of the character.
2. In Lumberyard Tools, select the root joint node, then choose Add Selected. Be sure that it is set to Skeleton (.CHR) in the drop down list.
3. Select the geometry that is skinned to the joints and choose Add Selected. Be sure that it is set to Skin (.SKIN) in the drop down list.
4. Add the skinned geometry's materials to the Material Export list.
5. Choose Export Geometry.

Exporting Materials

There a couple of ways to export material (.mtl) files. All exported materials must be contained in a material group as shown in the following. Be sure to save your scene before you export your materials.

Lumberyard also uses material information to drive physics properties.

To export character materials (Method 1)

1. In your Maya scene, choose the geometry that has the desired materials applied.
2. In Lumberyard Tools in the Material Export section, choose Add Group. This creates a new material group and automatically adds all applied materials to it.
3. In the No Physics, choose from the following options:
   - No Physics - Material contains no physics attributes (default setting).
   - Default - Render geometry is used as a physics proxy. This is expensive for complex objects, so use this only for simple objects like cubes or if you need to fully physicalize an object.
   - ProxyNoDraw - Mesh is used exclusively for collision detection and is not rendered.
• **No Collide** - Proxy is used to detect player interaction, such as for vegetation touch bending.
• **Obstruct** - Used for "Soft Cover" to block AI agent views, such as for dense foliage.

4. For **Export Path**, choose the folder icon and select a directory path. By default, this path is the same as the directory of the current Maya file, and all nodes will be exported to this directory. To export to a custom directory, choose **Advanced Options, Custom Path**, choose the folder icon, and select a specific file path for your materials. You can save each material to an individual location. This path overwrites the **Export Path** from the previous step.

5. Make sure the check box for each material you wish to export is selected, then choose **Export Materials**.

**To export character materials (Method 2)**

1. With nothing selected in the Maya scene, in Lumberyard Tools, choose **Add Group** to create an empty material group.
2. Select the newly created material group. Only material groups that are selected are exported. Choose the X to remove a material group as needed.
3. In Maya, select the materials in the **Hypershade** window you wish to add to this material group. Alternatively, you can select meshes that have the desired materials applied.

   **Note**
   Use the **Hypershade** button in Lumberyard Tools to display the material or group in the Maya **Hypershade** window for a selected material in the Lumberyard Tools **Material Export** window.

4. Choose **Add Material**.
5. In **No Physics**, choose from the following options:

   • **No Physics** - Material contains no physics attributes (default setting).
   • **Default** - Render geometry is used as a physics proxy. This is expensive for complex objects, so use this only for simple objects like cubes or if you need to fully physicalize an object.
   • **ProxyNoDraw** - Mesh is used exclusively for collision detection and is not rendered.
   • **No Collide** - Proxy is used to detect player interaction, such as for vegetation touch bending.
   • **Obstruct** - Used for "Soft Cover" to block AI agent views, such as for dense foliage.

6. For **Export Path**, choose the folder icon and select a directory path. By default, this path is the same as the directory of the current Maya file, and all nodes will be exported to this directory. If you want to export to a custom directory, choose **Advanced Options, Custom Path**, choose the folder icon, and select a specific file path for your materials. You can save each material to an individual location. This path overwrites the **Export Path** from the previous step.

7. Make sure the check box for each material you wish to export is selected, then choose **Export Materials**.

**Tip**
The order of materials listed can be changed by clicking on a material with the middle mouse button and dragging the material to the desired placement within the material group. This does not allow you to move a material to a different material group, however.

### Exporting Animations

Lumberyard Tools uses the the Lumberyard Tools Animation Manager to specify various settings for each animation you want to export. New fields added to Lumberyard Tools Animation Manager also update the **Animation Export** window.

Be sure to save your Maya scene before you export animations.
Animation layers can be used to toggle animation key frames on a node. By default all animations are on a BaseAnimation layer. If new animation layers are added to a Maya file, they are reflected in the Lumberyard Layers drop-down list in Lumberyard Animation Manager. If an animation layer is selected, key frames on the animation layer will be exported. If an animation layer is not selected, the key frames on those layers will not be exported.

To export character animations
1. In Lumberyard Tools, choose Animation Manager.
2. In the Animation Manager dialog box, choose the + button and then specify the following properties:
   a. For Start and End, enter values for the starting and ending frames for the animation, as defined in the Maya Range Slider settings. Choose the < > button to populate the start and end fields with the Maya time range slider start and end values.
   b. For Name, type a name for the animation.
   c. For Root Node select the root joint for animation and choose the + button.
   d. Under Animation Layers, select Selected1 from the drop down list and then select a layer. Select or deselect BaseAnimation as applicable if the animation is primary or secondary (additive).
   e. For Export Path, choose the folder icon and select a directory path.
   f. To delete an animation from the list, choose the x button next to it.
3. Repeat Step 2 as needed for each animation you want to export.
4. Make sure the check box is selected for each animation you want to export, then choose Export Animations.

Note
To export all static geometry, materials, and animated geometry that are listed and selected in each of the three lists at once, choose Export All.

Exporting Blendshapes

The following requirements must be observed when exporting a blend shape to Lumberyard.

- Select the skinned mesh with the blend shape nodes and add it to the Geometry Export list in the Lumberyard Tools. Be sure that it has been assigned the .SKIN extension type.
- Assign the appropriate materials to your skinned blend shape meshes. It should be identical to the materials used on your main skinned mesh.
- Add a material group for the .SKIN in Materials Export if you haven't already.
- Export the .skin file.

Exporting a Level of Detail (LOD)

Level of detail (LOD) techniques are used to increase performance and reduce draw calls by displaying progressively lower detailed objects the further they are from the camera. Generally, each LOD should have its vertices reduced 50% from the previous level and a reduction in the number of materials used. Lower LODs should also have multiple textures combined into one texture to further reduce draw calls.

Lumberyard supports up to six LODs to be used per group node in Maya. LOD number is from 0 (highest level of detail) to 5 (lowest level of detail).
LOD Naming

The following naming conventions for LODs must be used.

_lod0_ through _lod5_ (prefix)

_group (suffix)

_helper (suffix)

Any LOD that is not 0 must have the _group suffix or the LOD will not work in Lumberyard.

LOD Setup

**Basic LOD Setup:** All LOD meshes need to be under a group node in Maya. You will need to add the _group suffix at the end of the name for your group node. The following example shows assets that have no animated parts and small assets that do not need to be split up for culling.

**Advanced LOD Setup:** Each set of LOD meshes needs to be under a group node in Maya. You will need to add the _lod#_ prefix at the beginning and _group suffix at the end of the name for your group nodes that contain these sets. The following figure shows an asset that has multiple meshes and a collision mesh that must be split into LODs that can be culled. The lowest LOD does not contain a Decals_mesh because by this LOD it will not be noticeable and the removal of it will save on performance.
Note
When exporting, under the Advanced Options panel, ensure that the Merge Nodes check box is not selected.
Debugging LODs

The following console variables can be used for debugging LODs:

- `e_DebugDraw = 1` - Name of the used cgf, polycount, and the used LOD.
- `e_LodCompMaxSize = 6` - (default value) Lower values force the LODs to load sooner.
- `e_LodRatio = 40` - (default value) LOD distance ratio for objects. Lower values force LODs to load sooner.
- `r_Stats = 6` - Displays the drawcall count for each object instance in the scene. The numbers above each object are broken into total DP, zpass, general, transparent, shadows, and misc.

Exporting an Alembic Cache

Alembic distills complex, animated scenes into a non-procedural, application-independent set of baked geometric results. Specifically, it handles baked meshes and their materials, but not rigs or other procedural networks of computations.

Lumberyard allows you to export Alembic (.abc) cache files from Maya. Lumberyard then compiles them into compressed game asset (.cax) files using the Resource Compiler and imports them into the game using the GeomCache entity. In-game, the .cax files are then streamed off disk.

**Note**
Deforming meshes can be exported along with their UVs and material assignments. However, multiple UV sets are not exported; only the default UV set is exported.

To export an Alembic cache from Maya

1. In Maya, rename each material using a unique integer ID. Material names are scanned from left to right and the first integer found is used. For example: `mat01_sphere, mat02_sphere, mat03_cube`.
2. In Lumberyard Tools, choose **Tools, Prepare Alembic Materials**.
3. In Lumberyard Tools, under **Material Export**, choose **Add Group** and then enter a name. The name of this material group (.mtl) file must match the name of the exported Alembic (.abc) cache file.
4. Set the export path to any folder within your game directory, and then choose **Export Materials**.
5. In Maya, select the geometry objects you want to export, and then in Lumberyard Tools, choose **Tools, Export Select to Alembic**.
6. In **Export Alembic for Geomcache**, navigate to the same directory used to export the materials to, enter the same name used for the material group, and then choose **Save**.

Lumberyard imports Alembic caches using the GeomCache entity found in the Rollup Bar.

To import an Alembic cache to Lumberyard

1. In Lumberyard Editor, choose **New** and then enter a name for the new level.
2. In the Rollup Bar, on the **Objects** tab, choose **Entity**.
3. Under **Browser**, expand **Render**. Select **GeomCache**, drag it into the level, then click to position the entity.
4. Under **Entity Properties**, choose the folder icon for **File**, select the Alembic (.abc) cache file previously exported, and then choose **Open**.
5. In **Compile Alembic**, change preset, compilation, and compression settings as needed, and then choose **OK**.
6. In **Running Resource Compiler**, review and resolve any errors, and then choose **Close**.
Note
Lumberyard automatically changes the File property to point to the compiled .cax file. If you modify the Alembic (.abc) cache file later, you'll need to recompile it into a .cax file. To do this from Lumberyard Editor, change the File property to point to the .abc file instead of the .cax file. You will then be prompted to repeat the steps in this section.

Setting Export Options

Lumberyard has a number of options to customize the export process. To apply them, select a geometry node from the list, choose Tools, and select from the following as needed.

Add Scene Root
Creates a scene node that re-orient exported nodes relative to the displayed orientation.

Move Origin to Pivot
Sets a selected object's transform as an offset from the origin. If the Center Pivots check box is enabled, it will also center the pivot of the selected object.

Zero Joint Rotations
Removes any rotations on the selected joint and sets the value to zero.

Add Attributes
Exposes Lumberyard variables to joints and materials.

User Defined Properties
Opens a dialog box to add custom properties that is most commonly used for assigning a defined collision shape (sphere, box, or capsule) to override the existing collision mesh shape.

Polygon Check
Checks for degenerate faces.

Prepare Alembic Materials
Slightly modifies a scene to work around limitations in the Maya Alembic Exporter by changing the scene's shading engines and shading groups to enable the export of faceset information, which is used for the transport of the material assignments.

Export Selected to Alembic
Exports geometry caches that allow storing and playing arbitrarily animated geometry.

Joint Proxy Editor (Experimental)
Opens the Lumberyard Proxy Tool, which is used to create physics proxies for characters to be physicalized.

Validator
Runs the validation process.

3ds Max Export Tools

Lumberyard has a plugin for Autodesk 3ds Max 2014–2016 to simplify exporting static geometry, character geometry, and materials to Lumberyard. To install this plugin, go to the Lumberyard root
directory (\lumberyard\dev) and start Lumberyard Setup Assistant, choose Integrated tools, and then choose Autodesk Max.

Topics

- Exporting Static Meshes and Characters (p. 241)
- Exporting Materials (p. 243)
- Exporting Bones and Animations (p. 244)
- Exporting a Level of Detail (LOD) (p. 246)
- Configuring Log Options (p. 248)

Exporting Static Meshes and Characters

Use the following procedure to export geometry and character geometry. You can specify which nodes in the scene to export, and other options about how they are exported. Child nodes are also exported.

When exporting character skin meshes, the 3ds Max exporter does not support combining multi-skin meshes into a single .skin file. You should export your multi-skin meshes as separate .skin files. To do so, add your skin meshes to the Geometry Export list and select the Export file per node check box. This will export each node in the list as a separate .skin file.

**Note**

If you are exporting multiple Proxy No Draw meshes, they must be children of a single object, such as a dummy object. This ensures that the exported meshes have collision functionality in Lumberyard.
To set geometry export options for 3ds Max

1. In 3ds Max, click the Utilities tab (hammer icon), and then choose More.
2. In Utilities, double-click Lumberyard Exporter.
3. In Geometry Export, choose the node in the viewport, and then choose Add Selected. Repeat as needed.
4. Choose the desired options as listed in the following table and then choose Export Nodes.

### Geometry Export Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Export Format</td>
<td>Specify the file format for the exported file. Geometry export file formats include geometry (<em>.cgf), character (</em>.chr), character skeleton (<em>.skel), and character skin (</em>.skin).</td>
</tr>
</tbody>
</table>
Exporting Materials

Use the following procedure to export materials.

**Note**
When exporting a multi-material with one of the sub-materials for your proxy collision, you must assign the proxy collision sub-material to **MaterialID 1**. This allows the proxy collision mesh to process correctly in Lumberyard.

To export materials

1. In 3ds Max, choose the **Utilities** tab (hammer icon), and then choose **More**.
2. In **Utilities**, double-click **Lumberyard Exporter**.
3. In **Materials**, do one of the following:
   - To update 3ds Max material settings to match those used in the Lumberyard material .mtl file for the object, choose **Sync Material**.
   - To create a material .mtl file with settings that match those used for the 3ds Max material, choose **Create Material**.
Exporting Bones and Animations

Animation Export contains the settings for exporting skeleton and animations for skinned character models. When you add a node to the Geometry Export list, its skeleton root bone is also added to the Animation Export list. When exporting your skeleton bones (.chr), you should have only one node in the Geometry Export list.

You typically don't need to configure the Animation Export settings if you have your skin mesh node listed in the Geometry Export list. However, the ability to directly edit this list may be helpful. For example, if you want to export animations for only the upper body.

Note
You must export your animations using the 30 FPS frame rate setting, otherwise the Asset Processor will fail. You can set this value in the Time Configuration dialog under Frame Rate.

Use the following procedure to export character skeleton bones. Child bones are also exported.

To set bone export options for 3ds Max

1. In 3ds Max, choose Utilities tab (hammer icon), and then choose More.
2. In Utilities, double-click Lumberyard Exporter.
3. In Geometry Export, choose the node in the viewport, and then choose Add Selected.
4. In Animation Export, choose the desired options as listed in the following table, and then choose Export Bones.

Bone Export Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>use object bones (Lock)</td>
<td>Use the bone of the geometry target listed in Geometry Export.</td>
</tr>
</tbody>
</table>
5. (Optional) In order to export animation data, within the **Animation range** you can specify the animation range for a character's skeleton. Use the various parameter options in the following table.

### Animation Range parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entire timeline</td>
<td>Use the full timeline length.</td>
</tr>
<tr>
<td>Custom</td>
<td>Use the customized length by specifying the start and end frames.</td>
</tr>
<tr>
<td>Multiple custom ranges</td>
<td>Use specified multiple animation ranges (for details, see the following procedure).</td>
</tr>
</tbody>
</table>

**To edit multiple custom animation ranges**

1. In **Animation Export**, choose **Edit custom ranges**.
2. In **Animation Sub-Ranges**, double-click `<New Range>` and then type a name.
3. Use the arrows to specify the start and end frames.
4. Click the ... button and then choose an export file path for the animation range.
Exporting a Level of Detail (LOD)

Level of detail (LOD) is a technique that increases performance and reduces draw calls by displaying progressively lower detailed objects the further they are from the camera. Generally, each LOD should have its vertices reduced 50% from the previous level and a reduction in the number of materials used. Lower LODs should also have multiple textures combined into one texture to further reduce draw calls.

Lumberyard supports up to six LODs per group node in 3ds Max. The LOD numbering is from 0 (highest level of detail) to 5 (lowest level of detail).

**LOD Naming**

LOD naming conventions are very important with respect to prefixes and suffixes. You must use the following naming conventions:

The highest LOD mesh (LOD 0) does not need a prefix.

$\_lod1$ through $\_lod5$ (prefix)

**LOD Setup**

You can create a basic or advanced LOD setup.
Basic LOD Setup – All LOD meshes with the appropriate prefix must be parented under the main render mesh (LOD0). Refer to the example below for assets that have no animated parts or for small assets that do not need to be split up for culling.

Advanced LOD Setup – When you have LOD subobject meshes, the same rule applies as the basic setup where the LOD meshes with the appropriate prefix must be parented under their respective main render mesh (LOD0). The LOD0 mesh for the subobjects should be parented under the main object LOD0 mesh. Refer to the example below for assets that have animated parts or that are large and need to be split into multiple objects that can be culled.

Debugging LODs

Use the following console variables to debug LODs:

- e_DebugDraw = 1 – Name of the used cgf, polycount, and the used LOD.
- e_LodCompMaxSize = 6 – (default value) Lower values force the LODs to load sooner.
- e_LodRatio = 40 – (default value) LOD distance ratio for objects. Lower values force LODs to load sooner.
• `r_stats = 6`—Displays the drawcall count for each object instance in the scene. The numbers above each object are broken down into total DP, zpass, general, transparent, shadows, misc.

### Configuring Log Options

There are several options for configuring what is logged during export.

**To set exporter log options for 3ds Max**

1. In 3ds Max, choose the Utilities tab (hammer icon), and then choose **More**.
2. In Utilities, double-click **Lumberyard Exporter**.
3. In Geometry Export, choose the node in the viewport, and then choose **Add Selected**. Repeat as needed.
4. In Options, choose the desired options as listed in the following table, and then choose **Show Log**.

![Options](image)

#### Other Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Degenerate UVW</td>
<td>Check for degenerate texture coordinates and issue a warning if they exist; otherwise, silently export them. Degenerate coordinates arise when two vertices on a triangle have the same (or very nearly the same) UVs.</td>
</tr>
<tr>
<td>Off-axis scaling</td>
<td>Check whether the node is scaled along a non-primary axis. You can still export the node, but the scale won’t match the object in 3ds Max.</td>
</tr>
</tbody>
</table>

### Working with the FBX Importer

FBX Importer is in preview release and is subject to change.

You can use the **FBX Importer** to import static FBX meshes, skeletons, skins, animations, and materials into Lumberyard.

When you export or copy `.fbx` files into your game project folder (for example, the `\dev\SamplesProject\Objects` directory), the Asset Processor detects the new or modified `.fbx` files in the directory. Using
the default import settings that are specified in the FBX Importer, the Asset Processor automatically converts the files to the appropriate mesh, skeleton, material, and animation files.

**Note**
The FBX Importer will only import .fbx files that are located in the game project directory.

If you update the import settings or add rules for the .fbx file, Lumberyard generates an .assetinfo file alongside the .fbx file. The .assetinfo file stores the configuration and rules settings that are applied when processing the .fbx file. If a file has both an .fbx file and an .assetinfo file (for example, myfile.fbx and myfile.assetinfo), Lumberyard processes the .fbx file with the settings that are stored in the .assetinfo file. The original .fbx file remains intact. Lumberyard includes a sample .fbx file in the \dev\SamplesProject\Objects\Tutorials\Fbx directory.

**Note**
The .assetinfo file replaces the .scenesettings file. If you are using an earlier version of the FBX Importer, you may need to remove the .scenesettings file and reimport your FBX meshes and materials.

Use the Asset Browser (Preview) (p. 166) to access the assets that were successfully processed. To place static mesh files (.cgf) in your game level, drag and drop the files from the Lumberyard Editor Interface (p. 60) in Lumberyard Editor into the viewport. You can then use skins, skeletons, and animation files to author characters in Using Geppetto (p. 257).

**Topics**
- Editing the FBX Import Settings (p. 249)
- Best Practices for Creating and Exporting Skinned Meshes (p. 252)
- Importing a Level of Detail (LOD) using FBX Importer (p. 255)
- Using Multiple UV Channels (p. 255)

**Editing the FBX Import Settings**

When you add .fbx files to any folder in your game project directory, the FBX Importer automatically processes the files using default import settings. You can edit the import settings for your .fbx files at any time.

**To edit the FBX import settings**

1. In Lumberyard Editor, click **Tools, FBX Importer**.

   **Tip**
   You can also access the FBX Importer by clicking **File, Import FBX File**.

2. In the **FBX Importer** window, click **Open file**.

3. In the **Open asset file to import** window, browse to the location of your .fbx files and select the file with the import settings that you want to modify. Click **Open**.

4. For your .fbx file, modify the import settings or add rules as needed:
   - **Meshes** tab – Modify the import settings for static meshes (.cgf). For information, see **Meshes Tab** (p. 250).
   - **Rigs** tab – Modify the import settings for skeletons (.chr) and skins (.skin). This tab displays if there are skeletons or skins in the scene. For information, see **Rigs Tab** (p. 251).
   - **Animations** tab – Modify the import settings for animations (.caf). This tab displays if there are keyframes in the .fbx file. For information, see **Animations Tab** (p. 252).

5. Click **Update** to apply your changes and immediately modify the meshes in your level with the new settings.

6. Review the job status for errors or a success message. Click **Ok** to return to the import settings.
**Meshes Tab**

Mesh groups are a collection of meshes in your scene that you want to import. By default, all meshes in your scene are imported; however, you can manually exclude individual meshes within your .fbx file. You can also import multiple mesh groups from a single .fbx file.

You can do the following on the **Meshes** tab:

- **Add another mesh** – Create a mesh (.cgf) from the original .fbx file. Rename the mesh group using the **Group name** field.
- **Group name** – Name the mesh group. This name displays in the Asset Browser for the .cgf file.
- **Select meshes** – Choose which meshes to import from your .fbx file. You should choose the meshes that you want to render. For example, if your physics proxy mesh is different than your render mesh, deselect the physics proxy mesh from the general meshes to import.
- **Add Rule** – Add rules to the imported object in order to affect the game data that is produced by processing a group. Add one of the following rules:
  - **Comment** – Add one or more informational comments for the file. For example, you can provide a comment about the change made to the .fbx file for tracking purposes. Comments do not affect how files are processed.
  - **Level of Detail** – Create a maximum of five level of detail (LOD) meshes. LODs are optimized meshes with a low polygon count that displays the further the camera moves from the render mesh. Click the **Select nodes** button to choose which mesh nodes to include for each level of detail.
    
    **Note**
    When authoring the mesh in your 3D application, you can add _lod1, _lod2, _lod3, _lod4, _lod5 as suffixes to your mesh names in order to automatically add a **Level of Detail** rule and assign the appropriate LOD to the level.
  - **Material** – Materials contain the surface properties of a mesh and the generated material file (.mtl) stores the materials of the imported mesh. Materials in the .fbx file match the materials in the .mtl file by the **Name** field. For example, a mesh import with a file named myfile.cgf would have a corresponding material file named myfile.mtl. Customize imported materials with the following settings:
    - **Update Materials** – If enabled, updates an existing .mtl file to use the relevant settings from the .fbx file. This applies to texture map file names only.
    - **Remove Unused Materials** – If enabled, removes any material that is present in an existing .mtl file but not present in the .fbx file.
  - **Mesh (Advanced)** – Set the following advanced rules for processed mesh files:
    - **32-bit Vertex Precision** – If enabled, sets a higher precision in vertex data. If disabled, the vertex precision is 16-bit.
    - **Merge Meshes** – If enabled, combines all sub-meshes into a single mesh for optimization. If disabled, treats each sub-mesh separately.
    - **Vertex Color Stream** – If enabled, supports the ability to import vertex coloring. If available, choose a vertex color stream to apply to your mesh and material settings.
    - **Origin** – Change the position (translation), orientation (rotation), and scale of a mesh relative to how it was authored. Set the following values:
      - **Relative Origin Node** – Choose the transform relative to which the mesh will be imported. By default, the mesh origin is placed at the scene position 0,0,0 in the .fbx file.
      - **Translation** – Set the position offset of the imported mesh.
      - **Rotation** – Set the orientation offset of the imported mesh.
      - **Scale** – Set the scale offset of the imported mesh.
    - **Physics Proxy** – Choose which meshes to use for physics proxies from the .fbx file. Physics proxies are meshes that encapsulate render geometry (for example, hit detection or physics collision) and
are optimized with a low polygon count for better performance. You can override the Physics
Meshes selection window.

Note
If your .fbx file includes a mesh node with the suffix _phys, the mesh node will
automatically add a new Physics Proxy rule.

You can delete a rule or group by clicking the X for the entry.

Rigs Tab

Animated characters in a game require a skeleton (bones) and skins. Skeletons consist of bones that
allow the character to be posed and animated. Skins (or skinned meshes) are geometry that is weighted
to bones, allowing the skin to deform. A rig consists of the skeleton and skin files. If an .fbx file includes
skinned meshes, .chr and .skin files are automatically created in the appropriate cache directory. If
you delete the .fbx file, the associated .chr and .skin files are automatically removed from the cache
directory.

Skin groups are a collection of skinned meshes in your scene that you want to import. By default, all
skinned meshes in your scene are imported; however, you can manually exclude individual meshes within
your .fbx file. You can also import multiple skin groups from a single .fbx file.

Skeleton groups include the skeleton in your scene that you want to import. By default, Lumberyard
detects the first bone in the .fbx file hierarchy and sets that bone as the root bone. All child bones are
included and processed.

You can do the following on the Rigs tab:

• Add another skin or skeleton – Add a skin or skeleton group from the original .fbx file. Rename the
mesh group using the Group name field.
• You can delete a rule or group by clicking the X for the entry.

Skin Group

• Group name – Name the skin file. This name displays in the Asset Browser for the .skin file.
• Select skins – Choose which skinned meshes to import from your .fbx file. You should choose the
meshes that you want to render.
• Add Rule – Add rules to the skin group for additional configuration settings. Add one of the following
rules:
  • Comment – Add one or more informational comments for the file. Comments do not affect how files
are processed.
  • BlendShapes – Choose which blendshapes to import from your .fbx file. Blendshape nodes that are
exported with the .fbx file are automatically detected and applied as a rule for the skin group.
  • Level of Detail – Create a maximum of five level of detail (LOD) meshes. LODs are optimized meshes
with a low polygon count that displays the further the camera moves from the render mesh. Click the
Select nodes button to choose which mesh nodes to include for each level of detail.
    Note
    When authoring the mesh in your 3D application, you can add _lod1, _lod2, _lod3, _lod4,
    _lod5 as suffixes to your mesh names in order to automatically add a Level of Detail rule
    and assign the appropriate LOD to the level.
• Material – Materials contain the surface properties of a mesh and the generated material file (.mtl)
stores the materials of the imported mesh. Materials in the .fbx file match the materials in the
.mtl file by the Name field. For example, a mesh import with a file named myfile.cfg would have
a corresponding material file named myfile.mtl. Customize imported materials with the following
settings:
• **Update Materials** – If enabled, updates an existing `.mtl` file to use the relevant settings from the `.fbx` file. This applies to texture map file names only.

• **Remove Unused Materials** – If enabled, removes any material that is present in an existing `.mtl` file but not present in the `.fbx` file.

• **Skin (Advanced)** – Set the following advanced rules for processed skinned mesh files:
  • **32-bit Vertex Precision** – If enabled, sets a higher precision in vertex data. If disabled, the vertex precision is 16-bit.
  • **Vertex Color Stream** – If enabled, supports the ability to import vertex coloring. If available, choose a vertex color stream to apply to your mesh and material settings.

**Skeleton Group**

• **Group name** – Name the skeleton file. This name displays in the Asset Browser for the `.chr` file.

• **Select root bone** – View the default root bone, which is the first bone in the hierarchy.

• **Add Rule** – Add rules to the skeleton group for additional configuration settings. Add one of the following rules:
  • **Comment** – Add one or more informational comments for the file. For example, you can provide a comment about the change made to the `.fbx` file for tracking purposes. Comments do not affect how files are processed.

• **Skeleton Proxies** – The FBX Importer does not yet support skeleton proxies. To create joint mesh proxies, see Creating Joint Mesh Proxies (p. 197).

**Animations Tab**

Lumberyard generates animations from key-frame data on bones.

Skeleton groups include the skeleton in your scene that you want to import. By default, Lumberyard detects the first bone in the `.fbx` file hierarchy and sets that bone as the root bone. All child bones are included and processed.

You can do the following on the **Animations** tab:

• **Add another animation** – Create animation skeleton key-frame data (.caf) from the original `.fbx` file. Rename the animation group using the **Group name** field.

• **Group name** – Name the animation group. This name displays in the Asset Browser for the `.caf` file.

• **Select root bone** – View the default root bone, which is the first bone in the hierarchy. You can also manually choose another bone as the root of your animated skeleton. You can only pick one root bone to use per skeleton group.

• **Start frame** – Set the first key frame of the animation to import.

• **End frame** – Set the last key frame of the animation to import

• **Add Rule** – Add a rule to the imported animation:
  • **Comment** – Add one or more informational comments for the file. Comments do not affect how files are processed.

You can delete a rule or group by clicking the X for the entry.

**Best Practices for Creating and Exporting Skinned Meshes**

This topic provides best practices for creating and exporting skinned meshes using the FBX Importer.
Lumberyard User Guide
Best Practices for Creating and Exporting Skinned Meshes

Lumberyard supports both Z up and Y up world coordinate systems:

- Z = up axis
- Y = up axis

Creating Skinned Meshes Best Practices

Use the following best practices when creating your skinned meshes.

Setting up the Root Joint

- For Z = up axis, use the following guidelines:
  - Set the root joint position at the origin: 0,0,0.
  - Set the root joint orientation to 0,0,0.
  - Orient the root joint to Z up and Y forward.
  - Ensure your skeleton faces the same forward direction as your root joint.
- For Y = up axis, use the following guidelines:
  - Set the root joint position at the origin: 0,0,0.
  - For the simplest option, set the root joint orientation as follows:
    - Set the root joint orientation to 0,0,0.
    - Orient the root joint to Y up and Z forward.
    - Ensure your skeleton faces the same forward direction as your root joint.
  - For an option that allows the character to face the positive Y forward direction in Geppetto, set the root joint orientation as follows:
    - Set the root joint orientation to 0,180,0.
    - Orient the root joint to Y up and negative Z forward.
    - Ensure your skeleton faces the same forward direction as your root joint.

Setting up Skin Binding

- Bind your mesh at the origin and in the same forward direction as the root joint.
- Check the bind pose before exporting your skinned mesh. If the mesh moves, you must reskin the mesh in order to prevent any errors in Lumberyard.
- Do the following to reskin your mesh:

  To reskin your mesh in Maya

  1. Select Rigging from the Menu Set drop-down list.
  2. Click Skin, Unbind Skin option box.
  3. In the Detach Skin Options dialog box, select Delete history from the History drop-down list. Click Detach and then click Close.
  4. Move or rotate your mesh to the appropriate position.
  5. Click Modify, Freeze Transformations option box.
  6. In the Freeze Transformations Options dialog box, select the Translate, Rotate, and Scale check boxes. Click Freeze Transform and then click Close.
  7. Select your mesh.
  8. Click Edit, Delete by Type, History.
  9. In the outliner, select the bones that you want skinned. Press Ctrl and select the mesh that you want skinned.
10. Click **Skin, Bind Skin** option box.
11. In the **Bind Skin Options** dialog box, choose **Selected joints** from the **Bind to** drop-down list and your preferred bind method from the **Bind method** drop-down list. Ensure the **Skinning method** is set to **Dual quaternion**. Click **Bind Skin** and then click **Close**.

**Note**
You must export and save your deformer weights in order to import the weight maps after reskinning.

**To reskin your mesh in 3ds Max**

1. Select your mesh.
2. On the **Modify** tab, expand **Advanced Parameters**. Click **Save**.
3. Save the mesh envelope (skin).
4. On the **Modify** tab, select the skin. Right-click the skin and select **Delete**.
5. On the **Utilities** tab, click **Reset XForm**.
6. Click **Reset Selected**.
7. Click **Collapse**.
8. Click **Collapse Selected**.
9. On the **Modify** tab, right-click **Editable Mesh**, and choose **Editable Poly**.
10. Choose **Skin** from the **Modifier List** drop-down list.
11. Under **Advanced Parameters**, click **Load** and choose the mesh envelope (skin) that you saved earlier.

**Note**
You must save your weights in order to load the weights after adding a new skin modifier.

12. In the **Load Envelopes** dialog box, click **Match by Name** to preserve the weights that you saved earlier. Close the dialog box.

- If you want to add a root joint to a skinned mesh, follow the steps above to unbind and reskin your mesh.

**Exporting Skinned Meshes Best Practices**

Use the following best practices when exporting your skinned meshes using the FBX Importer.

- For **Z = up axis**, use the following guidelines:
  - Ensure that your DCC scene is set to Z for the up axis world coordinate system.
  - Set the axis conversion up axis to Z when exporting an .fbx file.
- For **Y = up axis**, use the following guidelines:
  - Ensure that your DCC scene is set to Y for the up axis world coordinate system.
  - Set the axis conversion up axis to Y when exporting an .fbx file.
- If you are using Maya or 3ds Max, do the following:
  - Select the **Animation** check box if you are exporting animations.
  - Select the **Bake Animation** check box if you are exporting animations.
  - Select the **Skins** and **Deformed Models** check boxes if you are exporting skinned meshes. If you are blend shapes, select the **Blend Shapes** check box.
  - In order to distinguish your original skinned mesh at bind pose from your animations in the editor, do not include your skinned mesh when exporting animations in the .fbx file format. To view animations on your character in Geppetto, apply the animations to the skinned mesh.
Importing a Level of Detail (LOD) using FBX Importer

You can import your scene's level of detail (LOD) from a DCC tool to Lumberyard. Be sure to export your scene and clearly name the assets. For example, you can use a naming convention similar to the following:

- _lod0_filename
- _lod1_filename
- _lod2_filename

For more information about naming conventions and exporting your LOD, see Exporting a Level of Detail (LOD) (p. 246) or Exporting a Level of Detail (LOD) (p. 236).

To import a level of detail

1. In Lumberyard Editor, click Tools, FBX Importer.
2. Click Open file to select the asset file (.fbx) to import.
3. In the FBX Importer, in the Select meshes row, click the hierarchy button.
4. In the meshes hierarchy, ensure only one mesh is selected. Click Select.
5. In the FBX Importer, click Add Rule and choose Level of Detail.
6. Under Level of Detail, click the + button to add an LOD rule.
7. Under LOD Meshes, for each rule, do the following:
   a. Click the hierarchy button.
   b. In the meshes hierarchy, select only one mesh. Click Select.
8. Repeat steps 6 and 7 as needed.
9. Click Update.
10. When the import job is complete, click OK.

Using Multiple UV Channels

The FBX Importer allows you to import multiple UV channels so that you can apply to your geometry a detail or blend layer map with UV channels that are independent of the diffuse, normal, and spec channels. Multiple UV channels also allow you to apply an animated emittance glow that is independent of other texture maps on a mesh.
Importing Multiple UV Channels

When a new .fbx file is added to your project folder, the Asset Processor automatically detects the file and imports it as a .cgf. If needed, you can use your DCC tool to rebuild the UV channels.

The FBX Importer follows these rules:

- If the .fbx file contains one UV channel on a mesh, that channel automatically imports.
- If the .fbx file contains two UV channels on a mesh, both channels automatically import.
- If the .fbx file contains three or more UV channels on any of the meshes, the first two channels automatically import and the remaining channels are ignored.
Setting up Multiple UV Materials

By default, the FBX Importer creates materials for your imported mesh. You must use the Shader Generation Parameters in the Material Editor to specify how the material should use the second UV channel.

To apply the second UV channel

1. In Lumberyard Editor, click Tools, Material Editor.
2. In the left pane, navigate to and click the material that you want to use.
3. In the right pane, under Shader Generation Params, do the following to apply the second UV channel to one of these features:
   - Blend Layer – Select Blendlayer and Use uv set 2 for blendlayer maps in order to apply the second UV channel to the Second Diffuse Map, Specular, Height, Bump, and Blending Map texture slots.
   - Detail Map – Select Detail mapping and Use uv set 2 for detail map in order to apply the second UV channel to the Detail texture slot.
   - Emittance Map – Select Use uv set 2 for emittance map in order to apply the second UV channel to the Emittance and Decal texture slots.

Using Independent Tiling

On the Second Diffuse Map, you can set independent values for the blend layer's texture inputs (tiling, rotation, and oscillation). Changes to these values do not affect the tiling, rotation, and oscillation values on the first Diffuse Map. In addition, these values are not applied to the Blend Map. You can use the Blend Mask Tiling parameter under Shader Params in order to tile the Blend Map.

You can also set independent values for tiling, rotation, and oscillation for the Detail and Emittance map features.

To set independent values for the texture inputs

1. In Lumberyard Editor, click Tools, Material Editor.
2. In the left pane, navigate to and click the material that you want to use.
3. In the right pane, do the following:
   - Under Texture Maps, modify the values for Tiling, Rotator, and Oscillator for your diffuse maps.
   - Under Shader Params, modify the Blend Mask Tiling parameter for your blend map.

Using Geppetto

Geppetto is used to set up fully animated characters in Lumberyard, in preparation for use with either custom game code to select, play, and blend animations, or with the Mannequin animation controller system. In Geppetto you build a character by associating one or more skinned models with an animation skeleton (built in a DCC like 3DS Max or Maya), and specifying a list of animations (built in a DCC like 3DS Max or Maya) to use with that character.

Animations can also be combined together into blend spaces, which are collections of similar animations that can smoothly blend together to vary travel speed, turning speed, travel angle, slope, turn angle, and travel distance. Blend spaces allow you to easily author natural, complex locomotion for characters.
You can use Geppetto to add attachments to the character, such as weapons or other props, including physically simulated attachments that are connected by springs, pendulums, and strings of joints, allowing you to model clothing attachments, capes, and large scale movement of hair. Geppetto also allows you to preview animations and blends between animations on the characters you define, set compression settings for game ready animation data, and compare compressed and uncompressed animations.

To access Geppetto from Lumberyard Editor, choose Tools, Geppetto. Geppetto has the following UI:
A. Viewport window
Displays the loaded character. Use the WASD keyboard for movement and the right mouse button for camera rotation.

B. Assets pane
Lists all character assets, skeletons, animations, and compression settings. Each asset item has a context menu with available options. When an asset is selected, its properties are displayed in the Properties panel.

There are multiple ways to filter the tree in the Assets panel:

- By name. It is possible to specify multiple strings separated by a space to look for substrings. For example, walk relaxed looks for any name that contains both "walk" and "relaxed".
- By type
- Using advanced filtering options, like presence of events or location of file.

You can have multiple instances of the Assets window open. To create a new instance, choose Split Pane Assets navigation bar.

C. Scene Parameters panel
This panel is used for previewing purposes and consists of the following:
• **Character name** – Used to select and load a new character by clicking the folder icon. When a character is loaded, you can use the button to select a CDF so you don't have to locate it in the Assets tree every time.

• **Animation Layers** – Location where the played animations are set up. Whenever you select an animation in the **Assets** panel, one is assigned to the active animation layer, which is highlighted with bold text. Add new animation layers using the button next to it. Remove animation layers through the context menu. Blend spaces, aimposes, and lookposes expose additional settings.

• **Blend shape** – Shows blend shape sliders when the character contains blend shapes.

• **Audio Setup** – Used to preview sound foleys and footsteps.

• **Run Feature Test** – Used to add and run project-specific tests.

D. Properties panel

Lists character definitions, skeleton, and animation properties.

E. Playback panel

Displays the animation timeline and playback options, such as looping and speed.

All panels can be moved and are dockable.

**Note**

Because hot reloading of character-related assets is not supported in Lumberyard Editor, you need to close and restart Lumberyard Editor if you modify any characters that pre-exist in a level. This is not necessary for characters that later spawn into a level. This does not apply if you are previewing changes in Geppetto.

**Topics**

- Geppetto Display Options (p. 260)
- Creating a Character Definition (p. 263)
- Character Attachments (p. 264)
- Animating Characters (p. 280)

**Geppetto Display Options**

The following is a list of the various display option settings in Geppetto. In the upper-right corner of the Geppetto viewport, choose **Display Options** to access the various settings.

**Animation**

**Movement**

Choose between **In Place (Only grid moves)**, **Repeated**, and **Continuous (Animation Driven)** in response to when the character's root joint moves in world space during an animation.

**Compression**

Choose between **Preview Compressed Only** and **Side by Side (Original and Compressed)** for what to preview for animations.

**Animation Event Gizmos**

Enables and disables the visibility of animation event gizmos that are tied to a skeleton joint.

**Locomotion Locator**

Enables and disables the visibility of the locomotion locator for the character, to indicate which direction the root motion or locomotion locator are pointing during an animation.
DCC Tool Origin

Enables and disables the transform display on the DCC origin for the skeleton and also displays the rotation and position information near the top of the viewport.

Reset Character

Allows you to reset the character by forcing it back to bind pose, setting it to viewport origin, and removing any current animations on the character, including the removal of animation layers.

Rendering

Edges

Enables and disables the display of all edges for polygons on meshes. It also displays information regarding the mesh data at the top of the viewport.

Wireframe

Enables and disables the wireframe mode for meshes. If used in combination with Edges, it uses a flat colored wireframe instead of the material wireframe.

Framerate

Enables and disables the display of the frame rate for the viewport.

Skeleton

Joint Filter

Allows you to enter text to help filter what joints are displayed so joints are only displayed that have the text somewhere in the joint name. Should be used with Joints enabled.

Joints

Enables and disables the display of skeleton joints.

Joint Names

Enables and disables the display of skeleton joint names.

Bounding Box

Enables and disables the display of the bounding box for the character created by the skeleton joints.

Camera

Show Viewport Orientation

Enables and disables the display of the viewport orientation.

FOV

Slider to adjust the camera's FOV.

Near Clip

Slider to adjust the camera's near clip plane.
Move Speed

Slider to adjust the movement speed of the camera, currently capped at 3. The default is 0, not restraining the camera at all. If this parameter is set to an odd number, it does not allow the use of rotation for the camera.

Rotation Speed

Slider to adjust the rotation speed of the camera.

**Movement Smoothing section**

Position

- Slider for adjusting smoothing for the camera translation.

Rotation

- Slider for adjusting smoothing for the camera rotation.

**Follow Joint**

Joint

Joint that the camera will follow. The default is null so that you can manipulate the camera.

Align

Enables and disables the alignment of the camera to the specified joint based on **Position** and **Orientation**.

Position

Enables and disables the position of the joint to influence the camera.

Orientation

Enables and disables the orientation of the joint to influence the camera.

**Secondary Animation**

Dynamic Proxies

Enables and disables the display of dynamic proxies.

Auxiliary Proxies

Enables and disables the display of auxiliary proxies.

**Physics**

Physical Proxies

Enables and disables the display of physics proxies.

Ragdoll Joint Limits

Enables and disables the display of the ragdoll joint limits on the skeleton.
Grid

Show Grid

Enables and disables the display of the grid. There are additional settings for setting the grid main line and middle line color and transparency.

Spacing

Sets the scale of the grid based on meters. The default is 1.

Main Lines

Sets the display of the number of grid main sections.

Middle Lines

Sets the display of the number of middle sections within the grid main sections.

Origin

Enables and disables the display of the viewport origin. When enabled, this parameter gives additional options for adjusting the color and transparency of the origin.

Lighting

Brightness

Sets the brightness of the light. You also have control over the color and transparency of the light.

Rotate Light

Enables and disables the rotation of the light in world space.

Light Multiplier

Sets the multiplier for the light.

Light Spec Multiplier

Sets the multiplier for the specular for the light. You also have control over the color and transparency of the specular for the light.

Background

Use Gradient

Enables and disables the use of gradient with the colors assigned below. If disabled, only one color is available to adjust.

Creating a Character Definition

Using Geppetto, you can create a character definition. The character definition .cdf file consists of a skeleton .chr file, an animation list that is referenced in a .chrparams file, and attachments.

Character Definition File

The XML-based character definition file (.cdf) combines different character parts such as skeletons, meshes, materials, and attachments.
Before proceeding, make sure you have the following assets exported from your DCC tool:

- Character skeleton .chr file
- Skinned geometry .skin file
- One or more character animations

**To create a character definition file**

1. In Geppetto, choose *File*, *New Character*, type a file name and path, then choose *Save*. An empty file is created, but without a skeleton or attachment yet.
2. In the *Properties* panel, choose the folder icon next to *Skeleton*, select the skeleton .chr file, and choose *Open* to load the skeleton. This assigns the skeleton to the .cdf file.
3. Choose *Display Options* to reveal the *Skeleton* section in the UI.
4. Expand *Skeleton* and choose *Joints*. The skeleton is displayed in the viewport.

**Character Skeleton List**

Make sure the skeleton is added to the SkeletonList.xml file using the following procedure.

**To add the skeleton to the list**

1. In the *Assets* panel under *Compression (Animations)*, choose *Skeleton List*.
2. In the *Properties* panel under *Aliases*, make sure the skeleton .chr file is in the list. If not, do the following:
   a. Choose the number button next to *Aliases* and *Add*.
   b. Choose the folder icon next to the new entry, then select a suitable skeleton.
   c. Name the added skeleton alias. This name is used to refer to the skeleton.

**Character Animation List**

The character animation list is specified in the .chrparams file.

**To specify the animation list**

1. In the *Asset* panel, expand *Skeletons, Characters* and select the skeleton .chr file.
2. In the *Properties* panel, choose the number button next to *Animation Set Filter* and *Add*.
3. Select the folder icon for the new row, open the context (double-click) menu for *Animations*, and then choose *Select Folder*.

**Character Attachments**

In order to attach something to a character, a socket is needed. Sockets provide the connection between the character and the attachment. For more information, see Attachment Sockets (p. 265).

After a socket has been created and defined, an attachment can be created and connected to the socket. For more information, see Character Attachments (p. 264).

**Character Attachments**

Attachments are separate objects that are attached to characters, respond to real-world physics, and can be attached, detached, or replaced at runtime in the game.
Lumberyard allows for various skinned, animated, or physicalized attachments to the skeleton or polygonal faces of a character. Attachments are hierarchical, and each attachment can have its own morph targets and animations. You can use skin attachments for entire body parts such as heads, hands, or upper and lower body.

To add or change a character attachment, the character must first be loaded into Geppetto.

Topics
- Attachment Sockets (p. 265)
- Joint Attachments (p. 265)
- Face Attachments (p. 266)
- Pendula Row (PRow) Attachments (p. 267)
- Proxy (Collision) Attachments (p. 269)
- Skin Attachments (p. 270)
- Collision Detection and Response (p. 270)
- Secondary Animations (Simulations) (p. 275)

Attachment Sockets

To attach something to a character, you must first create an attachment socket. A socket is an empty attachment without assigned geometry. Sockets have a name, position/orientation (for joint and face attachments), and attachment type. Attachment sockets can be used by game code to attach objects to characters at runtime, such as replacing weapons attached to a hand. After a socket is created, you can plug a .cgf attachment into it.

Tip
To display all empty sockets for a character, use the ca_DrawEmptyAttachments=1 console variable.

You can also use sockets to achieve simulated motion of joint and face attachments. This type of animation is always a reaction to a primary character motion, and are called secondary animations. Such animations can simulate the movement of attached objects. For more information, see Secondary Animations (Simulations) (p. 275).

Joint Attachments

Joint attachments require an attachment socket that provides a connection point between the attachment and the character. Use the move and rotate tool to position and orient the socket relative to a bone joint.

The socket is attached to a joint and moves with the joint when the skeleton is animated. Secondary animations can be enabled on a socket and provide additional motions based on a real-world physical simulation and generated in response to the movements of the character. This has the effect of making loosely-attached objects behave more realistically when the character is undertaking fast movements.

These secondary animations can also be redirected to the skeleton of the character to apply the simulated motion to all vertices that are part of the skinned mesh and weighted to the joint. This is very useful when animating hair and cloth. By enabling collision detection, such attachments can also interact with the character.

You can simulate the motion of hair braids and dangling straps using joint attachments. A chain or rope of pendula can be created by attaching a pendulum at each link. When the motion simulation is activated, each parent joint transfers motion to the children. In this case, the primary motion is not coming from an animation, but from a previous motion simulation. Collision detection and response is used to limit the motion of the attachment from moving through the body of the character.
To create a joint attachment

1. In Geppetto, in the Properties panel, click the number next to Attachments and Add or Insert.
2. For Name, enter a name for the attachment.
3. For Type, choose Joint Attachment.
4. For Joint, choose the bone icon, then open the applicable joint to place the socket on.
5. For Geometry, choose the folder icon and select the desired *.cgf file for the attachment.
6. For Material, choose the folder icon and select the desired *.mtl file for the attachment.
7. Adjust the values of attachment parameters for the desired result, as listed in the following table.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>View Distance Multiplier</td>
<td>Multiplier to the computed fade-out camera distance to apply on the attachment.</td>
</tr>
<tr>
<td>Store Position</td>
<td>Stores position data relative to either the character or to a joint.</td>
</tr>
<tr>
<td>Store Rotation</td>
<td>Stores rotation data relative to either the character or to a joint.</td>
</tr>
<tr>
<td>Transform</td>
<td>Transform-Translation (T) and Rotation (R) vectors for the X, Y, and Z axes in relation to Store Position and Rotation.</td>
</tr>
<tr>
<td>Simulation</td>
<td>Type of simulated motion. Disabled is on by default, but types consist of: Pendulum Cone, Pendulum Hinge, Pendulum Half Cone, Spring Ellipsoid, and Translational Projection. For more information, see Secondary Animations (Simulations) (p. 275).</td>
</tr>
<tr>
<td>Hidden</td>
<td>Hides the attachment.</td>
</tr>
<tr>
<td>Physicalized Rays</td>
<td>Enables hit ray detection if a physics proxy is available.</td>
</tr>
<tr>
<td>Physicalized Collisions</td>
<td>Enables collision detection if a physics proxy is available.</td>
</tr>
</tbody>
</table>

Face Attachments

Face attachments require an attachment socket that provides a connection point between the attachment and the character. The socket is attached to a specific triangle on the mesh surface and moves along with the triangle when the skeleton is animated and the mesh gets deformed. The location of the face attachment can be relative to the triangle and it is possible to assign face attachments to all skinned meshes of a character.

It is recommended that the character be first put into its bind pose. To do so, in Geppetto, in the Scene Parameters panel, choose Bind Pose next to Animation Layers.

When you move the socket using the using the gizmo tool in the viewport, it automatically connects to the closest triangle in the mesh.

To create a face attachment

1. In Geppetto, in the Properties panel, click the number next to Attachments and Add or Insert.
2. For Name, enter a name for the attachment.
3. For Type, choose Face Attachment.
4. For **Geometry**, choose the folder icon and select the desired *.cgf* file for the attachment.
5. For **Material**, choose the folder icon and select the desired *.mtl* file for the attachment.
6. Adjust the values of attachment parameters for the desired result, as listed in the following table.

### Face Attachment Parameters

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<td>Physicalized Collisions</td>
<td>Enables collision detection if a physics proxy is available.</td>
</tr>
</tbody>
</table>

### Pendula Row (PRow) Attachments

**To create a pendula row attachment**

1. In Geppetto, in the **Properties** panel, choose the number next to **Attachments** and **Add or Insert**.
2. For **Name**, enter a name for the attachment.
3. For **Type**, choose **PRow Attachment**.
4. For **Joint Row Name**, choose the bone icon, then open the applicable joint to place the socket on.
5. Adjust the values of attachment parameters for the desired result, as listed in the following table.

### Pendula Row Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clamp Mode</td>
<td>Used to select the movement bounding volume of the pendula row: Cone, Half Cone, Hing, or Translational Projection.</td>
</tr>
<tr>
<td>Debug Setup</td>
<td>When enabled, displays a green bisected spherical shape that represents the bounding volume for the simulated object's pivot.</td>
</tr>
<tr>
<td>Debug Text</td>
<td>Enable to display debugging text in the viewport.</td>
</tr>
<tr>
<td>Activate Simulation</td>
<td>Enable to activate the physics simulation for springs and pendula.</td>
</tr>
<tr>
<td>Simulation FPS</td>
<td>Used to specify the frame rate of the physics simulation updates. A value of 30 indicates 30 updates per second. The valid value range is 10-255 fps, with a recommended range of 30-60 fps. This value should ideally be the same as the game frame rate.</td>
</tr>
</tbody>
</table>
### Parameter | Description
--- | ---
**Mass** | Used to specify the mass of pendula bobs. If the value of the **Joint Spring** parameter is zero, the **Mass** value has no impact on the oscillation period.

**Gravity** | Used to specify the force of gravity on pendula. While the mass of a bob has no effect on the oscillation of a pendulum, the force of gravity does. The default value of 9.81 represents Earth's gravitational force.

**Damping** | Used to specify a velocity-dependent force such as air resistance. The faster that pendula move, the more force that is encountered, decelerating the pendula at a rate proportional to the velocity. Greater damping values result in pendula coming to rest more quickly.

**Joint Spring** | Used to simulate position dependent forces, and is a value between 0-999 applied to the spherical joint. The further the pendulum swings away from the axis of the **spring target**, then the harder it tries to return.

**Cone Angle** | Used to specify the pendula starting movement angle for cone, half-cone, and hinge-planes bounding volumes. Valid range is from 0-179 degrees, where values greater than 90 degrees form an inverse cone.

**Cone Rotation** | Used to specify the amount of rotation relative to joints along the X, Y, and Z axes for cone, half-cone, and hinge-planes.

**Rod Length** | Used to specify the length of pendula row rods, which impacts swinging frequency. The longer the rods, the longer the pendula oscillations.

**Spring Target** | Used to specify two planes of rotation around the X-axis of the joints.

**Turbulence** | Used to control frequency and amplitude of noise added to PRow joints to simulate wind and similar effects on cloth.

**Max Velocity** | Used to clamp the velocity of the PRow pendula bobs in order to control large impulse spikes from character movements.

**Cycle** | Select to attach the last joint in the pendula row to the first joint to form a horizontal circle. Used for cloth skirts.

**Stretch** | Used to define the horizontal distance between pendula row joints, which defines how much cloth can stretch or shrink horizontally. A value of 0.2 indicates a stretching or shrinking of 20%.

**Relax Loops** | Used to iteratively keep pendula row joints together horizontally. Each iteration brings the joints closer together for each frame. A value between 2-4 is recommended.

**Capsule** | Defines the length and radius values for the capsules used for the dynamic (blue) proxies connected to each joint in the entire pendula row. Used for collision detection.

**Projection Type** | Choose **Shortarc Rotation** to activate collision detection.
Proxy (Collision) Attachments

Collision detection and response involves the realistic animation of attachments that collide with the body of a living character to simulate real-world physics. To handle this, a special attachment called a collision proxy is used. Collision proxies are normal attachments that are linked to joints and move with the skeleton. Using a collision proxy is more efficient than undertaking all the necessary computation required for collision detection and response with a polygonal mesh.

Two different types of collision proxies are used:

- **Auxiliary proxies (lozenges)** – Called lozenges, these are represented in gray by simple geometric objects linked to joints that move with the skeleton, and represent an approximation of a body shape. Gray proxies handle collision detection and response with the character and are normal attachments.
- **Dynamic proxies** – These are represented in blue by capsules and spheres and are a property of a socket. Blue proxies handle collision detection and response between gray proxies. Blue proxies are dynamic collision proxies, which means that gray proxies always push blue proxies away.

Collision detection is detecting when an overlap occurs between an auxiliary proxy and a dynamic proxy. For both proxy types, you can tweak the size, shape, and other physical parameters interactively while a character animation is running and see the effect immediately.

**Auxiliary Proxies (Lozenges)**

An auxiliary proxy lozenge is defined by a radius and scaling values for the X, Y, and Z axes. Using these four numbers, points, line-segments, rectangles, boxes, spheres, 1D lozenges (capsules), 2D lozenges, and 3D lozenges can be created. These eight shapes are used to approximate the shape of arms, legs, and torso of a living character.

The following figure shows a capsule shape defined for the thigh joint on the right leg of a character.

To set up an auxiliary proxy (lozenge)

1. In Geppetto, choose Display Options to reveal the Secondary Animations section, then select the Auxiliary Proxies check box.
2. In the Properties panel, choose the number next to Attachments and then choose Add or Insert.
• For **Type**, choose *Proxy Attachment*.
• For **Joint**, choose the bone icon; in the **Choose Joint** window, select the joint to attach the lozenge to and choose **OK**.
• For **Purpose**, choose *Auxiliary*.
• For **Radius**, enter a value in meters.
• For **X-axis**, enter a value in meters.
• For **Y-axis**, enter a value in meters.
• For **Z-axis**, enter a value in meters.

The axes scale in both directions, so entering values of 0,1,1,1 creates a box of 2x2x2 meters.

## Dynamic Proxies

Dynamic (blue) proxies handle collision detection and response between gray proxies. Blue proxies are dynamic collision proxies, which means that gray proxies always push blue proxies away. For more information, see Collision Detection and Response (p. 270).

## Skin Attachments

Skin attachments have a skeleton of their own, making it possible to replace body parts such as heads, hands, or upper and lower body parts. Furthermore, these parts are automatically animated and deformed by the base skeleton. The use of skinned attachments that have more joints and different joints then the base skeleton is also supported using Skeleton-Extensions. It is also possible to merge different types of skeletons together, even skeletons from totally different characters.

### To create a skin attachment

1. In Geppetto, in the **Properties** panel, click the number next to **Attachments** and then choose **Add** or **Insert**.
2. For **Name**, enter a name for the attachment.
3. For **Type**, choose *Skin Attachment*.
4. For **Geometry**, choose the folder icon and select the desired *.skin* file for the attachment.
5. For **Material**, choose the folder icon and select the desired *.mtl* file for the attachment.
6. Adjust the values of attachment parameters for the desired result, as listed in the following table.

## Skin Attachment Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>View Distance Multiplier</td>
<td>Multiplier to the computed fade-out camera distance to apply on the attachment.</td>
</tr>
<tr>
<td>Hidden</td>
<td>Hides the attachment</td>
</tr>
<tr>
<td>Software Skinning</td>
<td>If enabled, the mesh gets skinned on the CPU instead of the GPU. Software skinning is required for blendshapes and to have tangent frames recalculated every frame.</td>
</tr>
</tbody>
</table>

## Collision Detection and Response

Collision detection and response involves the realistic depiction of attachments that collide with the body of a living character that simulate real-world physics. To do this, a collision proxy is used to
approximate parts of a character body such as the legs and torso with a simple geometry shape. Using a collision proxy is more efficient than undertaking all the necessary computation required for collision detection and response with a polygonal mesh.

For information about how to set up a collision proxy attachment, see Proxy (Collision) Attachments (p. 269).

Collision Detection

Collision detection involves checking to see if a blue proxy capsule/sphere overlaps (collides) with a gray proxy lozenge. For pendulums, a blue proxy is always connected to an attachment socket (pivot) at one end.

Collision Response

Collision response is handled by projections. If a dynamic (blue) proxy capsule/sphere collides with an auxiliary (gray) proxy lozenge, the blue proxy is projected or moved away until it no longer overlaps (collides with) the gray proxy lozenge. This means projecting (moving) the blue proxy capsule/sphere perpendicularly from the lozenge surface or rotating it out of the lozenge.

Lumberyard performs two consecutive constraint checks for collision detection. First, the blue proxy capsule/sphere is moved out of the gray proxy lozenge, and second the spring particle or pendulum rod movement is clamped to the shape of the bounding volume: spring ellipsoid, pendulum cone or half-cone, pendulum hinge, or translation projection.

After these two checks, the blue proxy capsule/sphere should be outside of the gray proxy lozenge but inside of the bounding volume. However, if the bounding volume is too small, the collision response may happen successfully only to have the bounding volume push the capsule/sphere back inside the lozenge.

There are four different projection methods used to move proxies to a non-colliding state, depending on the bounding volume, in addition to No Projection:

Topics
- Spring Ellipsoid Response (p. 272)
- Pendulum Cone and Half-Cone Response (p. 272)
- Pendulum Hinge Response (p. 272)
• Translational Projection Response (p. 272)

If No Projection is selected, collisions are ignored and no response is initiated.

Spring Ellipsoid Response

Selecting Shortvec Translation moves a gray proxy sphere away from a blue proxy lozenge using the shortest distance possible. For springs, only gray proxy spheres (and not capsules) are supported with spring motions.

Pendulum Cone and Half-Cone Response

Selecting Shortarc Rotation rotates a gray proxy capsule out of a blue proxy lozenge using the smallest angle possible.

Pendulum Hinge Response

Selecting Shortarc Rotation rotates a gray proxy capsule out of a blue proxy lozenge using the shortest direction possible. For hinges, there are only two ways for a capsule to rotate out of a lozenge.

Selecting Directed Rotation rotates a gray proxy capsule out of a blue proxy lozenge along the (green) direction of the hinge-plane.

Translational Projection Response

In the case of rotations (Shortarc Rotation and Directed Rotation), the pivot for a blue proxy capsule must lie outside of a gray proxy lozenge. The pivot is the spherical portion of the capsule that is connected to the attachment socket.

If the capsule pivot lies inside of a lozenge, collisions cannot be resolved and the proxies remain in an overlapping (collided) state. This can occur for secondary animations on characters where the simulation update is triggered after the animation update and it happens that the animation itself moves proxies into each other or creates invalid proxy configurations that break the simulation. To handle these cases, Translational Projection type is used, which defines the direction of movement. There are two types of translational projections:

• Shortvec Translation
• Directed Translation

Note

It is important that the new socket is on the same joint where you want to perform the translation and appears in the list of attachments ahead of the pendulum attachment that you want to move out. You can change the order of attachments in Geppetto. This order defines the order of execution, so the translation operation moves the joint out of the proxies before the pendulum attachment is executed.

Selecting Shortvec Translation moves a blue proxy capsule out of a gray proxy lozenge along the shortest vector from the surface of a sphere enclosing the joint, where the radius of the sphere is specified. This type should be used in cases where there are only a few lozenges, due to potential unpredictable and undesirable movements.

If an overlap is detected, the sphere is translated out of the lozenge along the shortest vector to the surface. This method of translation is only recommended for setups with just a few lozenges where the results are predictable. Otherwise, issues may arise where the first shortvec translation moves a capsule out of the first lozenge and directly into a second lozenge. These issues are very likely with complex setups where many lozenges are close together or overlap. It can also happen that it projects out in the wrong direction and produces undesired “tunneling” effects.
Choosing **Directed Translation** moves a blue proxy capsule out of a gray proxy lozenge along either a **Translation Axis** (defined relative to a joint and socket orientation) in its negative direction, or moves it out relative to a selected **Directional Translation Joint**, which defines the translation axis between the joint and socket. Optionally, you can select a joint, which forms a translation axis between the location of the joint and the socket.

Both options allow you to specify a capsule in the direction of the translation axis; however, the capsule is always projected out in the predefined direction even if the capsule is behind the lozenge, which makes "tunneling" unlikely.
Secondary Animations (Simulations)

You can also use sockets to produce realistic movements of joint and face attachments. This type of animation is always a reaction to a primary (character) animation, and are called secondary animations or motion simulations. Such animations can simulate the movement of attached static objects such as weapons and holsters, muscles, and fat.

In addition, it is also possible to create complex setups to simulate the motions of swinging hair braids, tentacles, chains, ropes, necklaces, clothing, and other loose or dangling objects on a character. Chains can have branching strings and different physical properties for each link.

However, such motions are just approximations of real-world physical movements. In Lumberyard, the physical properties of springs and pendula are used to approximate (simulate) the physical movement of dangling or swinging objects attached to characters.

- **Pendulum**: A bob connected to a rigid rod that experiences simple harmonic motion as it swings back and forth. The equilibrium position of an unconstrained pendulum is hanging directly downward. The swing is specified by physical parameters such as stiffness and stiffness target, and movement is constrained by cone, half cone, or hinge plane bounding volumes.

- **Spring Ellipsoid**: A bob connected to an elastic rod. Unlike a helical spring, a spring ellipsoid can stretch in any direction. The movement of the spring is constrained to by sphere, ellipsoid, half sphere, flat plane, or line bounding volumes.

Moving springs and pendula have different motion bounding volumes that constrain the movement of objects attached to characters.

While the type, size, and shape of the attachment has no impact on its actual motions, it does determine which type of simulation is selected as the movements of a corresponding real-world physical object must be simulated. In this way, the socket and attached object realistically react to the movements of the character.

In addition, because moving attachments may collide with the character, this must be accounted for. For more information, see Proxy (Collision) Attachments (p. 269) and Collision Detection and Response (p. 270).

Topics

- Pendulum Cone Simulation (p. 276)
- Pendulum Half-Cone Simulation (p. 277)
- Pendulum Hinge Simulation (p. 278)
- Spring Ellipsoid Simulation (p. 279)
Pendulum Cone Simulation

- Redirect to Joint
- Debug Setup
- Debug Text
- Activate Simulation

Simulation FPS: 10
Simulation Axis: 0, 0.5, 0
Mass: 1.0
Gravity: 9.81
Damping: 1.0
Joint Spring: 0.0
Spring Target: 0.0
Cone Angle: 45.0
Hinge Rotation: 0.0
Pivot Offset: 0.0, 0.0, 0.0
Capsule: 0.0, 0.0
Projection Type: No Projection

- Hidden
- Physicalized Rays
- Physicalized Collisions
Pendulum Half-Cone Simulation

Simulation

- Redirect to Joint
- Debug Setup
- Debug Text
- Activate Simulation

Simulation FPS: 10
Simulation Axis: 0 0.5 0
Mass: 1
Gravity: 9.81
Damping: 1
Joint Spring: 0
Spring Target: 0 0
Conc Angle: 45
Hinge Rotation: 0
Pivot Offset: 0 0 0
Capsule: 0 0
Projection Type: No Projection
Pendulum Hinge Simulation

Pivot Offset

This feature is identical for both spring and pendula simulations. Pivot Offset allows you to offset the location of the attached render object. Note that this is purely a visual feature with no impact on the simulation itself and only adds an offset to the attached object at the rendering stage. Adding or changing an offset value doesn't change the position of the socket; it only renders the attached geometry at another location that can be outside of the bounding volume.

By default, it is the pivot of the model (offset = 0,0,0) and those three values are an x,y,z axes offset that translates the rendered geometry in the direction of the socket axes.

If Redirect to Joint is also enabled, then the pivot offset changes the location of the joint and all its children, as discussed next.

Redirect to Joint

If enabled, the relative motion of the simulated object is transferred to the joint that it is attached to, which means that the relative motion of the pendulum is added to the joint. So as long as the pivot offset is (0,0,0) then we only modify the orientation of the joint and this moves all vertices that are part of the mesh and weighted to this joint.
Spring Ellipsoid Simulation

Pivot Offset

This feature is identical for both spring and pendula simulations. Pivot Offset allows you to offset the location of the attached render object. Note that this is purely a visual feature with no impact on the simulation itself and only adds an offset to the attached object at the rendering stage. Adding or changing an offset value doesn't change the position of the socket, it only renders the attached geometry at another location that can be outside of the bounding volume.

By default, it is the pivot of the model (offset = 0,0,0) and those three values are an x,y,z axes offset that translates the rendered geometry in the direction of the socket axes.

If Redirect to Joint is also enabled, then the pivot offset changes the location of the joint and all its children, as discussed next.

Redirect to Joint

If enabled, the relative motion of the simulated object is transferred to the joint that it is attached to, which means that the distance between the spring particle and the joint is added together. For spring
simulations, only the translation of the joint is changed, which moves all vertices that are part of the mesh and weighted to the joint.

**Animating Characters**

Skeleton-based animation is the most flexible animation technique used today, and includes playback and blending of animation data as well as IK-based poses. Procedural algorithms like CCD-IK, analytic IK, example-based IK, or physical simulations are all used to augment pre-authored animations. To provide realism when combining artificial and captured animations, a warping technique preserves the style and content of the base motion.

However, skeleton-based animation is not the ideal solution for animating muscles and tendons of the human body or face. Although it is possible to use skeleton-based animation for this, the number of joints involved is high and animation setup is difficult.

Generally, the combination of morph-based animation along with skeletal-based animation provides the greatest flexibility. The number of vertices that change in each morph target is very limited and the targets can be clearly defined. Morph targets are ideal for creating facial animations. Morph-based animation can even be used to generate entire animation sequences.

At the highest level, you can use Flow Graph, Lua scripts, or C++ code to request character animations. These methods invoke the Mannequin system, which in turn invokes the core Lumberyard animation system for animation clips, animation events, and procedural clips. Procedural clips can include IK, ragdoll, sounds, particle effects, and game logic.

Geppetto is a tool used to add character attachments, preview animations, and test blending features. It provides a visual interface to the underlying animation system.

You can add character .cdt and geometry .cgf assets in the Track View cinematic cutscene animations.

**Topics**

- Types of Character Animations (p. 280)
- Character Animation Files (p. 281)
- Using Geppetto to Create a Basic Chrparams File (p. 283)
- Chrparams File Elements (p. 288)
- Character Skeletons (p. 292)
- Importing Character Animations (p. 292)
- Compressing Character Animations (p. 293)
- Working with Additive Animations (p. 294)
- Character Animation Layers (p. 295)
- Working with Blend Shapes (Morphs) (p. 297)
- Working with Blend Spaces (Bspaces) (p. 298)
- Animation Events (p. 300)
- Locomotion Locator Animation Best Practices (p. 301)
- Streaming Character Animations (p. 301)

**Types of Character Animations**

You can produce three major types of animation in Lumberyard:

**Cutscene Animations**

Cutscenes are cinematic sequences in a game that involve no gameplay. Also known as linear or cinematic animation, cutscene animations are the easiest animation to create, as the animator controls
every aspect. Camera angle, lighting, keyframes, and character pose are all fixed. You create cutscene animations with Track View Editor.

Scripted Flow Graph Animations

More complex than cutscene animations are scripted animations in which characters follow a predefined path. The quality is such that it appears to be interactive, but it is not. Characters cannot engage with, or respond to, the player.

You can create scripted animations using animation Flow Graph nodes and can also include AI nodes for more complicated animations. An example would be a character who changes his walking gait over uneven or hilly terrain, or to avoid a vehicle that is in the line of the walking path.

You can use Flow Graph to start and stop animations, trigger animations based on time, synchronize two animations, and coordinate multiple animations based on various parameters.

Interactive Animations

The most complex character animation to create are fully interactive, nonlinear animations where characters respond automatically to their environment, other characters, player inputs, AI behaviors, and other in-game variables. It is common to have a character perform multiple movements and tasks simultaneously, displaying different emotions, and respond differently to different events.

In such an environment, character movements and actions are unpredictable. A crucial feature of interactive animation involves the automatic synthesis of high quality character motions and good AI rules for behavior based on a variety of different game events, all while keeping performance high and asset count as low as possible.

Interactive animations fall into two categories: player controlled and AI controlled.

In player-controlled animations, the player determines the movement and all other actions of the character; the animation system takes the player input and translates it on the fly to skeleton movements using procedural and data-driven methods. For player control, high responsiveness is a key feature.

In AI-controlled animations, the AI system controls the movement and actions of the character. All motion and behaviors are dictated based on a series of rules and parameters that defines a character's actions in response to in-game events. These actions are not fully predictable as there are an almost unlimited number of different game permutation possibilities.

To help you achieve high quality interactive character animations, Lumberyard provides the following tools:

- **Geppetto** – Lower level system that manages short animation clips, poses, procedural and parameterized movements, transitions, and layers. For more information, see Using Geppetto (p. 257).
- **Mannequin Editor** – High-level system that manages animation variations, transitions, sequences, blends, layers, and procedural logic. For more information, see Using Mannequin Editor (p. 306).

Character Animation Files

To create character animation files, you start by animating character skeletons and hierarchies in a DCC tool. You then use your DCC tool to export these elements to the intermediate `.i_caf` file format. They are then compressed and optimized to the `.caf` file before Lumberyard can use them.

Lumberyard's animation system uses the following files to create animations for your characters.
Character Asset File (*.chr)

The character used for animations is defined in a .chr file. For animation, the two important aspects of a character are the morph targets and the skeleton.

Character Definition File (*.cdf)

Characters are usually combinations of a primary model and several attachments. In particular, the head is often considered a skin attachment that is a separate model attached to the body. This composite model is defined in the .cdf file and contains a reference to the .chr file and its attachments.

Intermediate Character Animation File (.i_caf)

The intermediate character animation file contains the animated bone data for a specific character. This file can be used with multiple characters with similar bone structures. The file is created by a DCC tool and stores animation data in uncompressed format. It is usually used with a skinned mesh.

Animation Settings File (.animsettings)

The animation settings file contains per-animation compression settings. This is a sidecar file that is stored next to the .i_caf file and describes how it should be compiled by the Asset Pipeline. This file is created using Geppetto for importing animations.

Skeleton Alias File (SkeletonList.xml)

This file provides a table that maps skeleton aliases used in the .animsettings file to skeleton file names. This file contains skeleton structure information that is needed during animation compression.

Character Animation File (*.caf)

Assets, such as bones, are stored in .caf files. Because they are considered on demand assets, these files are streamed in and out as needed. This file is the compressed version of the intermediate .i_caf file and uses lossy compression. Character animation files are created by Lumberyard Editor during the asset build, and are loaded by the game at runtime.

Character Parameters File (*.chrparams)

Skeletal character parameters are defined in the XML .chrparams file. This file has the same name as the .chr character file to which it refers.

Animation Database (.dba)

A .dba file consists of multiple animations (character, player, AI, weapons) that are streamed in and out together. These files are typically smaller and take up less memory than individual animations (.caf files). Single .caf files are no longer needed unless they are on-demand assets.

If an animation is in a .dba file, it will not be available anymore as an individual .caf file. If the game tries to play one of these animations, the database containing that animation loads instead. As this can take a while, make sure the .dba is preloaded.

When two animations in the same .dba file have exactly the same animation for a joint, the data for that animation is stored once. This can provide significant memory savings.

The .dba files are created by the Resource Compiler after compressing the individual animations (.caf files), according to the DbaTable.xml file. The .dba file must be defined in the .chrparams file.

Typical animations that get stored in the .dba include:

• Animations that need to be individually loaded and unloaded.
• Animations that need to be accessed once on demand, such as track view (cinematic) animations. These animations are preloaded a couple of seconds before starting.
Note

Aimposes, Lookspace, .bspace, and .comb files cannot be stored in a .dba database.

Animation Database Table (DbaTable.xml)

The animation database table contains a list of .dba files, which the resource compiler uses to determine which .caf animations to put in which .dba files. Here is an example:

```xml
<DBAs>
  <DBA Path="Animations\human\male\hits_1p.dba">
    <Animation Path="Animations\human\male\hits\1p\stand_tac_hit_generic_add_1p_01.caf"/>
    <Animation Path="Animations\human\male\hits\1p\stand_tac_hit_knockDown_1p_01.caf"/>
    <Animation Path="Animations\human\male\hits\1p\stand_tac_idle_reactExplosion_3p_01.caf"/>
  </DBA>
  <DBA Path="Animations\human\male\locomotion.dba">
    <Animation Path="Animations\human\male\locomotion\kneel\kneel_tac_AimPoses_idle_01.caf"/>
    <Animation Path="Animations\human\male\locomotion\kneel\kneel_tac_death_01.caf"/>
    <Animation Path="Animations\human\male\locomotion\kneel\kneel_tac_idle_01.caf"/>
    <Animation Path="Animations\human\male\locomotion\kneel\kneel_tac_stepRotate_90_lft_01.caf"/>
  </DBA>
</DBAs>
```

Animation Events Database (.animevents)

This database stores a list of assets with timed event markups. For example, it might store footstep sounds. You use the Geppetto to create this database, which gets mapped to the .chrparams file.

Blend Space (.bspace)

Blend spaces (Bspaces) define how multiple animation assets are blended together. Blend spaces are parameterized at runtime with movement parameters such as movement speed, movement direction, turning angle, or slope.

BlendSpace Combination (.comb)

This file combines multiple blend spaces into one, usually of a higher order, and represents a multidimensional blend space.

Group Files (*.grp)

Group files are exported animation sequences in XML format that are used for track view animation sequences. Data stored in a sequence includes everything from audio positions to skeletal animations and camera paths used.

Using Geppetto to Create a Basic Chrparams File

Geppetto allows you to set up mapping for animations, animation events, database animations, bounding box extensions, bounding box includes, joint LODs, and IK definitions. At a minimum you can use the .chrparams file to map animations to a specific character skeleton. You can also include other .chrparams settings. This topic provides details about each property and how to apply them to a .chrparams file.

Includes and Included Animation Set Filter

You can include another .chrparams Animation Sets for the currently loaded .chrparams file to use. Animation set data for the included .chrparams file is listed under the Included Animation Set Filter.
property, which only displays read-only data. This may be useful if you have characters that can share animations because their skeletons are identical, but one particular version has a unique subset of animations.

**To add an Includes entry to a .chrparams file using Geppetto**

1. In Lumberyard Editor, click **Tools, Geppetto**.
2. In Geppetto, in the **Assets** panel, expand **Skeletons** and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the **Properties** panel, click the **Includes** drop-down and select **Add**.
5. Click the folder and assign a .chrparams file to include.
6. The **Included Animation Set Filter** field adds new entries based on what exists within the .chrparams file that you added to the **Includes** property. These properties are read-only and can only be modified by loading the original .chrparams file to which the properties belong.
7. Add additional .chrparams files as needed.
8. In the **Properties** panel, click **Save** (disk icon) to save your changes to the .chrparams file.

**Animation Set Filter**

You must assign an animation set (path) in order for a character's skeleton to recognize where animations are located to use. You can apply multiple filters if there are several animation directories. Further specify each animation set (path) filter that you have applied by setting naming filters or file extension filters.

**To add an animation set to a .chrparams file using Geppetto**

1. In Lumberyard Editor, click **Tools, Geppetto**.
2. In Geppetto, in the **Assets** panel, expand **Skeletons** and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the **Properties** panel, click the **Animation Set Filter** drop-down and select **Add**.
5. The **Animation Set Filter** field adds an empty property field with additional fields below.
6. Click the folder next to the empty field to set the directory where the animations for the character's skeleton are located. By default, there are three filters under the path to search for any named animation with the .caf, .bspace, and .comb extensions in the assigned directory and subdirectories within the path.
7. *(Optional)* Add additional filters to the assigned animation directory path by clicking the drop-down next to the folder icon that allowed you to assign your animation directory path.
8. In the **Properties** panel, click **Save** (disk icon) to save your changes to the .chrparams file.
9. You can add animation directories as needed and modify the subfields if you need to set specific filters for your animations.
10. When you load a .caf file in Geppetto using the skeleton, you will see the animations from the assigned directory listed under **Animations** in the **Assets** panel.
Animation Events

You must map an .animevents file to the .chrparams file in order for animation events to be applied to the animations that are available for a character's skeleton. Only one .animevents file can be assigned per .chrparams file.

You can do either of the following:

• Manually create an .animevents file and assign it to the .chrparams file.
• Use Geppetto to automatically create the .animevents file and assign it to the .chrparams file. At least one animation must be available to play on the character's .cdf.

To manually add an AnimEvents path to a .chrparams file

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, click the folder next to the Events field.
5. Select the directory where the .animevents file exists for the character's skeleton.
   Note
   Only one .animevents file can be assigned per .chrparams file.
6. In the Properties panel, click Save (disk icon) to save your changes to the .chrparams file.

To automatically create an .animevents file and assign it to a .chrparams file

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Characters and double-click the character for which you want to create an .animevents file.
3. In the Properties panel, under Animations, select a character animation to load.
4. In the Playback panel, double-click anywhere in the timeline to add an AnimEvent.
5. In the Properties panel, under Animation Events, change the settings and properties of the AnimEvent.
6. In the Properties panel, click Save (disk icon) to save your changes and create the .animevents file.
7. In the Assets panel, expand Skeletons and select the character's skeleton (*.chrparams).
8. In the Properties panel, verify that the .animevents file appears in the Events field.
   Note
   The .animevents file is created in the same location as the animation with the added AnimEvent. Ensure that you check in this file if you are using source control.
9. In the Properties panel, click Save (disk icon) to save the .animevents file to the .chrparams.

Database Animations (DBA) Path

You must assign the path for the directory that contains multiple database animations (.dba) files to the skeleton's .chrparams file in order for a character's skeleton to read the animations.

To add a DBA path to a .chrparams file using Geppetto

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, click the folder next to the DBA Path field.
5. Select the directory where the .dba files exist.
6. In the Properties panel, click Save (disk icon) to save your changes to the .chrparams file.

### Individual Database Animations (DBAs)

You must assign the path of the database animation (.dba) file to the skeleton's .chrparams file in order for a character's skeleton to read animations from a single .dba file.

**To add an individual DBA path to a .chrparams file using Geppetto**

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, click the Individual DBAs drop-down and select Add.
5. Click the folder and assign an individual DBA. You can also select the Persistent check box to keep the DBA in memory after the character has loaded.
6. In the Properties panel, click Save (disk icon) to save your changes to the .chrparams file.

### Bounding Box Extension

You can extend a skeleton's bounding box based on the size of the skeleton.

**To add a bounding box extension to a .chrparams file using Geppetto**

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, expand Bounding Box Extension.
5. Set the positive (Pos) and negative (Neg) values for the XYZ coordinates to extend the bounding box of the skeleton.
6. Preview the extended bounding box by loading a .cdf file that uses the skeleton's .chrparams. Click Display Options, Skeleton, and select the Bounding Box check box to see your bounding box on the character.
Bounding Box Include

A skeleton's bounding box is defined by the location of the joints within the skeleton. You can select which joints in the skeleton define the size of the bounding box. By default, all joints are included.

**To modify the bounding box include in a .chrparams file using Geppetto**

1. In Lumberyard Editor, click **Tools, Geppetto**.
2. In **Geppetto**, in the **Assets** panel, expand **Skeletons** and navigate to a character's skeleton (*.chrparams).
4. In the **Properties** panel, expand **Bounding Box Include**.
5. Select the skeleton joints to include for calculating the skeleton's bounding box.
6. In the **Properties** panel, click **Save** (disk icon) to save your changes to the *.chrparams file.
Joint LOD

You can assign a skeleton's joints with an LOD so that certain joints stop being used after a certain LOD, based on camera distance. This can help cut down performance cost of reading all joint animation data. By default, all joints are enabled and do not use LOD.

Note
Joint LODs are treated globally to the skeleton joints. You can choose to include only specific joints on an individual animation when importing the animation.

To add a joint LOD to a .chrparams file using Geppetto
1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, click the Joint LOD drop-down and select Add.
5. For the LOD 1 entry, select the skeleton joints to enable.
6. Add additional entries and modify the incremental joint LODs.
7. In the Properties panel, click Save (disk icon) to save your changes to the .chrparams file.

IK Definition

The IK definition provides access to various IK types such as Limb IK, Aim IK, Look IK, Feet Lock IK, and Recoil IK. You can enable the IK types for a character's skeleton using the .chrparams properties.

To add an IK definition to a .chrparams file using Geppetto
1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Skeletons and navigate to a character's skeleton (*.chrparams).
3. Select the .chrparams file.
4. In the Properties panel, expand IK Definition.
5. Select the check boxes for the IK definitions that you need for your character. If there are additional settings, expand the IK definition.
   Note
   For information about setting up specific IK definitions, see Using Inverse Kinematics (IK) (p. 207).
6. In the Properties panel, click Save (disk icon) to save your changes to the .chrparams file.

Chrparams File Elements

All parameters for a character in Lumberyard is stored in various element sections of the .chrparams.xml file. You can use any text editor to edit this XML file.

Animations

The .chrparams file contains a single <AnimationList> element. This element lists all animation asset files that the character uses. See the following example.

```
<AnimationList>
  <Animation name="$AnimEventDatabase" path="animations\human\male\events.animevents"/>
  <Animation name="$Include" path="animations\human\male\male.chrparams"/>
  <Animation name="$TracksDatabase" path="animations\human\male\hits.dba"/>
</AnimationList>
```
Bone LODs

The .chrparams file contains a single <Lod> element section, which lists all joints that the character uses. See the following example:

```xml
<Lod>
  <JointList level="0">
    <Joint name="Bip01 Pelvis"/>
    <Joint name="Bip01 Spine"/>
  </JointList>
  <JointList level="1">
    <Joint name="weapon_bone"/>
    <Joint name="joint_12"/>
  </JointList>
</Lod>
```

IK Definition

The .chrparams file contains a single <IK_Definition> element section, which defines the joint that are used for the different IK methods, such as AimIK, LookIK, LimbIK and Animation-Driven IK.

Limb

The .chrparams file contains a single <LimbIK_Definition> element section within <IK_Definition>. This section lists all the joints that are used for Limb IK, along with the root bone, end effector, and solver. See the following example section:

```xml
<IK_Definition>
  <LimbIK_Definition>
    <IK EndEffector="Bip01 R Hand" Handle="RgtArm01" Root="Bip01 R UpperArm" Solver="2BIK"/>
    <IK EndEffector="Bip01 L Hand" Handle="LftArm01" Root="Bip01 L UpperArm" Solver="2BIK"/>
    <IK EndEffector="Bip01 R Foot" Handle="RgtLeg01" Root="Bip01 R Thigh" Solver="2BIK"/>
    <IK EndEffector="Bip01 L Foot" Handle="LftLeg01" Root="Bip01 L Thigh" Solver="2BIK"/>
  </LimbIK_Definition>
</IK_Definition>
```

Anim Driven

The .chrparams file contains a single <Animation_Driven_IK_Targets> element section within <IK_Definition>. This section lists all joints used for Animation-driven IK, along with target bones, blend bones, and weights. See the following example section:

```xml
<IK_Definition>
  <Animation_Driven_IK_Targets>
    <ADIKTarget Handle="LftArm01" Target="Bip01 Chin_IKTarget" Weight="Bip01 Chin_IKBlend"/>
  </Animation_Driven_IK_Targets>
</IK_Definition>
```
Foot Lock

The .chrparams file contains a single <FeetLock_Definition> element section within <IK_Definition>. This block lists all joints used for foot step alignment and lock effects. See the following example section:

```xml
<IK_Definition>
  <FeetLock_Definition>
    <RIKHandle Handle="RgtLeg01"/>
    <LIKHandle Handle="LftLeg01"/>
  </FeetLock_Definition>
</IK_Definition>
```

Recoil

The .chrparams file contains a single <Recoil_Definition> element section within <IK_Definition>. This block lists all weapon joints and impact joints used for recoil effects, along with weights and delay times. See the following example section:

```xml
<IK_Definition>
  <Recoil_Definition>
    <RIKHandle Handle="RgtArm01"/>
    <LIKHandle Handle="LftArm01"/>
    <RWeaponJoint JointName="weapon_bone"/>
    <ImpactJoints>
      <ImpactJoint Arm="3" Delay="0.3" Weight="0.2" JointName="Bip01 Pelvis"/>
      <ImpactJoint Arm="3" Delay="0.2" Weight="0.3" JointName="Bip01 Spine"/>
      <ImpactJoint Arm="3" Delay="0.1" Weight="0.5" JointName="Bip01 Spine1"/>
      <ImpactJoint Arm="3" Delay="0.0" Weight="1.0" JointName="Bip01 Spine2"/>
      <ImpactJoint Arm="3" Delay="0.0" Weight="1.0" JointName="Bip01 Spine3"/>
      <ImpactJoint Arm="3" Delay="0.0" Weight="1.0" JointName="Bip01 Neck"/>
      <ImpactJoint Arm="3" Delay="0.10" Weight="0.10" JointName="Bip01 R Thigh"/>
      <ImpactJoint Arm="3" Delay="0.05" Weight="0.05" JointName="Bip01 R Calf"/>
      <ImpactJoint Arm="3" Delay="0.10" Weight="0.10" JointName="Bip01 L Thigh"/>
      <ImpactJoint Arm="3" Delay="0.05" Weight="0.05" JointName="Bip01 L Calf"/>
      <ImpactJoint Arm="2" Delay="0.0" Weight="1.0" JointName="Bip01 R Clavicle"/>
      <ImpactJoint Arm="2" Delay="0.00" Weight="0.50" JointName="Bip01 R UpperArm"/>
      <ImpactJoint Arm="1" Delay="0.01" Weight="0.7" JointName="Bip01 L Clavicle"/>
      <ImpactJoint Arm="1" Delay="0.00" Weight="0.50" JointName="Bip01 L UpperArm"/>
    </ImpactJoints>
  </Recoil_Definition>
</IK_Definition>

Look

The .chrparams file contains a single <LookIK_Definition> element section within <IK_Definition>. This block lists all joints used for Look IK, along with eye attachments, limits, and rotations. See the following example section:

```xml
<IK_Definition>
  <LookIK_Definition>
    <LEyeAttachment Name="eye_left"/>
    <REyeAttachment Name="eye_right"/>
    <DirectionalBlends>
```
<Joint AnimToken="LookPoses" ParameterJoint="Bip01 Look" StartJoint="Bip01 Look"
ReferenceJoint="Bip01 Pelvis"/>
</DirectionalBlends>

<RotationList>
  <Rotation Additive="1" Primary="1" JointName="Bip01 Pelvis"/>
  <Rotation Additive="1" Primary="1" JointName="Bip01 Spine"/>
  <Rotation Additive="1" Primary="1" JointName="Bip01 Spine1"/>
  <Rotation Additive="1" Primary="1" JointName="Bip01 Spine2"/>
  <Rotation Additive="1" Primary="1" JointName="Bip01 Spine3"/>
  <Rotation Additive="0" Primary="1" JointName="Bip01 Neck"/>
  <Rotation Additive="0" Primary="1" JointName="Bip01 Head"/>
  <Rotation Additive="0" Primary="1" JointName="Bip01 Look"/>
  <Rotation Additive="0" Primary="0" JointName="def_r_brow_A"/>
  <Rotation Additive="0" Primary="0" JointName="def_r_brow_B"/>
  <Rotation Additive="0" Primary="0" JointName="def_r_brow_C"/>
  <Rotation Additive="0" Primary="0" JointName="def_r_upperEyeLid"/>
  <Rotation Additive="0" Primary="0" JointName="def_r_lowerEyeLid"/>
  <Rotation Additive="0" Primary="0" JointName="def_l_brow_A"/>
  <Rotation Additive="0" Primary="0" JointName="def_l_brow_B"/>
  <Rotation Additive="0" Primary="0" JointName="def_l_brow_C"/>
  <Rotation Additive="0" Primary="0" JointName="def_l_upperEyeLid"/>
  <Rotation Additive="0" Primary="0" JointName="def_l_lowerEyeLid"/>
</RotationList>

<PositionList>
  <Position Additive="1" JointName="Bip01 Pelvis"/>
  <Position Additive="0" Primary="0" JointName="def_r_brow_A"/>
  <Position Additive="0" Primary="0" JointName="def_r_brow_B"/>
  <Position Additive="0" Primary="0" JointName="def_r_brow_C"/>
  <Position Additive="0" Primary="0" JointName="def_r_upperEyeLid"/>
  <Position Additive="0" Primary="0" JointName="def_r_lowerEyeLid"/>
  <Position Additive="0" Primary="0" JointName="def_l_brow_A"/>
  <Position Additive="0" Primary="0" JointName="def_l_brow_B"/>
  <Position Additive="0" Primary="0" JointName="def_l_brow_C"/>
  <Position Additive="0" Primary="0" JointName="def_l_upperEyeLid"/>
  <Position Additive="0" Primary="0" JointName="def_l_lowerEyeLid"/>
</PositionList>
</LookIK_Definition>
</IK_Definition>

Aim

The .chrparams file contains a single <AimIK_Definition> element section within <IK_Definition>. This block lists all joints required for Aim IK, along with positions, rotations, and procedural adjustment joints. See the following example section:

<AimIK_Definition>
  <DirectionalBlends>
    <Joint AnimToken="AimPoses" ParameterJoint="weapon_bone" StartJoint="Bip01 R UpperArm" ReferenceJoint="Bip01"/>
  </DirectionalBlends>
  <RotationList>
    <Rotation JointName="Bip01 Spine" Primary="1" Additive="0" />
Character Skeletons

Use the following procedure to add a character skeleton to the SkeletonList.xml file.

To add a character skeleton to the skeleton list

1. In Lumberyard Editor, click Tools, Geppetto.
2. In Geppetto, in the Assets panel, expand Compression (Animations) and click Skeleton List.
3. In the Properties panel under Aliases, make sure the skeleton .chr file is in the list. If not, do the following:
   a. Click the number button next to Aliases and click Add.
   b. Click the folder icon next to the new entry, then select a suitable skeleton.
   c. Name the added skeleton alias - this name is used to refer to the skeleton.

Skeleton Aliases

This file provides a table that maps skeleton aliases used in the .animsettings file to skeleton file names. This file contains skeleton structure information that is needed during animation compression.

Importing Character Animations

You can easily import character animations using Geppetto. The character's skeleton needs to be part of the skeleton list before you can start importing animations. Have your character loaded in Geppetto before following the steps below.
To import character animations

1. In Lumberyard Editor, click **Tools, Geppetto**.
2. In Geppetto, in the **Assets** panel, expand **Animations** and select the animation to import. All unimported animations become unavailable.
3. In the **Properties** panel, click **Import**.

**Note**
You may need to select **Skeleton Alias** in the menu in the event that the loaded character could not be matched to the skeleton alias.

Compressing Character Animations

For best results, try to employ character assets that use the least amount of memory but are animated at the highest possible quality. An uncompressed animation contains a key for every frame in the animation and for each joint that has been exported. The goal is to reduce the amount of joints and keys to minimize the size. There are separate channels for rotation keys and position keys per joint.

For maximum compression, remove from the animation any joints that don't contribute much to the animation. To know whether a joint contributes to an animation, use the Resource Compiler, which determines how much the joint moves during the animation and compares it to the provided epsilon values. If the joint moves less than what the epsilon specifies, the keys will be removed for the joint. Use higher epsilon values to remove more joints. Use **Position Epsilon** for the position channel and **Rotation Epsilon** for the rotation channel.

Removing Joints Automatically

The two epsilon values are global values for the entire animation. Additive animations have smaller movements, so small values are used for the epsilon values.

Either all the keys are retained for a channel (position and rotation), or they are deleted.

To remove joints automatically

1. In Geppetto, in the **Properties** panel, expand **Compression, Controller Removal Threshold**.
2. Change the values for **Position Epsilon** and **Rotation Epsilon** as needed.

Removing Joints Manually

By default, each joint uses two epsilon values to determine whether the joint is removed.

To remove individual joints manually

1. In Geppetto, in the **Properties** panel, expand **Compression, Per-Joint Settings** and then select the check box next to the joint to delete it. Both the **Position** and **Rotation** channels are removed for the selected joint.
2. Enter a value in the box next to the joint to change the multiplier that is applied to the compression value. By default this value is 1.

Animation Tags

Each animation can have a list of tags associated with it. You can use tags to accomplish the following:

- Select animations that have to go into a specific DBA table by means of an animation filter.
• Apply compression to a group of animation files by means of compression presets

Tags are located in the Properties panel when you select an animation in the Assets panel.
To add a new tag, click the number beside Tags and click Add.

Animation Filters

Use an animation filter to choose a set of animation files for specific DBA or compression preset. An animation filter is defined as a tree of condition nodes.

DBA files are bundles of animations that can be streamed in and out as one. They are typically smaller and take up less memory than individual animations. DBAs are created using the same filters as compression presets. You can define a combination of criteria such as location, name, or tags to select animations for a specific DBA.

DBA descriptions are saved to Animations/DBATable.json. The resource compiler uses this .json file at build time to create the actual DBA files. The DBA Table can be found under Compression (Animations/) in the Assets panel.

**DBA Table Options**

<table>
<thead>
<tr>
<th>Conditions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Empty filter</td>
<td>No conditions applied</td>
</tr>
<tr>
<td>And</td>
<td>Succeeds when all of the child conditions succeed.</td>
</tr>
<tr>
<td>Or</td>
<td>Succeeds when at least one of the child conditions succeeds.</td>
</tr>
<tr>
<td>In folder</td>
<td>Checks whether animation is located within a specific directory.</td>
</tr>
<tr>
<td>Has tags</td>
<td>Checks whether animation has all of the listed tags. Tags are stored in ANIMSETTINGS and can be set in Animation Properties.</td>
</tr>
<tr>
<td>Contains in name</td>
<td>Checks for a substring within an animation name.</td>
</tr>
<tr>
<td>Contains in path</td>
<td>Checks whether animation is located within a specific file path.</td>
</tr>
<tr>
<td>Skeleton alias</td>
<td>Checks whether animation uses a specific skeleton alias. Skeleton aliases are defined in the skeleton table.</td>
</tr>
</tbody>
</table>

**Compression Presets**

You can use compression presets to apply the same set of compression rules to multiple animations at once. Presets are listed under Compression (Animations/) in the Assets panel.

Each compression preset entry defines a filter that can match animations according to a certain filter. Filter criteria can include a folder, file name, or tags. You can use logical operations to combine these criteria into a complex condition like "in folder and doesn't contain specific tag but has substring in name." When multiple presets match the same animation, only the first one is used. You can preview which compression setting entry was applied to animation in the Properties panel by selecting a specific animation in the Assets panel.

**Working with Additive Animations**

Additive animations are animations that can be added as layers on top of a base animation. The additive animation is usually a partial-body animation, so it can be applied to a base full-body animation.
without interfering with joint controllers and other important parts of the base animation. With additive animations, you can reuse the same full body-animations and add lots of variation to it.

An additive animation preserve the underlying animation and style and as such is great for adding poses and animations to the upper body. Since the underlying animations are not overwritten, this can reduce the overall asset count greatly, add a lot of variation to the animations, and reduce the monotonous look.

For example, you can use additive animations for breathing, looking around, flinching, and posture changes. To prevent foot sliding, additive animations cannot modify bones below the character's hips.

You start an additive animation like a regular animation. Lumberyard automatically recognizes it after it has been processed by the resource compiler.

Creating Additive Animations

To create an additive animation, you start with a typical base pose and then animate only those bones and other parts that you want to include in the additive animation. The first frame (frame 0) is the base pose and the rest of the animation becomes the delta. Bones that do not differ from the base pose are not used. The resource compiler subtracts the first frame during export; it is not part of the final animation.

Importing Additive Animations

To import an additive animation, select Additive check box for the .i_caf animation in the Properties panel in Geppetto.

Testing Additive Animations

You can test an additive animation in just a few steps

To test an additive animation

1. In Lumberyard Editor, click Tools, Geppetto.
2. Click File, Open and load the applicable character .caf file.
3. Make sure a full body animation is playing on the first animation layer under Animation Layers in the Scene Parameters panel.
4. Add a new animation layer in the Scene Parameters panel by clicking on the number next to Animation Layers, and then click Add.
5. Select an additive animation from the Animation list in the Assets panel to add it to the new animation layer. Adjust the weights of the additive animation as needed by changing the value (0 to 1) next to the new animation layer.

Character Animation Layers

By layering animations, you can apply an animation to only a few select bones, rather than to the whole skeleton. Lumberyard has a maximum of 16 virtual layers available for use. Layer 0 is the primary base layer and contains the base full-body animations, joints, and blend spaces. Higher levels contain additive partial-body animations and overwrite animations, meaning that animations in higher layers overwrite animations in lower layers. As long as they don’t share the same joints, these animations won’t interfere. You can combine all layers into a single layer, which applies them to a character simultaneously.

If an animation played in layer 0 has no controller for a specific bone, the default transformation from the character rig is used instead. Layer 0 is the only layer that supports the root bone and the locomotion locator.
Each layer can play and blend animations and has its own transition queue that handles the blending in and out of animations in the layer. The default behavior for animations in a layer is as follows:

1. Play animation once; then blend it out (weights decrease to 0).
2. Remove animation from the queue when the weight reaches 0.
3. Blend in the next animation (weight increases from 0 to 1).

In Geppetto, only one animation layer is active by default for previewing animations. Any time you select an animation, it plays on the default base layer. You can find the Animation Layers listed in the Scene Parameters panel of Geppetto.

**To add animation layers using Geppetto**

1. In Lumberyard Editor, click **Tools, Geppetto**.
2. In *Geppetto*, click the drop-down menu next to Animation Layers and click on Add. The newly added layer becomes the active layer for you to select a new animation from the Animations list in the Asset panel to assign to the new layer.
3. Repeat this step for as many animation layers as you need. At any point, you can click on a specific animation layer to make it active in order to change the animation playing on that layer.
4. Adjust the blend weight (0 to 1) for each layer.
5. Enable and disable layers using the checkboxes next to each layer.

You can enable on-screen debug information to see which animations are queued and playing, as well as information about the applied pose modifiers and IK.

**Accessing Animation Layers using Code**

To access animation layers via code, use the ISkeletonAnim object. In the example below, a looping animation starts on layer 2 and is fully blended in 0.5 seconds.

```cpp
ISkeletonAnim& skeletonAnim = ...;
CryCharAnimationParams params;
params.m_nLayerID = 2;
params.m_nFlags |= CA_LOOP_ANIMATION;
params.m_fTransTime = 0.5f;

// Starting the animation by id. Alternatively use StartAnimation to start an animation by name.
skeletonAnim.StartAnimationById(animationId, params);
```

To smoothly blend out animations in a layer, use the StopAnimationInLayer function:

```cpp
ISkeletonAnim& skeletonAnim = ...; // Blend out all animations in layer 2 in 0.5 seconds:
skeletonAnim.StopAnimationInLayer(2, 0.5f);
```

To force the transition queue in a specific layer to immediately clear all animations:

```cpp
ISkeletonAnim& skeletonAnim = ...;
skeletonAnim.ClearFIFOLayer(layerId);
```

To force transition queues in all layers to clear immediately, use StopAnimationsAllLayers, as follows:

```cpp
ISkeletonAnim& skeletonAnim = ...;
```
Working with Blend Shapes (Morphs)

Animated blend shapes, also known as morph target animation, is a method that stores a deformed version of a mesh as a series of vertex positions. In each keyframe of an animation, the vertices are then interpolated between these stored positions.

Blendshape animations are created by adding bones to the base skeleton. This involves explicit name matching between bone names and the blend shape controls.

For blend shape export requirements, see Exporting Blendshapes (p. 236).

Blend Shape Authoring Requirements in Maya

As blend shapes only work for .skin attachments, use Maya to create a base .chr like a cube or triangle that is skinned to the export skeleton.

See the following requirements and guidelines when creating a blend shape scene in Maya:

- All blend shape meshes must exist be in the same world space location as the skinned base mesh. Move your blend shape meshes on top of the skinned base mesh.
- **Smooth bind** at least one joint to the blend shape base mesh.
- Make sure the root joint of the skeleton hierarchy has no (zero) rotations.
- Create an empty SceneRoot group node and a root joint as the top-level node of the deforming skeleton. Do not skin the root joint into your character mesh.
- Set the SceneRoot group node and the root joint both looking forward with their Z-axes aligned to the world Y-axis and their Y-axes aligned to the world Z-axis.
- For each blend shape mesh, create a joint in the origin and name it \_blendWeightVertex
  - The _blendWeightVertex joints should be parented under the root joint for the skeleton hierarchy.
  - Manually create the blendWeightVertex joints and connections. Connect and map the weight output range (0 to 1) of the blend shape node to (0 to 100) to the translateX attribute of these helper joints.
- Nonrigid deformations require real-time tangent updates to get correct shading. Because such tangent updates are expensive, in order to minimize CPU cost, use vertex colors to transfer a blue (0, 0, 255) painted mask in your DCC tool to mark the most important facial parts.
- Tangent updates only work with 8-weight CPU skinning. To implement that, open the .cdf file and add flags=8 on the line that lists the applicable skin attachment. This skinning makes the morphs expensive to use, so use it sparingly.

Blend Shape Setup in Lumberyard

Use the following procedure when setting up a blend shape in Lumberyard using Geppetto:

**To set up a blend shape in Geppetto**

1. Create a SkeletonList.xml file and place it in the \Animations directory and add the following skeleton element block to the file:

   ```xml
   <SkeletonList>
   <Skeleton name="base_skel" file="exported_character_path_filename.chr"/>
   </SkeletonList>
   ``

2. Add a .skin attachment to the skeleton .chr file.
3. By default, Geppetto will add a Joint Attachment. Change this to a Skin Attachment and browse for the .chr file you exported earlier.
4. Enable Software Skinning for the blend shape to work.
5. Create a .chparam file.
6. Add an Animation Set Filter and point it at the directory of the exported animation file.
7. Browse the directory containing the exported animation file and select the default animation.
8. Add a new .animsettings file and save it.

**Working with Blend Spaces (Bspaces)**

Lumberyard supports blend spaces, also known as locomotion groups or LMGs, which are related motion parameters that you use to create motion clips. Specifically, an asset's kinematic, physical, and other high-level motion-related parameters are mapped onto corresponding features that are stored in the animation clips. By storing such motion as parameters, you can create controllable interactive animations.

With blend spaces, animation blending is treated as geometry. The structure of a blend space is similar to a character mesh with a vertex buffer and index buffer. Each animation clip represents a point on a coordinate system. Specifically, each animation is associated with a 1D, 2D, or 3D location in a blend space. You can play blend spaces on any layer, and they can contain additive or partial body animation.

Blend spaces (.bspace file format) in Lumberyard are XML-based file maps of animation blends that the Mannequin system uses. A .com file represents a multidimensional blend space. Geppetto supports hot-loading of these XML files. This means you can change the XML file with a text editor, and Lumberyard updates it automatically and renders the result. This makes it ideal for prototyping and experimentation. Almost all parameters are identical for 1D, 2D, and 3D blend spaces.

Lumberyard supports blend space control of the following parameters:

- Move Speed
- Turn Speed
- Travel Angle
- Slope
- Turn Angle
- Travel Distance
- Blend Weight

**Displaying Blend Spaces**

The best way to get a feeling how blend spaces work internally, is to start a simple 2D-BSpaces, visualize it in Geppetto and a play around with the different debug options.

**To display blend spaces**

1. Open Geppetto and load a character that has a blend space file.
2. Click View, Blend Space Preview. This displays the Blend Space Preview window on the right side of the Geppetto window between the Scene Parameters and Properties panels.
3. Detach the Blend Space Preview window from the Geppetto window by clicking the Toggle Floating button. Once detached, adjust the size of the Blend Space Preview window by grabbing it's corners.
4. Under the Assets Panel, under Animations, select the blend space file. The character displays in the preview window at each point on the grid that represents the blend space. The character in the Geppetto window is also animated based on the blend space controls.

5. Use the same viewport controls to navigate within the Blend Space Preview window as you would in the Geppetto window.

6. To adjust what part of the blend space is being displayed in Geppetto window, go to the Scene Parameters panel and expand the blend space animation layer to use the sliders to change the blend space's dimensions, such as travel speed and angle.

7. Adjust the blend space dimensions, examples, and annotations listed under the Properties panel as needed.

1D Blend Spaces

For 1D blend spaces, you can control a single character parameter X, such as movement speed.

In 1D blend spaces all points are on line segments. It is important that p0 points to the lower parameter and p1 points to the higher parameter. If the order is reversed or both parameters are identical, an error results.

Make sure that the line has no uncovered gaps and no overlapping line segments. At runtime, Lumberyard checks whether the input parameter is inside a line segment and then interpolates the value between the two animations.

2D Blend Spaces

2D blend spaces involve changing two parameters, X and Y, independently. This means when one parameter is changed, the other parameter stays constant and vice versa. An example of a 2D blend space is a character that moves at different speeds while also turning while moving. When the speed is changed, the turn radius (body angle) stays the same; and when the turn radius is changed, the speed is not affected.

In 2D blend spaces all points are on planar triangles and quads. Looking down onto the blend space, annotations occur counterclockwise for triangles and quads.

Make sure that the plane has no overlapping triangles and quads and no gaps or holes that are not covered with a face. At runtime, Lumberyard checks whether the input parameters fall inside a plane, and then interpolates the values between the three animations (for triangles) or four animations (for quads).

3D Blend Spaces

For 3D blend spaces, three separate parameters X, Y, and Z are changed independently. For example, character speed, turn radius, and travel angle can be changed.

In 3D blend spaces all points are inside of volume tetrahedrons, pyramids, and prisms. All have a ground plane (3 or 4 points) and a tip (1 or 2 points). If the tip points up, the vertices on the ground plane must be annotated counterclockwise. If the tip points down, the vertices are annotated clockwise.

Make sure that the space has no overlapping volumes and no holes that are not covered with a volume. At runtime, Lumberyard checks whether the input parameters are inside of one those volumes and then interpolates the values between those animations.

3D blend spaces are more difficult to debug, even with a very structured design. Fortunately, many higher dimensional blend spaces are a combination of simple lower dimensional blend spaces. This relationship makes it possible to combine two 2D blend spaces into a 3D space and two 3D blend spaces into a 4D blend space.
Number of Assets for Movement

Four assets are the minimum, but eight are the recommended minimum for realistic 360-degree movement. Diagonal blends usually don't look as good as forward and sideways motions. Specifically, diagonal blends can create foot-sliding, foot-crossing, and foot dipping through the ground if you only use four.

Another issue is hip rotation. Usually the hips point to the right when sidling right and to the left when sidling left. However, doing quick left to right side steps looks like Samba dancing. For best results, keep hip orientation static in each blend space, create a new blend space for each hip rotation, and play an explicit transition to adjust the gait. In this situation, 16 assets may be needed.

Debug Information

The following information is provided in the Blend Space Preview window:

- All animation files available in the blend space, as a mini version of the character model. You can control the size of the model using the slider near the top right of the preview window.
- Each model has either a white or red spinning cube at its root joint.
- Each cube has an index. This is the order that the animation clips appear in the .bspace XML file, including all pseudo examples.
- A green wireframe quad shows which assets are currently considered in the blend. In a 2D blend space there are either triangles (blends between 3 assets) or quads (blends between 4 assets).
- A red flashing cursor appears inside a triangle or quad. You can control the cursor with the blend space sliders and see which assets contribute to the final blend.
- The current dimension values correspond with the current slider values set by the Scene Parameters animation layer.

Animation Events

Using Geppetto, you can add character animation events by double-clicking in the Playback timeline window. If you can right-click in the timeline, you can jump to previous and next events. Each animation can have multiple events specified.

If you need to create a large number of animation events, click View and select Animation Event Presets. This creates a new Animation Event Presets panel above the Properties panel.

This provided you a set of quickly-accessible animation events, which you can add to the playback timeline with a double-click. Keys with events corresponding to the presets are colored the same in the timeline.

Animation events are also accessible from the Properties pane for an animation. These are stored in an .animevents file, which is referenced from the .chrparams file, which contains lists of animation events per animation.

You will need to create an .animevents file per character skeleton unless the character shares skeletons and animations.

To create the .animevents file

2. In the .xml file, add the following tags: <anim_event_list></anim_event_list>.
3. Name the file and include the .animevents extension. Save the file in the same directory as the animations to which the file will apply.
To update the `.chrparams` file

1. In Geppetto, in the Assets panel, expand Skeletons, and navigate to and select the character's skeleton (*.chrparams) file.
2. In the Properties panel, locate the Events field.
3. Click the folder icon next to the empty property field and assign a directory where the `.animevents` file will be located for this character's skeleton.

   **Note**

   You can assign only one `.animevents` file per `.chrparams` file.
4. After assigning the `.animevents` file, click **Save** to save your changes to the `.chrparams` file.

Locomotion Locator Animation Best Practices

The locomotion locator, or Locator_Locomotion bone, is a node that is required for nonlinear or nonuniform character motions, such as a start or stop transition that has peaks and troughs in acceleration. For best results, consider doing the following:

- This bone must have the same orientation as the root joint and the SceneRoot node, which is the positive Y-axis in the local coordinate system. Otherwise animations are rotated to match the orientation of the locomotion locator bone. This only affects the animation and not the skeletal orientation.
- The first and last keyframe of your animation cycle should match. The locomotion locator position relative to the character on the first keyframe should also match the position relative to the character on the last keyframe.
- The orientation of the locator in an idle-to-move transition should remain looking forward until keyframe 10.
- Make sure that orientation changes (left, right, left reverse, or right reverse) occur in the following 6 frames so the new orientation is complete at keyframe 16.
- When changing the orientation 180 degrees for reverse transitions, make sure you rotate the locator 0.1 degrees back to its original orientation to avoid flipping the character.
- For swimming transitions or vehicle transitions, the locator can be a straight blend between the ground position of 0,0,z and end at the Bip01 location and forward-looking direction (positive Y-axis) of the character.
- For animation loops, set keys for the start and end of the animation only if you need to add a locator to them. They are technically not needed but can be useful for batch processing.

Streaming Character Animations

Animation can be a very memory-intensive resource. Limited memory budgets, a high number of animated joints and high animation quality requirements makes it undesirable to have all animations loaded in memory all the time. Lumberyard alleviates this issue by streaming asset files in and out as needed.

Animation data is divided into header data and controller data. Given the extreme size difference between controller and header data, only controller data is streamed in and out. The header data for all animations is kept in memory at all times.

**Animation Header Data**

The header contains generic information for an animation such as filename, duration, and flags. Header data is stored in `.CAF` files and in the animations.img file.
CAF files contain header information for a single animation, while the Animations.img file contains header information for all animations in the build. The Animations.img file is obtained as a result of processing all the animations using the Resource Compiler.

**Animation Controller Data**

The controller contains animation curves for each joint's position and orientation values needed to play the animation. Even when compressed, controller data can easily take up more than 95% of the total memory required for an animation.

The controller data for animations is stored in CAF files, which contains controller information for a single animation, and a DBA file, which contains controller information for a group of animations.

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**Mannequin System**

Mannequin is in preview release and is subject to change.

Mannequin builds on top of the Geppetto tool to make it easier to construct complex, interactive character animations. Mannequin provides animation layering, blending, additive animations, and partial body animations.

The core of Mannequin is the ability to define families of movements that are variations on a theme (e.g. running injured, running exhausted, running slow, etc.), and to author smooth transitions between those families. Each variation in a family is called a fragment. Fragments are grouped together into families by sharing a fragment ID. Each fragment can carry one or more tags (e.g. tired, injured, gun-in-hand) that selects fragments from within a family during playback, allowing easy authoring of highly varied and situation-specific animation sequences.

With Mannequin you can simplify complex animation code and avoid manually constructing this degree of realism. You can also author preview sequences using your fragments and transitions, reducing iteration time and allowing you to retest scenarios as your animation setup evolves. The Mannequin runtime allows you to play sequences of fragments that smoothly transition from one to the other under the control of C++ code or the flow graph visual scripting system.

Topics

- Mannequin System Files (p. 302)
- Creating a Mannequin Entity (p. 305)
- Using Mannequin Editor (p. 306)
- Synchronizing Multiple Characters (p. 333)
- Using Flow Graph with Mannequin (p. 334)
- Debugging Mannequin System Issues (p. 334)

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**Mannequin System Files**

Mannequin is in preview release and is subject to change.

The Mannequin system uses a variety of file types.
With the exception of the `*.Sequence.xml` file, you must use a text editor to manually create all other `.xml` files. You must save these files in the `Animations\Mannequin` directory, and you can optionally create subfolders by character. See below for example files.

**Controller Definition File (`*ControllerDefs.xml`)**

Used by the game and by Mannequin Editor to define a mannequin setup. This file is typically referred to from the character Lua file and Mannequin Preview file.

```xml
<ControllerDef>
  <Tags filename="Animations/Mannequin/Sample/Character_Tags.xml"/>
  <Fragments filename="Animations/Mannequin/Sample/Character_FragmentIDs.xml"/>
  <FragmentDefs>
  </FragmentDefs>
  <ScopeContextDefs>
    <Char3P />
  </ScopeContextDefs>
</ControllerDef>
```
Animation Database File (*.adb)

Used by the game and by Mannequin Editor to store fragments and transitions. This is typically referred to from the character Lua file and other systems such as the hit death reaction system.

Tag Definition File (*.Tags.xml)

Used by the game and by Mannequin Editor to store tag definitions. The controller definition and animation database files refer to this file.

FragmentID Definition File (*.FragmentIDs.xml)

Used by the game and by Mannequin Editor to store FragmentID definitions. The controller definition and animation database files refer to this file.

Character Definition File (*.cdf)

Used by the game and by Mannequin Editor to store the main character (*.chr) as well as any attachment definitions.

Preview Setup File (*.Preview.xml)

Used by Mannequin Editor to determine which controller definition file, animation database file, and character to load.

Sequence File (*.Sequence.xml)

Used by Mannequin Editor to store animation sequences.

Setting up Mannequin files

You must manually set up and edit some Mannequin files. Once these files are set up, you can use the Mannequin Editor to verify that the character displays in the viewport. To do so, click File, Load Preview Setup, and select the *.Preview.xml file. You must select File, Save Changes any time a change is made.

When setting up the *.ControllerDefs.xml file, the file name should match the character name for easier recognition. You should also reference this name in the *.Preview.xml file.
Creating a Mannequin Entity

To set up the *ControllerDefs.xml file
1. Set the Tags filename path to point to the Tags.xml file.
2. Set the Fragments filename path to point to the FragmentIDs.xml file.
3. Save the file.

Setting up the *Preview.xml file
This file name should match the name of the character so it’s easier to recognize.

To setup the *Preview.xml file
1. Open the Character_Preview.xml file in a text editor.
2. Set the controllerDef filename path to point to the appropriate Controller Definition file.
3. Set the contextData model path to point to the character model .cdf file you want to use in Mannequin.
4. Save the file.

Setting up the .adb file
You will also need to set up the Animation Database (.adb) file and assign it to your *Preview.xml file. Once the .adb file is assigned to the *Preview.xml file, Mannequin fragments can be added.

To setup the .adb file
1. In Mannequin Editor, choose File, Context Editor.
2. Select the MainCharacter entry.
3. Click the Edit button.
4. For the Database field <no animation database (adb)> entry, click the + (Add) button.
5. In the Edit Context window, enter the name of the .adb file. Click OK when done.
6. Verify the Database field in the Edit Context window points to the .adb file.
7. Click OK in the Edit Context window.
8. Click OK in the Context Editor window.

Creating a Mannequin Entity

Mannequin is in preview release and is subject to change.

You can use the Mannequin system to control complex characters, which are often created by code, and you can use the Mannequin object entity type to create a character that can host a Mannequin setup and support any feature of that system.

To create a Mannequin entity
1. In Lumberyard Editor, on the Rollup Bar, click Entity and then select Anim\MannequinObject.
2. Drag the Mannequin object to the viewport.
3. In the Entity Properties, click each of the following to assign the specific files:
   - ActionController – Select a *ControllersDef.xml file.
• **AnimDatabase3P** – Select an *.adb* database file.
• **Model** – Select a character *.cdf* file.

# Using Mannequin Editor

Mannequin is in preview release and is subject to change.

Mannequin Editor is the primary tool for creating and managing complex character animations.

**To open Mannequin Editor**

- In Lumberyard Editor, click **Tools, Animation, Mannequin Editor**. You can also open **Mannequin Editor** from its icon on the main toolbar for Lumberyard Editor.

## Fragments Browser

The Fragments browser occupies the left pane of Mannequin Editor by default, and contains the FragmentID Editor tab. The Fragments Browser lists all fragments stored in the animation *.adb* database file. You use the Fragments browser tab in conjunction with the Fragment Editor tab to create fragments, change fragment tags, and create FragmentIDs.

To access the Fragments Browser, click the **Fragments** tab at the bottom left of Mannequin Editor.

You use the FragmentID Editor to edit FragmentID names and fragment definition properties that are stored in the controller definition ControllerDefs.xml file.

## Fragment Editor

The Fragment Editor occupies the central pane of Mannequin Editor. You use the Fragment Editor to edit mannequin fragments and animation clip properties.

To access the Fragment Editor, click the **Fragment Editor** tab at the bottom of Mannequin Editor. You can also start the editor by double-clicking a fragment in the Fragments browser.

## Tag Definition Editor

You use the Tag Definition Editor to create and edit tag definition files (*.Tags.xml), which are used for labeling fragments and transitions. To open the Tag Definition Editor, choose **File, Tag Definition Editor**. You can also access it by clicking on the **Tag Definition Editor** button in the FragmentID Editor.

## Transitions Browser

The Transitions browser occupies the left pane of Mannequin Editor. The Transitions browser lists all transitions stored in the animation *.adb* database file. You use the Transitions browser in conjunction with the Transition Editor to create transitions.

To access the Transition Editor, click the **Transitions** tab at the bottom left of Mannequin Editor.

## Transition Editor

The Transition Editor occupies the central pane of Mannequin Editor. You use it to edit and display mannequin transitions.
To access the Transition Editor, click the **Transition Editor** tab at the bottom of Mannequin Editor. You can also start it access it by double-clicking a transition in the Transitions browser.

### Sequences Browser

The Sequences browser occupies the left pane of Mannequin Editor. The Sequences browser lists all the XML sequence files that are stored in the default sequences directory. You use the Sequences browser to select the sequences that you want to open in the Sequence Previewer.

To open the Sequences browser, click the **Sequences** tab at the bottom left of Mannequin Editor.

### Sequence Previewer

The Sequence Previewer occupies the central pane of Mannequin Editor. You use the Sequence Previewer to edit and view mannequin sequences from an XML sequence file or to test a new sequence of fragments before saving it to a file.

To access the Sequence Previewer, click the **Previewer** tab at the bottom of Mannequin Editor.

### Animation Database Editor

You use the Animation Database Editor to create .adb files and to edit the rules that determine which fragments are stored in a specified .adb file.

To open the Animation Database Editor, choose **File**, *Animation Database Editor*.

### Context Editor

You use the Context Editor to edit the preview setup (*Preview.xml) file. Mannequin Editor needs the preview setup file to determine which controller definition (*ControllerDefs.xml) file to load, which animation database (.adb) file to use, and which characters to use in specific scope contexts.

To open the Context Editor, choose **File**, *Context Editor*.

### Mannequin Error Report

The Mannequin Error Report displays the validation results for any files that are opened in Mannequin. Validation is performed every time you open a new Mannequin-related file, with errors and warnings listed for each fragment. You can copy validation results to the clipboard, email, or open in Microsoft Excel.

To see the Mannequin Error Report, click the **Mannequin Error Report** tab at the bottom of Mannequin Editor.

### Mannequin Fragments (Clips)

Mannequin is in *preview* release and is subject to change.

The fragment is the basic building block within the Mannequin system. A fragment is a layered collection of time-sequenced animation clips and procedural clips such as poses, attachments, and sounds. You can transition from one clip to another, speed up clips, loop them, or cut them up. This is similar to other nonlinear animation tools. Instead of starting a specific animation directly, the fragment containing the animation is called first. Fragments are defined by their FragmentIDs and tags.
FragmentIDs represent an animation state, such as crouching, idling, or aiming. You use the FragmentID to request fragments. Note that multiple fragments often share the same FragmentID.

You use tags to label fragments with easy-to-remember names, such as `blink`, `yawn`, or `step`. If multiple fragments share the same FragmentID and tag, the fragments are designated as options.

Animators create the animation clips and fragments, while game developers define the FragmentIDs and tags used in Mannequin.

Topics
- Managing Mannequin Fragments (p. 308)
- Fragment Selection Process (p. 308)
- Using Animation Clips in Fragments (p. 309)
- Using Procedural Clips in Fragments (p. 310)
- Adding Layers to a Fragment (p. 322)
- Managing Fragment Preview Sequences (p. 322)

Managing Mannequin Fragments

Mannequin is in preview release and is subject to change.

Use the Mannequin Editor to create, copy, and delete fragments.

To create, copy, or delete a fragment

Open Mannequin Editor (p. 306), choose the Fragments tab at the bottom, and do the following. The Fragments browser (panel) is displayed on the left.

- To create a fragment, select the applicable FragmentID, and then click New.
  
  **Tip**
  
  Alternatively, you can also drag the corresponding animation from within Geppetto and drop it onto the FragmentID.

- To copy a fragment, drag it to the desired location.

- To delete a fragment, select it and then choose Delete.

Fragment Selection Process

Mannequin is in preview release and is subject to change.

The following process determines which fragment gets selected for use when a game request is made.

- Determine FragmentID for fragment
- Determine scope mask for FragmentID
- Determine scopes assigned to FragmentID
- Determine scope context assigned for each scope
- Determine scope tags assigned for each scope

Find best matching fragments in the animation database .ADB file assigned to the scope context for each scope. A matching fragment must contain all the scope tags for a scope.
• Ranking matching fragments using tag priorities. Fragments are displayed in the Fragments panel according to rank.
• If there are multiple options with the same tags, the option index is used to select the fragment.

First, the Mannequin system determines which scopes are assigned to the requested fragmentID by looking up the scope mask for the fragmentID. Typically the fragmentID determines the scope mask by itself, but it is possible to specify 'overrides' and select different scope masks based on the global tagstate and requested fragtags. See the file format section in the article on the controller definition file for more on how this is set up. Also, if the calling action requests a specific SubContext, the scope mask and global tags coming from this SubContext's definition extends the ones from the original request. Finally, the scope mask can optionally be extended by the action's 'forced scope mask'.

Using Animation Clips in Fragments

Mannequin is in preview release and is subject to change.

You can easily add animation clips to a fragment and move them around the fragment timeline as desired.

To add an animation clip to a fragment

1. In the Mannequin Editor, from the Fragment Editor pane, select the applicable fragment or create a new fragment.
2. Add an animation layer to the fragment by right-clicking the scope for the fragment in the Fragment Editor, going under Add Layer, and clicking AnimLayer. It is not possible to add animation clips until there is an animation layer available.
3. In Geppetto, select the animation from the Animation list, and then drag the animation to the desired location in the timeline window for the fragment.
4. Add an empty animation clip by double-clicking on the timeline. With the empty clip selected, you can assign an animation by clicking on the folder icon for the Animation property under Anim Clip Properties.

Understanding Fragment Clip Zones

The timeline window contains various locations and zones. Understanding them and their effect on fragments can help you add animation clips to a fragment.

The timeline shows various aspects of a clip:
• Blend-in period of the first clip.
• The period where the first clip is playing.
• After the first clip has finished, and last key is repeated by default.
• Blend-in period of the second clip.
• The period where the second clip is playing.

Normally, the second clip is positioned toward the end of the first clip so there aren't any repeating frames. You can also increase or decrease the blend-in time by dragging the vertical bars.

Moving and Snapping Animation Clips

You can drag a clip to move it along the fragment timeline. The default dragging behavior is to snap to the beginning, end, or blend time of a clip.
To snap the clip to the timeline, begin dragging the clip and then press **Shift** as you continue to drag. This snaps the clip to the timeline markers and ignores the other animation clips.

To disable snapping, begin dragging and then press **Ctrl** as you continue to drag. You can now drag the clip to any point on the timeline without snapping to the other clips or to the timeline.

**Using Procedural Clips in Fragments**

Mannequin is in preview release and is subject to change.

Procedural clips are code snippets that you insert into fragments and run alongside animation clips in that fragment. Like animation clips, procedural clips can be started, stopped, and blended. They are grouped into Lumberyard (CryAction) and game (GameDLL) types.

Procedural clips can range from playing sounds, controlling joints on a character, or aligning an entity to a location. Procedural clips communicate with game code by means of parameters or procedural contexts.

To edit procedural animation clips, you use the Fragment Editor within Mannequin Editor.

**To add a procedural clip to a fragment**

1. In Mannequin Editor, from the **Fragments Browser**, select the applicable fragment or create a new fragment.
2. Add a procedural layer to the fragment by right-clicking on the scope for the fragment in the Fragment Editor, going under **Add Layer**, and clicking **ProcLayer**. It is not possible to add procedural clips until there is a procedural layer available.
3. Double-click in the timeline on the **ProcLayer** to add a new empty procedural clip.
4. Set the procedural clip **Type** property in the **Procedural Clip Properties** pane.

**CryAction Procedural Clips**

The following are classified as CryAction procedural clips.

**ActionEvent clip**

Sends a CryMannequin event to the action controlling this fragment. Specifically, calls `IAction::OnActionEvent`.

**Event Name**

The name of the event to send.

**AimPose clip**

Low-level clip to start an AimPose asset. Uses the **AimTarget** parameter as the target, if it exists. If not specified, the target is 10m in front of the entity.

**Animation**

The Aimpose asset.

**Blend**

The fade-in duration.
Blend Time

The smoothing time for the spherical coordinates. Higher numbers mean the longitude and latitude have faster smooth aiming at the target.

Animation Layer

The layer (0–16) to play the Aimpose on.

**Note**
This works differently than the layer parameter inside the LookPose procedural clip, which is a layer index relative to the scope's first animation layer. For more information on scopes, see Mannequin Scopes (p. 323).

AI Signal clip

Sends an AI signal directly to the AI actor interface of the entity on which the clip is playing.

**EnterAndExitSignalNames**

Signal names sent on the start and finish of the clip, separated by a `|` character.

Attach Entity clip

Attaches an entity to a specific attachment point, and then detaches it on exit.

**Attachment Name**

The name of the attachment point.

**Param Name with EntityId**

The name of the parameter that stores the EntityID of the entity to attach.

Attach Prop clip

Attaches a `.chr`, `.skel`, or `.cga` to a specific attachment point (and detaches on exit).

**Object Filename**

Name of the `.chr`, `.skel`, or `.cga` to attach.

**Attachment Name**

The name of the attachment point.

Audio clip

Runs the audio translation layer (ATL) triggers.

**Start Trigger**

(Optional) ATL trigger to execute at the start.

**Stop Trigger**

(Optional) ATL trigger to execute at the end.

**Attachment Joint**

(Optional) name of a joint on which to execute the trigger.
Play Facial

Requests facial animation to match the sound.

Sound Flags

(Reserved)

FlowGraphEvent clip

Sends events to the flow node Actor ProcClipEventListener.

Enter Event Name

Name of the event to send at start.

Exit Event Name

Name of the event to send at end.

HideAttachment clip

Hides an attachment for the duration of the clip.

Attachment Name

Name of the character attachment to hide.

IKLayerWeight clip

Controls the weight of an animation layer by a joint's X value.

Joint Name

The joint whose X value controls the layer weight.

Scope Layer

The index of the layer within this scope that this clip should control.

Invert

Use (1.0 - value) as the weight.

LayerAnimSpeed clip

Controls the speed of an animation that is playing in the same scope as this procedural clip through code. The Blend value is not used.

LayerAnimSpeedParam

The name of the floating point parameter that stores the speed value (0 by default).

ScopeLayer

The layer index within the scope of the animation that you want to control.

Invert

Uses (1.0 – value) as the speed.
LayerManualUpdate clip

Controls the (normalized) time of an animation that is playing in the same scope as this procedural clip through code.

Param Name

The name of the floating point parameter that stores the normalized time value (0 by default).

Scope Layer

The layer index within the scope of the animation that you want to control.

Invert

Uses (1.0 – value) as the normalized time.

LayerWeight clip

Controls the weight of an animation layer through code.

Layer Weight Param

The name of the floating point parameter that stores the weight to apply to the layer

Scope Layer

The layer index within the scope of the layer that you want to control.

Invert

Uses (1.0 – value) as the normalized time.

LookPose clip

Low-level clip to start an LookPose asset. Uses the LookTarget parameter as the target, if it exists. If not specified, the target is 10m in front of the entity.

Animation

The Lookpose asset.

Blend

The fade-in duration.

Blend Time

The smoothing time for the spherical coordinates. Higher numbers mean the longitude and latitude have faster smooth movement toward the target.

Scope Layer

The layer to play the Lookpose on, relative to the scope's first animation layer.

Note

This works differently than the layer parameter inside the AimPose procedural clip, which is the actual layer number (0–16).

ManualUpdateList clip

Controls the normalized time of animations playing in multiple layers through code.
**Param Name**

The name of the parameter of type `SWeightData` (four floating-point weights), where the parameter stores the segment normalized time values for the layers.

**Scope Layer**

The layer index within the scope of the first layer that contains animation that you want to control. All layers after that within this scope are also controlled (up to four layers).

**Invert**

Use \((1.0 - \text{value})\) as the weight.

**ParticleEffect clip**

Plays a particle effect.

**Effect Name**

Name of the particle effect to spawn.

**Joint Name**

Optional joint to attach the emitter to.

**Attachment Name**

Optional attachment interface name to attach the emitter to.

**Position Offset, Rotation Offset**

Local-space offset of the emitter. If `Joint Name` or `Attachment Name` is given, the offset is relative to the host entity.

**Clone Attachment**

If `Attachment Name` is given, create a copy of the given interface instead of using it directly. This allows for more than one effect to play on the same attachment. Disabled by default.

**Kill on Exit**

Explicitly remove all spawned particles instead of letting them die out on their own. Disabled by default.

**Keep Emitter Active**

Keep emitter alive after the procedural clip has ended. Disabled by default.

**Note**

Use with care - if the particle effect goes away on its own, there is no other way to get rid of the effect after it started.

**PositionAdjust clip**

Procedurally moves the entity towards a target position over time. The target position is taken from the `TargetPos` parameter, which must be set for the clip to play. Used to align characters to ledges.

**Blend**

Duration of the adjustment.

**Offset, Yaw**

Additional offset on top of the target position.
Ignore Rotation

Checks to ignore rotation.

Ignore Position

Checks to ignore position.

PositionAdjustAnimPos clip

Moves the entity from the source position (its origin in the DCC tool) of the animation to the target position. If the animation contains movement, this clip might not behave as expected as the delta is only calculated at the start of the animation. In this case, use the PositionAdjustAnimPosContinuously clip instead. The target position is taken from the Param Name parameter.

Blend

Duration of the adjustment.

Param Name

(Optional) Name of the parameter to use. If not specified, uses the TargetPos parameter.

Ignore Rotation

Check to ignore rotation.

Ignore Position

Check to ignore position.

PositionAdjustAnimPosContinuously clip

Moves the entity from the source position (its origin in the DCC tool) of the animation to the target position. The target position is taken from the TargetPos parameter, which must be set for the clip to play.

Blend

Duration of the adjustment.

PositionAdjustTargetLocator clip

Takes the character assigned to the specified scope, typically a dependent scope, and moves the entity towards the location of a specific joint of this character.

Blend

Duration of the adjustment.

Target Joint Name

Name of the joint to align to.

Target Scope Name

The scope that has the dependent character attached that you want to align to.

Target State Name

Not used.
SetParam clip
Sets a float parameter to a certain value.

**Param Name**
The name of the parameter.

**Blend**
The time it takes to reach the target value.

**Target**
The target value.

**Exit Target**
The value to go to after the clip ends.

WeightedList clip
Controls the weight of consecutive layers through code.

**Param Name**
The name of the parameter of type `SWeightData` (four floating-point weights), which stores the weights for the layers.

**Scope Layer**
The layer index within the scope of the first layer that you want to control. All layers after that within this scope are also controlled (up to four layers).

**Invert**
Uses \((1.0 - \text{value})\) as the speed.

Game Procedural Clips
The following are classified as GameDLL procedural clips.

**Aiming clip**
Requests that the Aimpose be enabled.

**Blend**
Fade-in duration for the Aimpose.

**AimSmoothing clip**
Relies on Aimpose or Aiming scope setup. Controls smoothing parameters for the polar coordinates while moving toward or following a target.

**Smooth Time Seconds**
The "smoothing time" for the spherical coordinates. Higher numbers mean the longitude or latitude have faster smooth movement towards the target.

**Max Yaw Degrees Per Second**
Maximum degrees per second in the yaw direction.
**Max Pitch Degrees Per Second**

Maximum degrees per second in the pitch direction.

**AttachPnt clip**

Attaches the pick-and-throw weapon.

**Attachment Point**

Name of the attachment interface to use.

**ColliderMode clip**

Overrides the ColliderMode for the character.

**Valid values:**

- Undefined (give up control)
- Disabled (no collisions)
- GroundedOnly
- Pushable
- NonPushable
- PushesPlayersOnly
- Spectator

**CompromiseCover clip**

Tells the AI system that cover has been compromised.

**CopyNormalizedTime clip**

Synchronizes animation within two layers by automatically copying over the segment normalized time from an animation in one layer to an animation in another layer.

**Source Scope**

The scope from which to copy.

**Source Layer**

The layer within the source scope to look for the source animation.

**Layer**

The layer within the current scope that contains the animation that you want to synchronize

**FacialSequence clip**

Plays a facial sequence.

**Filename**

The facial animation sequence .fsq file to play

**Continue After Exit**

Whether to continue playing the sequence after the clip ends. Ignored when looping the sequence, in which case the default behavior is used, so the sequence stops playing when the clip ends.
Looping

Whether to loop the sequence.

Looking clip

Relies on Lookpose or Looking scope setup. Requests the Lookpose to be enabled. Blend-in time is used as fade-in time for the Lookpose.

Blend

Fade-in duration for the Lookpose.

MovementControlMethod clip

Override the movement control method of the character.

Horizontal

Horizontal movement control method. Valid values:
- 0: Undefined (no override)
- 1: Entity driven
- 2: Animation-driven
- 3: Animation-driven with collision in the horizontal plane

Vertical

Vertical movement control method. Valid values:
- 0: Undefined (no override)
- 1: Entity-driven
- 2: Animation-driven

Ragdoll clip

Makes a character turn into a ragdoll and optionally blend back to animation.

Blend

Defines the time range during which the character starts randomizing.

Sleep

When set to 0, the AI exhibits ragdoll behavior. When set to 1, the AI stays alive during the ragdoll phase and blends back to animation.

Stiffness

Determines how much the ragdoll behavior follows the animation.

Note

The `Sleep` parameter is only used by the blend-from-ragdoll game code, which is triggered by calling `CActor::Fall()`.

This triggers the `CAnimActionBlendFromRagdollSleep`, which makes the character exhibit ragdoll behavior. It plays the fragment with fragmentID `BlendRagdoll` and tags containing `standup+blendin+ragdoll`. This fragment has to contain a `Ragdoll` clip with the sleep value set to 1.
For standing up, a `CAAnimActionBlendFromRagdoll` is started after the ragdoll phase has ended. This action relies on all possible standup animations to be an option for the fragmentID `BlendRagdoll` and tags containing `standup+blendout`. The best matching animation is chosen based upon the first frame of these.

**SetStance clip**

Tells an AI character it is in a certain stance. It does not trigger stance-change animation. This is useful to annotate an animation that ends up in a stance other than it started in, such as in a scripted sequence that can be interrupted. When the sequence is interrupted, the game knows the AI is in another stance.

**Stance**

Stance name. Valid values:
- Null
- Stand
- Crouch
- Prone
- Relaxed
- Stealth
- Alerted
- LowCover
- HighCover
- Swim
- Zero-G

**SwapHand clip**

Temporarily move an attachment from the right hand to the left. This is hardcoded to use the attachment names `weapon` and `left_weapon`.

**TurretAimPose clip**

Controls aiming and aimpose of the turret entity.

**Blend**

The fade in time of the Aimpose.

**Animation**

The Aimpose asset to use.

**Blend Time**

Unused.

**HorizontalAimSmoothTime**

The smoothing time for the yaw direction.

**VerticalAimSmoothTime**

The smoothing time for the pitch direction.

**Max Yaw Degrees Per Second**

Maximum degrees per second that the turret rotates in the yaw direction.
Max Pitch Degrees Per Second

Maximum degrees per second that the turret rotates in the pitch direction.

WeaponBump clip

First-person weapon bump animation that occurs when the player lands.

Time

The amount of time that the bump animation plays.

Shift

How much the weapon moves on screen after the player lands.

Rotation

How much the weapon rotates.

WeaponPose clip

Places the weapon on a specific location on the screen. It has three modes: right hand, left hand, and zoom. Only one of these modes can be active at a time; however, more than one clip can run in parallel.

Pose Type

The default is 0, which means right hand. This changes the weapon's position on screen starting from the idle pose position. A value of 1 means zoom, which places the weapon on the screen when the player decides to zoom in. A value of 2 means left hand, which can be used to modify the original base pose to accommodate underbarrel attachments.

Zoom Transition Angle

The default is 0, which defines the angle that the weapon rotates during a zoom transition. Zoom Transition Angle is only read if Pose Type is set to 1 (zoom). Otherwise this parameter is totally ignored.

Position, Rotation

Defines the pose itself as an offset to the base pose. Rotation is defined in angles.

WeaponRecoil clip

Activates the recoil behavior on the weapon. It triggers a recoil animation every time the weapon fires.

Damp Strength

How quickly the weapon comes back to rest pose after a kick.

Fire Recoil Time

Attack time of the recoil kick. A value of 0 applies the kick in a single frame, which is not recommended, since it can make the animation look jerky.

Fire Recoil Strength First, Fire Recoil Strength

The kick strength. Fire Recoil Strength First has the same behavior as Fire Recoil Strength but is applied to the first shot only. For best results in rapid fire modes, make Fire Recoil Strength First much higher than Fire Recoil Strength.

Angle Recoil Strength

The degree of deviation the weapon experiences after each shot.
Randomness

The overall organic feeling of the recoil animation.

WeaponSway clip

This clip activates the laziness effect on the player's moving hands. Careful setup of the clip simulates different weight feelings for different weapons. After the clip is activated, it starts reading the player movement and computes weapon offsets in real time.

Ease Factor Inc, Ease Factor Dec

How much it takes for the look poses to blend in (Inc) or out (Dec) when player looks around

Velocity Interpolation Multiplier

Fine tune control for strafing.

Velocity Low Pass Filter

The filter applied to the player movement to make the sway more reactive or intensive.

Acceleration Smoothing

Helps make strafe poses less linear and more realistic.

Acceleration Front Augmentation

The degree to which it makes more sense for the strafe poses to move back and forth as opposed to left and right.

Vertical Velocity Scale

Changes the look poses behavior when player is going up or down a ramp.

Sprint Camera Animation

Do not use.

Look Offset

The degree to which the weapon moves around the screen while player looks around.

Horiz Look Rot

The rotation applied to the weapon when the player looks left and right.

Vert Look Rot

The rotation applied to the weapon when player looks up and down.

Strafe Offset

The degree to which the weapon moves when player moves around.

Side Strafe Offset

The rotation of the weapon when the player starts strafing either to the left or to the right.

Front Strafe Rot

The rotation of the weapon when the player starts moving forward or backward.

WeaponWiggle clip

Activates weapon wiggling and shaking.
frequency
   Shake frequency.
intensity
   Shake intensity.

Adding Layers to a Fragment

You can add multiple layers of animation clips to one fragment. In these layers, you can place additive or override animations to add variation to the base layer's animation. In some instances, the number of layers you can add may be limited by the scope. For information about scope, see Creating and Editing Scopes (p. 323).

To add a layer to a fragment

1. In Mannequin Editor, from the Fragment Editor pane, right-click the fragment scope, and then click Add Track, AnimLayer.
2. If you're adding a procedural clip layer instead of an animation layer, when you right-click on the fragment scope, go to Add Track and click on ProcLayer. Currently, when you add a new layer, it is added directly below the lowest layer. You cannot change the order of layers at this time, instead, just reorganize the clips as necessary.

Managing Fragment Preview Sequences

You can save, load, and view fragment preview sequences in Mannequin Editor.

To save a fragment preview sequence

1. In Mannequin Editor, in the Sequences browser, under Sequences, select the sequence.
2. Click Previewer, Save Sequence. Name the sequence and click Save.

To load a fragment preview sequence

1. In Mannequin Editor, in the Sequences browser, under Sequences, select the sequence.
2. Click Previewer, Load Sequence.

You can preview how fragment sequences look without actually running the game. This is useful for debugging sequences and previewing what-if scenarios, such as how the game would look if requesting the Move after Idle while Kneeling fragment sequence, for example.

To view a fragment preview sequence

1. In Mannequin Editor, click the Previewer tab at the bottom.
2. Select the sequence and click the start button. You can also rewind and fast forward through the sequence.
Mannequin Fragment IDs (Animation States)

Mannequin is in preview release and is subject to change.

A FragmentID is the main label under which a fragment is stored.

FragmentIDs are character animation states, such as moving, idling or firing. Game code uses a FragmentID to access a fragment. Typically, a number of different fragments may be assigned to the same FragmentID. For example, the animation could include several different moving fragments, such as moving while standing, moving while crouching, or moving plus some random variation.

Typically, a game developer creates a different FragmentID for every basic character animation state, while animators create animation clips and the associated fragments for those FragmentIDs.

You can create and edit FragmentIDs in Fragment Editor within Mannequin Editor. You store the FragmentIDs in a FragmentID definition file (Actions.xml), which is referred to from the controller definition file (ControllerDefs.xml).

If animations are required between FragmentIDs, you can use a transition.

Mannequin Scopes

Mannequin is in preview release and is subject to change.

Typically, individuals portions of a character's body will be in different animation states. Scopes are animation channels assigned to the parts of a character's body on which fragments are triggered and played. For example, one animation fragment can be played for the entire body, another fragment for the lower body, another fragment for the torso, and another fragment for the head. These scoped animations can be played independently or synchronized together.

To create and edit scopes, you modify the following parts of the controller definition file (ControllerDefs.xml):

- Primary entity (character)
- Attached entities (head, weapon)
- Animation layers
- Animation database for fragments (.adb)

Topics

- Creating and Editing Scopes (p. 323)
- Creating and Editing Scope Contexts (p. 324)
- Using Scope Masks (p. 325)
- Playing Fragments on Scopes (Actions) (p. 325)

Creating and Editing Scopes

Mannequin is in preview release and is subject to change.

Mannequin scopes are stored in the controller definition ControllerDefs.xml file, which contains the setup of a mannequin character.
The following shows an example *ControllerDefs.xml file. You use FragmentID Editor in Mannequin Editor to edit the scope masks and related flags. To edit the remaining sections, you need a text editor. The FragmentID Editor appears when you create a new FragmentID in the Fragments pane.

```xml
<ControllerDef>
  <Tags filename="Animations/Mannequin/ADB/sampleTags.xml"/>
  <Fragments filename="Animations/Mannequin/ADB/sampleFragmentIds.xml"/>
  <SubContexts/>
  <FragmentDefs>
    <move scopes="FullBody+Torso" flags="Persistent"/>
    <burst_fire scopes="Torso+Weapon">
      <Override tags="heavyMortar" fragTags="boosted" scopes="Torso"/>
    </burst_fire>
  </FragmentDefs>
  <ScopeDefs>
    <FullBody layer="0" numLayers="3" context="MainContext"/>
    <Torso layer="3" numLayers="3" context="MainContext"/>
    <Face layer="6" numLayers="0" context="MainContext" Tags="scope_face"/>
    <Weapon layer="0" numLayers="2" context="WeaponContext"/>
  </ScopeDefs>
</ControllerDef>
```

The controller definitions file can include a number of different tags:

- **Tags** – References the scope's tag definition (*Tags.xml*) file.
- **Fragments** – References the scope's FragmentID definition (*Actions.xml*) file.
- **FragmentDefs** – Contains one entry for each FragmentID specified in the FragmentID definition file. For each FragmentID, a `scopes` attribute defines the scopemask, optional `flags` attributes that control fragment play, and the `override` attribute that overrides the scopemask when certain tags and fragtags are matched.
- **Subcontexts** – Lists all subcontexts available.
- **ScopeDefs** – Defines the scopes and scope contexts used. Each element defines a scope.

### Creating and Editing Scope Contexts

Mannequin is in preview release and is subject to change.

A scope context defines which entity, character, and animation database to use. You can use the same scope context for multiple scopes. Because every scope is attached to a scope context, at least one scope context is needed for each character.

Scope context properties may change during runtime, so it is possible to swap the entity, character instance, or animation database at any time. You can use this technique to change weapons or attach other characters to the player during a synchronized animation, for example.

Scope contexts are defined in the controller definition file (*ControllerDefs.xml*).
The implementation of the animated character game object extension is hardcoded to support the scope contexts Char1P, Char3P, and Audio.

The controller definitions file must use the Char3P scope context when using Mannequin object or the actions and layers will not play, as shown below:

```
<ScopeContextDefs>
  <Char3P />
</ScopeContextDefs>

<ScopeDefs>
  <FullBody layer="0" numLayers="3" context="Char3P"/>
</ScopeDefs>
```

### Using Scope Masks

Mannequin is in preview release and is subject to change.

A scope mask is the set of scopes that a fragmentID runs on. Each fragmentID has a scope mask associated with it, as defined in the Controller Definition File using the FragmentID Editor. When an action requests a fragmentID, the action owns the scopes in the FragmentID scope mask and starts playing fragments on these scopes.

For example, a Fire Weapon fragmentID could have a scope mask containing the weapon scope for animating the weapon as well as the torso scope. It doesn't need to contain the other scopes of the character because it can control the torso independently of the rest of the body using additive and partial-body animations.

### Playing Fragments on Scopes (Actions)

Mannequin is in preview release and is subject to change.

Scopes are defined portions of a character's body where fragments are triggered and played. By playing different sequences of animations (fragments) on specific parts of a character's body (scopes), realistic movements and motions can be achieved. This process is called a mannequin action.
One fragment can play on the full-body scope (walking), while another fragment plays on the torso scope (rotating), and yet another fragment plays on the head scope (looking at target), all simultaneously.

Fragments use Flow Graph nodes or game code to play on scopes.

**Mannequin Tags (Animation Contexts)**

Mannequin is in preview release and is subject to change.

When multiple fragments are assigned to a single FragmentID, such fragments are simply variations of ideas expressed in that FragmentID. With Tags, you can label fragments for more specific character contexts like crouched, shooting, or scared.

The game looks for tags based upon the state of the game character. For example, when a character is crouching, the game starts looking for fragments tagged as `crouched`. And when the character is using a machine gun, the game looks for fragments tagged as `machineGun`. If the game is looking for both of these tags at the same time, it first looks for a fragment with both tags. Next, the game looks for fragments labeled either `machineGun` or `crouched`. Finally, it looks for a fragment with an empty set of tags that acts as a fallback. Fragments with other tags such as `swimming` are not selected.

Multiple fragments can have the same set of tags and FragmentID. In this case, the game automatically assigns each fragment an option index. By default a random option index is chosen, but you can have the game select a specific one if needed, such a particular fragment for animation streaming. For example, if you have 20 variations (options) but want to stream in only one of them, you can override the random selection process and make sure that the specific variation you streamed in is selected.

When working with tags, it's useful to know the following terms:

- **Tag Definition** – A collection of tags.
- **Tag Group** – A mutually-exclusive set of tags.
- **Tag State** – A combination of tags, such as `crouching+pistol`.

**Topics**

- Using Tag Definitions (p. 326)
- Using Tag State Keys (p. 327)
- Using FragmentID Tags (FragTags) (p. 327)
- Assigning Fragment Tags (p. 328)

**Using Tag Definitions**

Mannequin is in preview release and is subject to change.

Tag definitions define a collection of fragment tags. You use Tag Definition Editor within Mannequin Editor to create tag definitions and store them in a tag definition (`*Tags.xml`) file, or you can create the tag definitions file manually in a text editor.

Each tag must have a unique name within a tag definition file. Tag definition files can include (nest) other tag definition files. To edit a nested tag definition, you manually edit the tag Definition (`*Tags.xml`) file. For all other tag definitions, you can use the Tag Definition Editor, which you access from the Fragments pane.
**Using Tag State Keys**

A tag state is a combination of tags from a tag definition. Tag states are represented by a list of tags separated by + characters. For example, `crouching+pistol` defines a tag state combining the tags `crouching` and `pistol`.

A game can set global tags describing the current state of the character, or the global tag state. This typically contains global state information like character type, stance, and weapon attachment for example.

The global tag state is the `tags` member of the `ActionController.SAnimationContext`, which is found with `IActionController::GetContext()`.

Study the following numbered fragment timeline screen shots to understand the use of tag state keys:

- Select the `{kneeling+tired}` tag state key.
- Disable the `tired` tag in the key.
- Note the tag state key changes to `{kneeling}`.

The FragmentID (below the tag state key) selected is the default `Idle{<default> - 0}`. This fragment represents the best match for the game's request.

For the `{kneeling+tired}` tag state key, select the `tired` tag check box again.

Now drag the `{kneeling+tired}` tag state key to the right in the timeline.

This simulates a situation where the game requests `{kneeling+tired}` after requesting the `Idle{<default> - 0}` fragmentID. This means that at the moment `Idle` is requested, the tags are not set, and the default FragmentID is selected.

The order in which game requests arrive in the Mannequin system has an influence on which fragments get selected eventually. For example, if you want to move a certain fragment around, you need to select both the FragmentID and the tag state key above it.

**Using FragmentID Tags (FragTags)**

FragmentID-specific tags, also known as fragtags, are tags that are assigned only to fragments with a specific fragmentID.

Many fragment tags don't have to be available to all fragments. For example, there might be a `hit` fragmentID that groups fragments containing hit reaction animations. The actual type of hit, such as `headshot` or `explosion` would then be encoded in tags. But such tags are only useful in the context of the `hit` fragmentID, so such tags are considered fragmentID-specific.

Fragtags are created by creating a new tag definition using the Tag Definition Editor in Mannequin Editor. This new tag definition is then assigned to a FragmentID using the FragmentID Editor.

Each fragmentID can have only one tag definition containing fragtags, but for more complicated cases you can import other tag definition files hierarchically from the main tag definition.
Fragtags are stored in separate tag definition files that are linked to from the fragmentID definition file as sub-tag definitions.

**Assigning Fragment Tags**

Mannequin is in preview release and is subject to change.

Tags are added to fragments to limit which fragments can get selected. For example, a "tired" tag can be assigned to a fragment so it only gets selected when the character is tired. Or for example, other fragments can be assigned "kneeling" or "standing" tags to create different "stance" variations for the same animation.

For this example, "stance" is considered a tag group. Some tags are inside tag groups, some other tags, like "tired", are not. Putting tags in a group ensures sure you can only select one of the tags in the group at the same time. So a character cannot be both "standing" and "kneeling" at the same time for example, but can be both "kneeling" and "tired". The various tags within a tag group are called tag options.

The order in which the fragments are listed in the Fragments browser reflects the order in which they are selected. If there are multiple equivalent matches, the first match in the list is selected. For example, you might have a tag called "tired" and a tag called "scared." You have one fragment tagged "tired" and another fragment tagged "scared." The game looks for a fragment for a character that is both "tired" and "scared." If "tired" and "scared" have the same priority, it is undefined which fragment is chosen, but the Mannequin Editor shows you the fragments in the selection order.

**Mannequin Animation Transitions**

Mannequin is in preview release and is subject to change.

Animation transitions blend together multiple fragments in a specified sequence. Specifically, game code requests multiple FragmentIDs sequentially, and those associated fragments need to be blended together. With Mannequin, you can specify complex transitions between the fragments, such as specifying exactly how individual layers within fragments are combined, or the ability to add new procedural clips in between existing animation clips.

Transitions are stored with their associated fragments in the XML-based animation database .adb file. The FragmentBlendList element contains the transitions, as the following shows.

```xml
<FragmentBlendList>
  <Blend from="" to="idlePose">
    <Variant from="" to="">
      <Fragment selectTime="0" enterTime="0">
        <AnimLayer>
          <Blend ExitTime="0" StartTime="0" Duration="0"/>
        </AnimLayer>
      </Fragment>
    </Variant>
  </Blend>
</FragmentBlendList>
```

**Topics**

- Creating and Editing Transitions (p. 329)
Creating and Editing Transitions

Without transitions, a character's motion snaps between two fragment clips using the default blend time specified for the beginning of the second fragment. Add custom transitions for more realistic motion.

**To add a new transition between two fragments**

1. In Mannequin Editor, on the Transitions tab, click New.
2. Select the first fragment in Fragment ID From and select any associated tags.
3. Select the second fragment in Fragment ID To and select any associated tags.
4. View the new transition in the Transitions list and the Transitions Preview timeline window. The transition is colored orange.

By default, the transition duration is the default blend time. You can easily change the transition duration time.

**To change transition duration time**

1. In the Transitions Preview timeline window, drag the vertical divider line to the right or the left for the transition to increase or decrease the duration.

**To add an animation to a transition**

1. In the Transitions Preview timeline window, double-click after the start of the orange transition block.
2. Select an animation clip in Animation.
3. Drag the new clip in the Transitions Preview timeline window until the blend time of the second clip overlaps with the end of the new transition clip.
4. Right-click the first fragment and click Insert Transition.

The default transition behavior for a nonlooping fragment is to wait until the end of the fragment to begin. You can adjust a transition so that a second fragment does not start playing until the first fragment is finished playing (and not immediately when requested).

**To delay transition start time**

1. Select any key on the transition.
2. Under Transition Properties, adjust the value of the Earliest Start Time property. This value is relative to the end of the previous fragment.

**Setting Transition Parameters**

Mannequin is in preview release and is subject to change.
There are two broad types of parameters that can be edited using Mannequin Editor – action parameters and motion parameters.

**Action Parameters**

These are parameters the game uses when playing actions and procedural clips. Some examples include providing a target position when aligning an entity, providing a weight value when fading an animation in or out, or providing a sound parameter.

All action parameters have a name and a value.

**Motion Parameters**

These are parameters that get passed to the blend spaces (bspaces) parametric animation system. You can preview how these parameters influence animation by adding keys for them on the Params track in Mannequin Editor.

**Cyclic Transitions**

Mannequin is in preview release and is subject to change.

To set up a transition from a looping or parametric animation, set the transition **Select Time** value relative to one cycle (or segment) of the animation clip. If the fragment changes duration, the time would automatically adjust in the proper proportion. You do this by selecting **Cyclic Transition** under **Transition Properties**. This turns the select time into a value between 0 and 1 instead of a value in seconds.

The following fragment shows:

- The first fragment is looping.
- **Cyclic Transition** is selected
- The select time is 0.5, and this translates into 50% along the cycle. Also displayed is the range of the select time, in this case it runs all the way to the end of the cycle. After that the second transition with select time of 0 is selected.

Unless marked as being locked, cyclic transitions always trump the previous fragment, regardless of action priority. The **Earliest Start Time** value is thus effectively ignored.

It is possible to delay transitions in an animation using the **Earliest Start Time** value. By default, this value is relative to the end of the previous fragment. For fragments with no clear ending, such as fragments with looping end clips, this is handled by "locking" the cycling so that transitions are triggered when preceding animations are a certain portion of their run cycle.

In this case, select both **Cyclic Transition** and **Cyclic Locked**. This enables the **Earliest Start Time** value to be stored cyclically in that the time restarts at zero after each cycle.

**Mannequin Animation Actions**

Mannequin is in preview release and is subject to change.

An action is a programmatic construct that used to control animations and synchronize them with the game, combining game code with simple high-level animation control.
Lumberyard User Guide
Using Mannequin Editor

When an action is installed, it "owns" one or more scopes and can request FragmentIDs to play on those scopes. Each scope can be controlled by only a single action. Many actions can be running in parallel as long as they all control different scopes.

Although each action can only request one FragmentID at a time, it can nonetheless sequence multiple such requests in a row. If you want to implement an animation state machine, either you queue multiple actions that each push a single FragmentID and you handle the state machine externally, or you queue a single action that has an internal state machine that requests the appropriate FragmentIDs. The latter is typically how Lumberyard handles basic locomotion state machines.

The Mannequin ActionController (IActionController) is the root object that controls a character mannequin. You configure it in a controller definition (*ControllerDefs.xml) file, which defines the FragmentIDs, scopes, and scope contexts. It also installs actions onto scopes and holds the global tag state.

Topics
- Creating Mannequin Actions (p. 331)
- Mannequin Action Queuing (p. 331)
- Using Action Subcontexts (p. 332)

Creating Mannequin Actions

You may want to create a new action class or simply use a generic one for simple cases.

With this constructor, you can do the following:

- Set the relevant FragmentID, which is the first FragmentID that gets requested.
- Set any FragmentID-specific tags (frag tags).
- Set the action priority, which is used to manage overlapping actions and actions that want to own the same scope. Higher numbers indicate higher priority.

The following shows a sample code snippet that creates an action that plays the Idle FragmentID.

```cpp
const FragmentID idleFragmentId = m_pAnimationContext->controllerDef.m_fragmentIDs.Find( "Idle" );
const int actionPriority = 0;
IActionPtr pAction = new TAction< SAnimationContext >( actionPriority, idleFragmentId );
```

Mannequin Action Queuing

Actions are queued onto the target Mannequin ActionController(IActionController), which is the root object that controls the character mannequin.

For actors, the ActionController is accessible via the AnimatedCharacter extension (IAnimatedCharacter::GetActionController()).

A queueing statement looks like the following: `pActionController->Queue( pAction );`
This is a priority queue where higher priority actions are selected first. For each frame, the Mannequin system checks whether queued actions can be installed on the applicable scopes. Specifically, the FragmentID is retrieved and associated scope mask is determined.

If an action has higher priority than all the actions currently owning those scopes, it is installed immediately and skips any waiting times in transitions. This is called trumping. Otherwise the candidate action waits for those actions to finish or for a suitable transition to gracefully stop the current action.

When an action gets selected from the queue, it gets installed on its scopes, and its fragmentID is pushed on and updated before the next batch of animations are sent off for processing.

Actions that get pushed away are stopped unless the interruptible flag is set, in which case they get pushed back to the queue and return when they can. The interruptible flag is typically used for actions controlling Movement or Idling actions. These are low-priority interruptible actions that run by default on certain scopes but get pushed back by more specific actions.

**Using Action Subcontexts**

Mannequin is in preview release and is subject to change.

Subcontexts are a way for programmers to explicitly refer to a single logical role (out of multiple such roles) when requesting an action. Subcontexts are a convenience when dealing with FragmentIDs whose scope mask encompasses multiple scope contexts, where each context refers to a different role. For example, a car could have multiple seats, each one with its own scope and unique associated tag. Subcontexts do not affect fragments but rather provide additional contextual information when dealing with actions that involve multiple independent scope contexts.

Subcontexts are defined in the controller definition (*ControllerDefs.xml) file. Each subcontext has a unique name and exposes a scope mask and global tag state. Using the car example, the following code shows how the car’s controller definition file could define different subcontexts for different seats, each seat having its own set of scopes.

```xml
<SubContexts>
  <Driver scopeMasks="Driver+DoorDriver" tags="Driver"/>
  <Passenger scopeMasks="Passenger+DoorPassenger" tags="Passenger"/>
</SubContexts>
```

Upon entering the car, a character typically gets enslaved to either the Driver or Passenger scope context. When requesting a FragmentID that is local to one of the seats (for entering or leaving the vehicle), the game needs to state the correct subcontexts. This is done by requesting the subcontext in a mannequin action. The following snippet shows an action installed on a subcontext:

```c++
// Driver just entered the vehicle, already enslaved to it
IActionController* pVehicleActionController;
IAction* pEnterVehicleAction;

// ...

// Queue the "EnterVehicle" FragmentID with the suitable SubContext
pEnterVehicleAction->SetFragment(EnterVehicle);
pEnterVehicleAction->SetTagContext(isDriver ? Driver : Passenger); // Change SubContext based on which role the enslaved character is supposed to have
pVehicleActionController->Queue(pEnterVehicleDriverAction);
```

This results in automatically adding the matching scope mask and global tags to the default state during the fragment selection process for this action. In this example, with the proper setup, Mannequin
Lumberyard User Guide
Synchronizing Multiple Characters

would then know which character and which door to animate when processing this action. As such, the FragmentID can be queried and resolved to different scope masks and ultimately fragments based on the given subcontext.

Adding Mannequin Audio

Mannequin is in preview release and is subject to change.

Sound is added in the Mannequin system by inserting audio procedural clips to fragments. Sound effects can be very granular, with different sounds used for different weapons in different states of firing for example. The general process is as follows:

- Reserve a scope just for audio, and place an ATL-Trigger on it.
- Edit the scope mask to include the audio scope.
- Add a ProcLayer track for the audio scope.
- Add a procedural clip, and set the type to Audio.
- Set the appropriate start and stop triggers as well as other parameters to affect the sound's properties.

Synchronizing Multiple Characters

Mannequin is in preview release and is subject to change.

Synchronizing multiple animated characters is a common task. Practical examples include animating a weapon in sync with a character's body when reloading or firing, or synchronized actions across multiple characters, such as for stealth kills.

This can be achieved with Mannequin through the use of scope contexts and the concept of coupling or enslavement.

The first step required to synchronize a secondary character with a primary one is to add an extra scope and scope context in the host character's Controller Definition ControllerDefs.xml file. The secondary character is then attached to the newly-created scope context. The following is an example ControllerDefs.xml file:

```xml
<ControllerDef>
  ...
  <ScopeDefs>
    <FullBody1P layer="0" numLayers="3" context="Char1P"/>
    ...
    <FullBody3P layer="0" numLayers="3" context="Char3P"/>
    ...
    <Weapon layer="0" numLayers="3" context="Weapon"/>
    ...
    <AttachmentTop layer="0" numLayers="3" context="attachment_top"/>
    <AttachmentBottom layer="0" numLayers="3" context="attachment_bottom"/>
    <SlaveChar layer="0" numLayers="3" context="SlaveChar" Tags="slave"/>
    <SlaveObject layer="0" numLayers="3" context="SlaveObject" Tags="slave"/>
  </ScopeDefs>
</ControllerDef>
```

This example shows seven scopes using seven different contexts, which means that fragments can be synchronized for up to seven different characters.
Using Flow Graph with Mannequin

### Parameters

<table>
<thead>
<tr>
<th>Scope</th>
<th>Scope Context</th>
<th>Layers</th>
</tr>
</thead>
<tbody>
<tr>
<td>FullBody1P</td>
<td>Char1P</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>FullBody3P</td>
<td>Char3P</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>Weapon</td>
<td>Weapon</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>AttachmentTop</td>
<td>attachment_top</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>AttachmentBottom</td>
<td>attachment_bottom</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>SlaveChar</td>
<td>SlaveChar</td>
<td>0, 1, 2</td>
</tr>
<tr>
<td>SlaveObject</td>
<td>SlaveObject</td>
<td>0, 1, 2</td>
</tr>
</tbody>
</table>

The `Actor:EnslaveCharacter` Flow Graph node can be used to couple characters together in order to play synchronized animations.

When coupling a character, you can optionally use a different Animation Database .ADB file if needed, depending on setup in the Mannequin Editor. If left empty, fragments will be queried from the host character’s .ADB file.

### Using Flow Graph with Mannequin

Mannequin is in preview release and is subject to change.

Some Mannequin system functionality is available using the `Actor:PlayMannequinFragment` and `Actor:PlayMannequinFragment` Flow Graph nodes.

The `Actor:PlayMannequinFragment` node looks for a fragment to play using the provided FragmentID and TagState. This fragment is in a Mannequin Action and queued with the given priority. The `Actor:PlayMannequinFragment` node can also stop this action using the `ForceFinishLastQueued` input, or pause/resume the entire Mannequin ActionController.

Some guidelines and best practices for using this node include the following:

- Make sure that querying fragments do not conflict with AI, player, or game logic if the entity being targeted is also driven by other game code
- Select priority based on what you want to interrupt. Movement fragments run at priority 4, hit reactions at priority 5, and death reactions at priority 6.
- You cannot start an action on one node and stop it with another node. Actions are not shared across nodes.

### Debugging Mannequin System Issues

Mannequin is in preview release and is subject to change.

Lumberyard offers a number of methods for debugging Mannequin system issues. In addition to the ones listed below, you can also analyze an error report.
Topics

- **Using Console Variables (p. 335)**

## Using Console Variables

Mannequin is in **preview** release and is subject to change.

Use the following console variables for debugging the Mannequin system.

- `mn_allowEditableDatabasesInPureGame mn_DebugAI` – Do not store editable databases.
- `mn_listAssets` – Lists all the currently referenced animation assets.
- `mn_reload` – Reloads animation databases.
- `mn_sequence_path` – Default path for sequence files.
Cinematics System

Cinematics, also known as sequences or cutscenes, are interactive movie animations with time-dependent control over objects and events. You can use Lumberyard to add cutscenes to your game.

You can also add scripted events so that a sequence of objects, animations, and sounds are triggered in the game. The player can view these sequences from their own (first person) or another's (third person) perspective.

Sequences consist of the following elements (listed in hierarchical order), which are created and managed from Track View editor:

- **Node** – Each sequence comprises a top-level director (scene) node, one or more camera nodes, image effects nodes, and entity nodes.
- **Track** – Depending on the type, each node consists of multiple tracks, such as position, animation, sound, lighting, text, and events. Tracks are displayed in the track timeline pane.
- **Key** – A key is a setting for a property at a specific time. As the sequence plays, keys are interpolated based on their in and out tangent values set in Track View Graph Editor.

Topics

- Cinematics Best Practices (p. 336)
- Using Track View editor (p. 337)
- Track View Nodes (p. 338)
- Creating Scenes (p. 348)
- Managing Track Events (p. 352)
- Cinematics Cameras (p. 354)
- Cinematics Lighting (p. 362)
- Animating Characters in Scenes (p. 363)
- Adding Player Interactivity (p. 370)
- Capturing Image Frames (p. 375)
- Debugging Cinematic Scenes (p. 377)

Cinematics Best Practices

Consider adopting the following recommended guidelines and best practices when working with cinematics:
- Use **AnimObjects** for characters, vehicles, and other entities that are animated. In Rollup Bar, click **Entity, Physics\AnimObject**.
- Use **BasicEntity** for brushes and static entities that are simply updated with position or rotation movement, or are hidden and unhidden.
- To help with performance, whenever possible, disable the **Pushable by Player** and **Rigid Body** entity settings.
- Hide entities on game start. Do not use Flow Graph to hide or unhide entities.
- Disable sounds and particle effects on game start.
- Use camera depth of field (focus) whenever possible as it can hide background scene imperfections. Use lower levels of detail for better performance.
- Minimize the use of simultaneous multiple effects, full-screen image, or HUD effects. Make sure to disable them afterwards.
- Use animation precaching to avoid having characters appear in a T-pose when starting a scene in a game.
- Enable **Snapping** whenever possible.

### Using Track View editor

**Track View** editor is the primary tool for creating and managing cinematic sequences. It is accessed from Lumberyard Editor by clicking **Tools, Track View**. **Track View** editor consists of the following components:

#### Track View Toolbars

- **Node browser** – Tree pane of all nodes and associated tracks.
- **Curve Editor** – Pane for controlling keys and their interpolation for all sequence entities.
- **Track Editor** – Track timeline of all sequence tracks. Each row in the timeline corresponds to a track listed in the accompanying node browser.
- All of the buttons in the Track View editor have descriptions of their use that are visible when you hover the mouse over them.
Using Cutscene Animation Curves (Curve Editor)

Select a key frame to see the associated tangent handles and then drag the boxes at the key frames or the ends of the tangent handles (including unify tangents and automatic tangents) to manipulate them. When moving key frames, hold down `Shift` to constrain the movement to time only, and `Alt` to scale the selected key frames around the play head location.

Track View Nodes

Track View editor offers a variety of nodes for specific purposes. The top-level node in the tree view is the sequence - all other nodes are listed below the sequence.

Topics
- Comment Node (p. 338)
- Console Variable Node (p. 339)
- Director (Scene) Node (p. 339)
- Entity Nodes (p. 341)
- Environment Node (p. 343)
- Event Node (p. 343)
- Material Node (p. 344)
- Script Variable Node (p. 346)
- Shadows Setup Node (p. 346)
- Full Screen Effect Nodes (p. 346)

Comment Node

Use the Comment node to add comments to your track view sequence. This is mostly used for production purposes and is not rendered in the game.

To add a Comment node in Track View

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Comment Node.
2. For each of the keys listed below, click the applicable key listed under the Comment node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under Key Properties type a value for Value.

Comment Node Key Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Pos X</td>
<td>position of the text horizontally</td>
</tr>
<tr>
<td>Unit Pos Y</td>
<td>position of the text vertically</td>
</tr>
<tr>
<td>Text</td>
<td>• Comment – Text string</td>
</tr>
<tr>
<td></td>
<td>• Duration – Length of time the node is active</td>
</tr>
</tbody>
</table>
**Console Variable Node**

Use the **Console Variable** node to use and animate console variables in a track view sequence.

**To add a Console Variable node in Track View**

1. In the **Track View** editor, right-click either the sequence (top node) or the **Director** node in the tree as applicable, and then click **Add Console Variable**. Type a name for it and click **OK**.
2. At the bottom of **Lumberyard Editor**, right-click the text box in the **Console** window, which opens up the **Console Variables** window that displays a list of all available console variables.
3. Pause on the desired console variable to get a tool tip that gives a description and valid values to use.
4. In the **Track View** editor select the **value** key listed under the console variable node.
5. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under **Key Properties** type a value for **Value**.

**To animate a console variable**

1. In the **Track View** editor click **View, Curve Editor**.
2. Click **Set In Tangent To Step** button (located third button from the left above the timeline window) to set the keyframes for the console variable.

**Director (Scene) Node**

The **Director (Scene)** node includes a camera track that specifies the active camera for a sequence. You can add sequence-specific nodes (for example, **Depth of Field** or **Comment**) under the **Director** node in order to override the same nodes that were set at the sequence level.

You can add multiple **Director** nodes to a scene, but only one node will be active. Change the active **Director** node by right-clicking the node and selecting **Set as Active Director**. When you deactivate a **Director** node, all child node animations are also deactivated. This is useful for enabling and disabling animation for specific objects within the same shot.

---

### Property | Description
--- | ---
Size – Font size | Color – Font color
Align – Text alignment (Center, Left, Right) | Font – Font type (default, console, hud)
To add a Director node in Track View

1. In Lumberyard Editor, click Tools, Track View.
2. In the Track View editor, click Add Sequence (first button in the toolbar).
3. In the Add New Sequence dialog box, type a name for your sequence and click OK.
4. Right-click your sequence and select Add Director (Scene) Node.

You can add the following tracks to the Director node and set key properties.

**Director Node Tracks and Key Properties**

**Create Folder**

- Creates folder that you can use to organize director tracks.

**Camera**

- **Camera** – Specifies the sequence camera. You can optionally use the `mov_overrideCam` console variable to override the camera. Set the console variable to a camera name for the object entity sequences (legacy), or to an entity ID (string) of a Camera component entity for component entity sequences.

- **Blend time** – Specifies the blend time, in seconds, between sequential cameras in the track.

**Capture**

- **Duration** – Sets the capture duration in seconds.

- **Time Step** – Forces a fixed frame rate, in seconds, by using a specified time step. Time step = 1/number of frames. Units are in 1 fps (frames per second), so a time step value of .0333 results in a game frame rate of 30 fps.

- **Output Format** – Specifies the image output file format.

- **Output Prefix** – Specifies a prefix to apply to the image file names. For best results, use the same prefix as the sequence for clarity.

- **Output Folder** – Specifies the directory where the image files are stored.

- **Buffer(s) to capture** – Specifies the image capture format. Choose from the following options:
• **Color** – RGB pixel information
• **Color+Alpha** – RGB pixel data and Alpha channel data

  **Note**
  To capture Alpha channel data, you must set **Output Format** to **tga**.

**Console**

  **Command** – Executes the specified console command.

**Event**

  Triggers events in the **Director** node Lua script.

**FixedTimeStep**

  Sets a fixed time step in order to modify the game speed. Units are in 1 fps, so a fixed time step value of .0333 results in a game frame rate of 30 fps.

**GoTo**

  Jumps forward or backward in a sequence. Use this track for key framing time shifts and to loop part of a sequence. This key automatically applies animation blending on animations that are currently playing in the sequence.

**Music**

  **Mood(T) or Volume(F)** – Specifies if the key should change mood or volume according to the corresponding mood or time property of that key.

  **Mood (if Mood)** – Changes the mood.

  **Time (if Volume)** – Changes the time.

**Sequence**

  **Sequence** – Specifies the sequence to play at the specified keyframe.

  **Override Start/End Times** – Overrides the sequence start and end times.

  **Start Time** – Specifies the start time to override.

  **End Time** – Specifies the end time to override.

**Sound**

  Adds sound effects to a sequence.

**Timewarp**

  Creates a slow-motion effect using a curve. This applies only to visuals; sounds are not slowed down.

---

**Entity Nodes**

Entity nodes are used to communicate between Track View and Lumberyard Editor. They are created by selecting the entity in Lumberyard Editor and using the Sequence or Director node.

**To add an Entity node in Track View**

1. In the Track View editor, right-click either the sequence (top node) or the **Director** node in the tree as applicable, and then click **Add Selected Entity(s)**.
2. For each of the tracks listed below, click on the applicable track listed under the **Entity** node, then double-click to position it on it's highlighted row in the timeline, click the green marker, then under **Key Properties**, enter a value for **Value**.
## Entity Node Tracks and Key Properties

<table>
<thead>
<tr>
<th>Track</th>
<th>Key Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation</td>
<td>Animation</td>
<td>Opens the Animation Browser to select an animation to apply at this key.</td>
</tr>
<tr>
<td>Loop</td>
<td></td>
<td>Sets whether to loop (repeat) the animation until the next key.</td>
</tr>
<tr>
<td>Blend Gap</td>
<td></td>
<td>When there is a gap in time between animation clips, this blends the end frame of the first clip to the beginning frame of the second clip. To use it, enable ‘Blend Gap’ for the first animation.</td>
</tr>
<tr>
<td>Unload</td>
<td></td>
<td>Unloads the animation after the sequence is finished.</td>
</tr>
<tr>
<td>In Place</td>
<td></td>
<td>If set, do not change the entity’s base position and orientation.</td>
</tr>
<tr>
<td>Start Time</td>
<td></td>
<td>Sets the time, in seconds, within the clip for when to start playing the animation. 0 indicates the start of the saved clip. Start Time can never be greater than End Time.</td>
</tr>
<tr>
<td>End Time</td>
<td></td>
<td>Sets the time, in seconds, within the clip for when to stop playing the animation. 0 indicates the end of the saved clip. Start Time can never be greater than End Time.</td>
</tr>
<tr>
<td>Time Scale</td>
<td></td>
<td>Factor with which to scale time. Values larger than 1 will result in a sped up appearance, values smaller than 1 will result in a slow motion appearance.</td>
</tr>
<tr>
<td>Event</td>
<td>Event</td>
<td>A pull-down of all possible events supported by the Entity script.</td>
</tr>
<tr>
<td>Value</td>
<td></td>
<td>Sets the value to send with the Event.</td>
</tr>
<tr>
<td>No trigger in scrubbing</td>
<td></td>
<td>Disables sending of event triggers when scrubbing in Track View.</td>
</tr>
<tr>
<td>LookAt</td>
<td>Entity</td>
<td>Entity to look at.</td>
</tr>
<tr>
<td></td>
<td>Target Smooth Time</td>
<td>Transition time, in seconds, over which to smooth the look rotational change.</td>
</tr>
<tr>
<td>Mannequin</td>
<td>mannequin fragment</td>
<td>The mannequin fragment to play at the key frame.</td>
</tr>
<tr>
<td></td>
<td>fragment tags</td>
<td>Fragment tags to use with the fragment.</td>
</tr>
<tr>
<td></td>
<td>priority</td>
<td>TBD.</td>
</tr>
<tr>
<td>Noise</td>
<td></td>
<td>Adds noise to the position and rotation of the entity if and only if Position and Rotation tracks respectively have keys in them.</td>
</tr>
<tr>
<td>Physicalize</td>
<td></td>
<td>Track to enable and disable Physics simulation on an entity.</td>
</tr>
</tbody>
</table>
Environment Node

You can use the Environment node to set the sun's longitude and latitude in a scene.

To add an Environment node in Track View

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Environment Node.
2. For each of the keys listed below, click the applicable key listed under the Environment node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under Key Properties, type a value for Value.

Environment Node Key Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sun Longitude</td>
<td>Sets the sun's longitude.</td>
</tr>
<tr>
<td>Sun Latitude</td>
<td>Sets the sun's latitude.</td>
</tr>
</tbody>
</table>

Event Node

An Event node is used to trigger and send values to Flow Graph. It is used in tandem with a TrackEvent Flow Graph node. Track Events are created using the Edit Events window located in the context menu for a Sequence node or Director node. To trigger a Track Event, use an Event node and create a key frame. When this key is played, the event is triggered.

These Track View events will appear as Flow Graph node outputs on TrackEvent Flow Graph nodes that points to the corresponding sequence.
To add an Event node in Track View

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Event.
2. Click the Track Event track under the Event node, then double-click to position it on its highlighted row in the timeline, click the green marker, then under Key Properties, enter a value for Value.

To add Track View events, choose Edit Events in the Sequence or Director context menus to add, remove, or edit Track View events.

Material Node

Material nodes help you animate a number of commonly used material properties that you would normally set in the Material Editor. You can add Material nodes through a sequence or from the director node context menu.

The name of the Material node must be the full path of the material that you want to animate, as shown in the Material Editor. A recommended workflow is to use the Mtl button located in the Entity pane of Rollup Bar with the entity whose material you want to animate selected. This opens the Material Editor with the material selected.

To add a Material node in Track View

1. In Lumberyard Editor, select the entity whose material you want to animate.
2. In the Rollup Bar, select the Mtl button in the Entity pane.
3. In the Material Editor, right-click the selected material and click Copy Name to Clipboard. If the material is in a material group, select the group and copy the group name to the clipboard for this step.
4. Click Tools, Track View. In the Track View editor, use the sequence selector on the toolbar to choose the sequence or director that you to contain the animation. (Or click the Add Sequence icon to create a new one.)
5. Right-click in the node tree, and choose Add Material Node. When the dialog box opens, press Ctrl +V to paste the full path to the material that you copied in step 3.

If the material is in a material group, right-click the created material node in the Track View editor. At the bottom of the context menu you select the material that you want to animate.

The material node should appear up in non-colored text. If it shows up red it means that the Track View editor wasn't able to find a match for the material node name.
6. Right-click the node you added in the previous step and select Add Track/Diffuse, for example. Add two key frames with different colors, then scrub. Your material's diffuse color should be animated.
Material Node Tracks

<table>
<thead>
<tr>
<th>Track</th>
<th>Key Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diffuse</td>
<td></td>
<td>Type RGB values to specify the base color of a material.</td>
</tr>
<tr>
<td>Emission</td>
<td></td>
<td>Type RGB values to enables objects to emit light and be visible in the dark.</td>
</tr>
<tr>
<td>Glossiness</td>
<td></td>
<td>The acuity or sharpness of the specular reflection. Values of 10 or less create a scattered reflection, while values greater than 10 yield a sharp reflection.</td>
</tr>
<tr>
<td>Opacity</td>
<td></td>
<td>The degree of transparency. Values below 50 fall more to the white end of the alpha channel map. Values above 50 fall more to the black end of the alpha channel map.</td>
</tr>
<tr>
<td>SSSIndex</td>
<td></td>
<td>Controls subsurface scattering profile and amount. Valid value ranges are 0.01 to 0.99 for marble; 1.00 to 1.99 for skin.</td>
</tr>
<tr>
<td>Specular</td>
<td></td>
<td>The reflective brightness and color of a material when light shines on the object. The greater the value, the shinier the material. To apply reflections in degrees of black and white, make</td>
</tr>
</tbody>
</table>
Script Variable Node

Script Variable nodes create LUA variables using the name of the script variable, which can include '.' to specify variables within tables. Only floating-point variable values can be set.

Shadows Setup Node

You can use the Shadows Setup node to add or remove sun shadow maps over several frames in a sequence.

To add a Shadows Setup node in Track View

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Shadows Setup Node.
2. Click the GSMCache key under the ShadowsSetup node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under Key Properties type a value for Value.

Full Screen Effect Nodes

Full Screen Effect nodes create post-processing effects for a sequence. They are added by using the context menu for a Sequence or Director node.

Topics
- Radial Blur Node (p. 346)
- Color Correction Node (p. 347)
- Adding a Depth of Field Node (p. 347)
- Screen Fader Node (p. 348)

Radial Blur Node

You use the Radial Blur node to blur the animation radially outward from a center point.

To add a Radial Blur node in Track View

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Radial Blur Node.
2. For each of the keys in the following list, click the applicable key listed under the RadialBlur node. Then double-click the preferred location its highlighted row in the timeline. Double-click the green marker and then under Key Properties enter a value for Value.

Radial Blur Node Key Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amount</td>
<td>Intensity of the blur effect. Range is 0 to 1.</td>
</tr>
</tbody>
</table>
**Property** | **Description**
---|---
**ScreenPosX** | X-axis position of the effect's center. Range is -1 to 1, with 0.5 being the center of the screen.
**ScreenPosY** | Y-axis position of the effect's center. Range is -1 to 1, with 0.5 being the center of the screen.
**Blurring Radius** | Size of the blur effect. Range is 0 (not visible) to 1 (covers the entire screen).

To make the blur intensity dynamically change based on a variable (such as the player's health for example), you can use the `Image:FilterRadialBlur` flow graph node.

### Color Correction Node

You use the **Color Correction** node to change the CMYK, brightness, contrast, saturation, and hue in a scene. Most color correction properties don't update smoothly. For this reason, you should hide stronger color correction changes should by cuts or fading between scenes.

**To add a Color Correction node in Track View**

1. In the **Track View** editor, right-click either the sequence (top node) or the **Director** node in the tree as applicable, and then click **Add Color Correction Node**.
2. Click the applicable key listed under the **ColorCorrection** node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under **Key Properties** type an applicable value for **Value**.

To have change correction dynamically based on a variable, you can use the `Image:ColorCorrection` flow graph node.

### Adding a Depth of Field Node

You can use the Depth of Field (DOF) node to add realism to scenes by simulating the way a real-world camera works. You can use a broad depth of field to focus on the entire scene, or use a shallow depth of field to have sharp focus only on objects that are a specific distance from the camera.

**To add a Depth of Field node in Track View**

1. In the **Track View** editor, right-click either the sequence (top node) or the **Director** node in the tree as applicable, and then click **Add Depth of Field Node**.
2. For each of the keys listed below, click the applicable key listed under the **DepthOfField** node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under **Key Properties** type a value for **Value**.

### Depth Of Field Node Key Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Enable</strong></td>
<td>Enables or disables depth of field effect</td>
</tr>
<tr>
<td><strong>FocusDistance</strong></td>
<td>Distance the focus is from the camera. Positive values are in front of the camera while negative values are behind the camera.</td>
</tr>
</tbody>
</table>
Creating Scenes

Cinematic scenes, also known as sequences, consist of multiple nodes, tracks, and track events.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FocusRange</td>
<td>Distance toward and away from the camera until maximum blurriness is reached. By default, this value is twice the FocusDist value.</td>
</tr>
<tr>
<td>BlurAmount</td>
<td>Maximum blurriness value.</td>
</tr>
</tbody>
</table>

If you have a scene with full player control, setting depth of field using the Image:EffectDepthOfField flow graph node can be a good option. In addition, you can use the Interpol:Float node to smoothly fade the focus in and out. Use this sparingly as it can be difficult to track where and what the player is looking at.

**Screen Fader Node**

Use the Screen Fader node to fade the screen in and out in a scene.

**To add a Screen Fader node in Track View**

1. In the Track View editor, right-click either the sequence (top node) or the Director node in the tree as applicable, and then click Add Screen Fader.
2. Click the Fader key under the ScreenFader node.
3. To position a key, double-click the preferred location on its highlighted row in the timeline. Double-click the green marker, and then under Key Properties, enter a value for the following properties:

<table>
<thead>
<tr>
<th>Screen Fader Node Key Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Property</td>
</tr>
<tr>
<td>Type</td>
</tr>
<tr>
<td>ChangeType</td>
</tr>
<tr>
<td>Color</td>
</tr>
<tr>
<td>Duration</td>
</tr>
<tr>
<td>Texture</td>
</tr>
<tr>
<td>Use Current Color</td>
</tr>
</tbody>
</table>

You can also create a screen fader effect by using the Image:ScreenFader flow graph node.
You create a sequence in Track View editor by clicking Sequence, New Sequence, and naming it. A sequence is always the top (parent) node in the tree view.

Topics
- Setting Sequence Properties (p. 349)
- Playing a Sequence (p. 351)
- Changing Playback Speed (p. 352)

**Setting Sequence Properties**

You can set various sequence properties in the Track View editor as follows:

**To set sequence properties**

1. In the Track View editor, select the applicable sequence and click Edit Sequence (third button in the Sequence/Node toolbar).
2. In the Sequence Properties dialog box, set the properties as shown and listed in the following image:
### Scene Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
<th>When to use</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autostart</td>
<td>Plays the scene on game start.</td>
<td>Use for testing purposes only. For scenes that must always play on game start, use triggers instead.</td>
</tr>
<tr>
<td>NoSeek</td>
<td>Disables random seeks in a scene, such as jumping to a certain time.</td>
<td></td>
</tr>
<tr>
<td>CutScene</td>
<td>Enables various scene toggles. When selected, the following options are available:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• <strong>Disable Player</strong> – Disables the player (required for all camera-controlled scenes).</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• <strong>Non-Skippable</strong> – Sets the IAnimSequence::eSeqFlags_NoAbort bit flag to 1. This flag provides a UI to specify whether the sequence can be skipped. Your game code must implement the input and code required to skip a sequence. You can use the IAnimSequence::GetFlags() method in C++ to retrieve the set if bit flags for the sequence.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• <strong>Disable Sound</strong> – Disables all sounds that are not in the scene.</td>
<td>This property is required for all scenes that are camera-controlled.</td>
</tr>
<tr>
<td>Update Movie System First</td>
<td>Reverses the update order. Typically, the movie system updates before the entity system updates.</td>
<td>Fix bone-attached entities that lag behind the parent movement. This problem typically occurs if the parent locator position is animated in Track View.</td>
</tr>
<tr>
<td>Timewarp in fixed time step</td>
<td>Modifies the fixed time step value instead of the time scale value.</td>
<td>Use for capturing scenes in fixed time step that use at least one timewarp so that the timewarp is correctly captured (fixed time step overrules the time scale value).</td>
</tr>
<tr>
<td>Disable HUD</td>
<td>Disables the heads-up display (HUD)</td>
<td>Disable the HUD only if it should not be shown.</td>
</tr>
<tr>
<td>Timing</td>
<td>Sets the start and end times of the sequence.</td>
<td></td>
</tr>
<tr>
<td>Display Start/End Time As:</td>
<td>Displays the start and end times in frames or seconds. This is a display-only option; the times are always stored in seconds.</td>
<td></td>
</tr>
<tr>
<td>Move/Scale Keys</td>
<td>Scales animation curves over the timeline when the start or end times are changed.</td>
<td>Use when you want to lengthen or shorten a sequence, and either slow down or speed up the animations to</td>
</tr>
</tbody>
</table>
### Playing a Sequence

The easiest way to play Track View sequence is to attach it to a Flow Graph proximity trigger that can be positioned in the level. To access Flow Graph from Track View, trigger entities are used to send events to Flow Graph where various nodes are then triggered. When a track event is triggered from the scene, its corresponding output in a Flow Graph node is activated.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
<th>When to use</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out of Range</td>
<td>Changes the movie time behavior when it passes the end of the sequence:</td>
<td>fill the same relative percentage of the sequence timeline.</td>
</tr>
<tr>
<td></td>
<td>• Once – The movie time continues past the end of the sequence.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Constant – The movie time is held at the end of the sequence.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Loop – The movie time loops back to the beginning of the sequence when it reaches the end.</td>
<td></td>
</tr>
</tbody>
</table>

### Changing Scene Toggles Mid-Sequence

You can change the **Cut-Scene Toggles** properties mid-sequence by starting another sequence that runs in parallel. This is primarily used to briefly turn on camera control in a sequence that allows free player movement.

For example, the main sequence allows free player movement and enters a loop at second 1. A Flow Graph Entity:Switch node (shown in the following image) makes the sequence jump to second 2, which starts a short camera-controlled second sequence.

In this example, all of the main sequence properties would be disabled (unselected), while the second sequence would have the **Cut Scene**, **Disable Player**, and the **Non-Skippable** properties enabled (selected).
Note
To use the default game camera in a sequence, add a keyframe under the Director node on the Camera track, leaving the camera Key property blank. Using this as the last keyframe on the Director node Camera track in your sequence transitions the last used sequence camera to the default game camera when the keyframe is played.

Specifically, the entity:ProximityTrigger node output is connected to the StartTrigger input of the Animations:PlaySequence node. When a player enters the trigger in the game, the sequence starts.

Changing Playback Speed

Using the Animations:PlaySequence Flow Graph node, you can control the playback speed of the sequence by simply changing the value of the PlaySpeed input.

If you want a fixed slow-motion or fast-forward effect instead, use the TimeWarp track of the Director (Scene) Node.

Managing Track Events

A track event is a trigger that allows you to integrate Flow Graph logic with a Track View scene. When a track event is triggered from the scene, its corresponding output in a Flow Graph node is activated. A scene can contain a number of track events that are grouped under a Track Event Node. Each track event can have multiple keys assigned to it.

Track events can also be used to change the time of day in terrain level.
To add a track event

1. In the Track View editor, right-click the applicable scene. Click **Edit Events**.
2. Click **Add**, and then enter a name. Close the dialog.
3. Under the track event node, click the **Track Event** track, then double-click to place a key in the timeline row adjacent to it.
4. In **Key Properties/Value**, enter a value.

Linking Track View Events with Flow Graph

The Track Events you create in Track View can be used in Flow Graph by adding a Track Event node in Flow Graph and setting its **Sequence** property to the Track View sequence triggering the event. The Track Event Flow Graph node has outputs for each event in that sequence.

Certain features required for creating cinematic effects are available only in Flow Graph. To access these features, you need a link between Track View and Flow Graph. Specifically, Track View trigger entities are used to send events to Flow Graph where various nodes are then triggered.
Use the following procedure to create your link between track view and flow graph after you have created an event and assigned it to the key, as described in the previous section.

**To place the TrackEvent node in flow graph and link it to the event node**

1. Open Flow Graph Editor.
2. Open a new or existing flow graph. Right-click in the flow graph and click *Add Track Event Node* in the context menu.
3. Double-click the *Sequence* box. Click .. to open the *Select Sequence* dialog.
4. Select the track view sequence that your event is coming from.

Your *TrackEvent* node’s output port is now labeled with your track view event name.

The output port activates when the sequence key is reached. You could then wire this port to a node that will be activated at that point in the sequence.

---

**Cinematics Cameras**

Cameras present scenes from particular points of view. Cameras are added using the Rollup Bar (on the **Objects** tab under **Misc, Camera**) in Lumberyard Editor.

**Topics**

- Moving a Camera (p. 354)
- Setting Camera Focus (p. 355)
- Creating Camera Shake (p. 355)
- Blending a Camera (p. 356)
- Pointing a Camera (p. 359)
- Following with a Camera (p. 359)
- Setting a First Person View Camera (p. 359)
- Importing a Camera from Autodesk (p. 360)
- Exporting a Camera to Autodesk (p. 361)

**Moving a Camera**

To move, rotate, or animate a camera in Track View, use the Viewport Camera controls.

**To move a camera view**

1. Select the applicable camera in the viewport. In Track View editor, right-click the applicable sequence and click *Add Selected Entity(s)*.
2. Click the red Record button.
3. In the viewport, right-click the camera and uncheck *Lock Camera Movement*.
4. In the viewport, right-click the camera and select your camera under *Camera*.
5. In *Track View*, with the *Camera Node* selected, press the Record button.
6. Navigate the viewport using the mouse and keyboard. Notice the values being recording as key frames in *Track View*.
Setting Camera Focus

Camera focus, or depth of field (DoF), is used to add realism to scenes by simulating the way a real-world camera works. You can use a broad depth of field to focus on the entire scene, or use a shallow depth of field to have sharp focus only on objects that are a specific distance from the camera.

Here are some guidelines and best practices when setting up camera focus:

- Always keep characters in focus.
- Shift focus slowly and deliberately.
- Don't overdo it.
- Do not use depth of field for scenes that are far away. Rather, it works best for differentiating between closeups and the background.
- Use your eyes to focus at different distances and see what is sharp and what is blurred (use your thumb as a helper). This should give you a sense of how it should look in a scene.

DoF is rendered only for a single view pane layout (the default) in the viewport in Lumberyard Editor. If you are using a multiple view pane layout and the sequence camera is not in the active pane, DoF does not render. If you need to set this, complete the following procedure.

To set the viewport for a single view pane layout

1. In Lumberyard Editor, right-click the Perspective title bar in the viewport, then click Configure Layout...
2. In the Layout Configuration dialog box, click the single view pane (the left-most option), then click OK.
3. Right-click the Perspective title bar again, then click Sequence Camera.

To add a Depth of Field node

- In the Track View editor, right-click the Director node or any camera node, and then click Add Depth of Field Node.

Camera nodes take precedence over the Director node. Use the Director DoF node if you want the same DoF setup for multiple cameras. Most of the time, however, you want separate, specific DoF setups for each camera for more control.

You can add as many keys as you want, and use the curve editor to further tweak DoF settings to change over time.

Creating Camera Shake

Most moving cameras in the real-world have some degree of shake. You can add shake to your cameras for more realism.
Unlike the amplitude parameter in the ViewShakeEx Flow Graph node, camera shake involves separate overlapping and accumulating values and multipliers of amplitude and frequency parameters in both the Rollup Bar and the Track View editor to achieve the final effect.

The following guidelines can be followed to achieve realistic camera shake effects:

- Keep shaking restrained, don't overdo it.
- Vary the amplitude and frequency values.
- Edit curve and key values appropriately.
- Try to mimic the corresponding effect in the real-world for what is happening in the scene.

You can adjust the following static parameters in Rollup Bar (under **Camera Params**) for a camera entity for the desired effect. These parameters are the primary, non-animating parameters which you can further tweak in the Track View editor.

### Camera Shake Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amplitude A</td>
<td>Intensity of the camera shake</td>
</tr>
<tr>
<td>Amplitude A Mult.</td>
<td>Multiplier for Amplitude A value</td>
</tr>
<tr>
<td>Frequency A</td>
<td>How rapidly the camera changes orientation</td>
</tr>
<tr>
<td>Frequency A Mult.</td>
<td>Multiplier for Frequency A value</td>
</tr>
<tr>
<td>Noise A Amp. Mult.</td>
<td>Multiplier for Noise A Amp value</td>
</tr>
<tr>
<td>Noise A Freq. Mult.</td>
<td>Multiplier for Noise A Freq value</td>
</tr>
<tr>
<td>Time Offset A</td>
<td>Delay time for camera shake</td>
</tr>
<tr>
<td>Amplitude B</td>
<td>Intensity of the camera shake</td>
</tr>
<tr>
<td>Amplitude B Mult.</td>
<td>Multiplier for Amplitude B value</td>
</tr>
<tr>
<td>Frequency B</td>
<td>How rapidly the camera changes orientation</td>
</tr>
<tr>
<td>Frequency B Mult.</td>
<td>Multiplier for Frequency B value</td>
</tr>
<tr>
<td>Noise B Amp. Mult.</td>
<td>Multiplier for Noise B Amp value</td>
</tr>
<tr>
<td>Noise B Freq. Mult.</td>
<td>Multiplier for Noise B Freq value</td>
</tr>
<tr>
<td>Time Offset B</td>
<td>Delay time for camera shake</td>
</tr>
</tbody>
</table>

To achieve realistic camera shake, it is important to edit the fCurves using the Curves editor in Track View. When you add a shake keyframe, the default fCurve values have wide tangents which cause extreme easing in and out time values. However, most of the time, the goal is to have an immediate shake effect, such as for punches or explosions. In this case, the curve must be edited to have very rapid build up time, as shown below.

### Blending a Camera

You can blend a camera in and out of a camera-controlled sequence.
To use the default game camera in a sequence, add a keyframe under the **Director** node on the **Camera** track. Be sure to leave the camera **Key** property set to **None**. Use this as the last keyframe on the **Director** node **Camera** track in your sequence in order to transition the last used sequence camera to the default game camera when playing the keyframe.

### Blending Within a Sequence

To create a series of jump cuts from one camera to another camera in a sequence, place key frames on the **Director** node **Camera** track. The **Director** node uses the **Camera** key property for each key frame to determine which camera to switch to.

Blended camera key frames will blend the position, rotation, field of view, and near-Z properties of the current camera into the next camera on a **Director** node **Camera** track. This allows the cut to appear as a continuous single camera motion rather than an abrupt jump cut.

To create a blended camera key, select the key frame on the first camera of the blend. Then set the **Blend time** key property to a value greater than zero. This is the time in seconds over which the blend will occur.

The following figure shows an example for **Camera1**.

**Note**

In this example, if you have added the first camera as a **Track View** node for **Camera1**, you must set at least one key frame for the **Position**, **Rotation**, and **FoV** when using blended sequence cameras.

### Blending Into a Sequence

When blending into a sequence using Flow Graph, place the camera inside a large trigger that encloses the entire sequence. If you do not do this, snapping can occur when starting the sequence.
For best results, set values between 0.5 and 2.0 for BlendPosSpeed and BlenRotSpeed in the Animations:PlaySequence node that is used to start the sequence.

Use the Animations:PlaySequence node to slow down player motions so that jumps, sprints, and slides transition more smoothly.

**Blending Out of a Sequence (First-person Games)**

When blending a camera out of a sequence, use the Entity:BeamEntity node to set the player to the end of the sequence. Position the Entity:EntityPos tag point below or slightly behind the last camera position for a good transition. Be sure to connect either the Done or Finished outputs for the Animations:PlaySequence node directly to the Beam input of the Entity:BeamEntity node.

Do not use game tokens or other logic in between transitions, otherwise a previous player position may be visible for a few frames before beaming to the final position.

Occasionally the player’s last movement input is stored and remains active after the sequence, causing the player to continue to walk even though no key is pressed. To prevent this, use the Actor:ActionFilter node, and enable the Filter=cutscene_player_moving input at the start of the sequence and disable it at the end of the sequence.

**Transitioning to the Active Game Camera in Track View**

In the Track View editor, you can set the sequence camera by adding a Director node and adding keys to the Camera track. If a Camera track is set to None, the sequence camera uses the active game camera.
Pointing a Camera

You can have a camera always point at a selected target in the viewport in Lumberyard Editor. The camera target can be created (designated) only when placing a new camera in the viewport.

1. In Lumberyard Editor, in the Rollup Bar, click Misc, Camera.
2. Click in the viewport where you want the camera located, continuing pressing the left mouse button, and then release the mouse button where you want the camera target located.

The camera now always points at the camera target, which can be animated in the Track View editor. As such, the camera's rotation can no longer be modified independently.

Following with a Camera

You can have a camera follow an object and also rotate around (orbit) the object by first linking the camera to a TagPoint entity and then linking the TagPoint to the object. The TagPoint acts as a pivot and, by animating its rotation in Track View, the camera now rotates around the object.

However, if the object itself is rotating, it can cause unwanted effects on the camera. You can minimize this issue by adjusting the TagPoint pivot rotation. For example, if the object has an X-axis rotation of -15°, set the pivot's X-axis rotation to +15° to cancel out the values.

Another way to minimize this issue is to make the TagPoint's rotation independent of the object you want to follow. To do this, use one "root" TagPoint for animating the position, then link your followed object to it and animate only its rotation. Next, link the pivot TagPoint and the attached camera to the root TagPoint as well. Using this method, you can rotate your target and the camera orbit pivot independently of each other.

Setting a First Person View Camera

There are several ways of setting up a first-person view (FPV) camera:

- Link the camera to the character
- Link the camera to the character's camera bone
- Link the camera to a TagPoint

Linking a camera to a character

Linking a camera to a character works well for rough blocking, where the character has no animation applied in Track View. By attaching the camera to the character and positioning it close to the camera bone (at eye level), you can test it from the character's point of view and the pace of the scene.

Linking a camera to a character's camera bone

You can attach a camera to the character's camera bone so that the camera follows the camera bone of the character. This method is good for referencing, but not for the final process, as the information from the camera bone can be very rigid and often clips through the character's body, especially if animation is derived from motion capture. It is also impossible to manipulate the camera this way.

Linking a camera to a character and a tagpoint

The best way to set up an FPV camera is to attach it to both the character and a tagpoint. This method allows the camera and the character to be animated independently. The tagpoint acts as an anchor that
Lumberyard User Guide
Importing a Camera from Autodesk

connects the character and camera together, which makes it easy to move the character around after you have finished adjusting the scene.

By using a second camera that links to the character's camera bone, you can easily adjust and match your main camera to the second (referencing) camera to get the right movement. This camera tracks the character's head movement.

To set up an FPV camera

1. Link the main camera to a tagpoint.
2. Link the second camera to the character's camera bone.
3. Position the second camera to 0,0,0.
4. Assign the main camera in the track view.

Importing a Camera from Autodesk

Cinematic camera transformations can be imported to Lumberyard from Autodesk Maya or 3ds Max.

Topics

- Importing a Camera from Maya (p. 360)
- Importing a Camera from 3ds Max (p. 360)

Importing a Camera from Maya

Use the following process when importing a camera from Autodesk Maya to Lumberyard.

To import a camera from Maya

1. In Maya, click Window, Settings/Preferences, Preferences. In the Settings dialog box, click Settings. For Time, select NTSC (30 fps).
2. In Maya, in Film Back settings, change Camera Aperture to 0.581 0.327 and Film Aspect Ratio to 1.78.
3. Select the camera you wish to export. It must have the same name as the Lumberyard camera to which you want to import the camera’s animation.
4. Click File, Export Selection.
5. In Select File to Export, select the FBX format.
6. In FBX Export, Advanced Options, for Up Axis, select Z.
7. Set Scale Factor to 1,0.
8. Save the .fbx file to a suitable location.
9. In Track View editor, right-click a camera node in the applicable sequence and then click Import FBX File.
10. Browse to the .fbx file and click Open.
11. In the FBX Import – Select Nodes to Import dialog box, select the name of the camera you exported in Step 3, which should match the name of the Lumberyard camera in step 9.

Importing a Camera from 3ds Max

Use the following process when importing camera transformations and Field Of View (FOV) from Autodesk 3ds Max to Lumberyard.
To import a camera from 3ds Max

1. In 3ds Max, click Customize, Units Setup. In the dialog box, under Display Unit Scale, select Metric, Meters.
2. Select the camera you wish to export. It must have the same name as the Lumberyard camera to which you want to import the camera’s animation.
3. Click the MAX toolbar icon at the upper left, then click Export, Export Selected.
4. In Select File to Export, select Autodesk (*.FBX) in Save as type, then enter a file name.
5. In FBX Export, Advanced Options, for Axis Conversion, Up Axis, select Z-up and select Units, Automatic.
6. In Track View editor, right-click a camera node in the applicable sequence and then click Import FBX File.
7. Browse to the .fbx file and click Open.
8. In the FBX Import – Select Nodes to Import dialog box, select the name of the camera you exported in Step 3, which should match the name of the Lumberyard camera in step 9.

Exporting a Camera to Autodesk

Cinematic camera transformations can be exported to Autodesk Maya or 3ds Max from Lumberyard.

Topics
• Exporting a Camera to Maya (p. 361)
• Exporting a Camera to 3ds Max (p. 361)

Exporting a Camera to Maya

Use the following process when exporting a camera from Lumberyard to Autodesk Maya. Transformation tracks and animated FOV data are supported for export.

Upon export, cameras are re-oriented to fit the Maya standard of pointing down in the Z-axis as opposed to the Lumberyard standard of cameras pointing in the Y-axis.

To export a camera to Maya

1. In the Track View editor, right-click a camera node and then click Export FBX File.
2. Select a file path, and then set Save as type to FBX (*.fbx).
3. In FBX Export Settings, ensure Convert Cameras/Axes for Max/Maya is selected. The remaining parameters are all optional.
4. In Maya, click File, Import toolbar icon, click Import, Import, then select the file you exported in step 3 for import.

Exporting a Camera to 3ds Max

Use the following process when exporting a camera from Lumberyard to Autodesk 3ds Max. Transformation tracks and animated FOV data are supported for export.

Upon export, cameras are re-oriented to fit the 3ds Max standard of pointing down in the Z-axis as opposed to the Lumberyard standard of cameras pointing in the Y-axis.

To export a camera to 3ds Max

1. In the Track View editor, right-click a camera node, then click Export FBX File.
2. Select a file path, and then set **Save as type** to **FBX (*.fbx)**.
3. In **FBX Export Settings**, ensure **Convert Cameras/Axes for Max/Maya** is selected. The remaining parameters are all optional.
4. In 3ds Max, click the **MAX** toolbar icon, click **Import**, **Import**, then select the file you exported in step 3 for import.

## Cinematics Lighting

Creating lighting for cinematic scenes involves a different process than that used for creating environment lighting for a level.

### Animating a Light

You can animate light entities in the **Track View** editor by creating a light animation set, which is a sequence that contains **Light Animation** nodes. A light entity then references these nodes with the **Light Animation** property in the Rollup Bar.

**To create a new light animation set**

1. In the **Track View** editor, click **Create Light Animation Set**. You need to do this once per level.

2. In the left pane, select **_LightAnimationSet**, click the **Add Light Animation Node** button, then name the node **Pulse**.

3. Under **DiffuseColor**, add two key frames as the animation.

4. In the Rollup Bar, create a light entity by clicking **Entity**, **Lights**, then double-click **Light**.

5. In the **Entity Properties** panel, under **Style**, select **LightAnimation**, then click the ... button to access the **Select Light Animation** dialog.

6. Select the **Pulse** node and click **OK**.

Your light entity will play the animation in the **LightAnimationSet\pulse** node in a loop.
Cinematic Lighting Best Practices

The following represents recommended guidelines and best practices for cinematics lighting.

- Enable lights for a shot, then disable them when the camera cuts.
- Disable gameplay and cubemap lights as needed for shots to avoid interference.
- For pre-rendered cinematics scenes, use the console variable `e_timeofday` to trigger the correct time of day.
- For real-time cinematics, use a Track Event node to trigger the correct time of day.
- For pre-rendered cinematics scenes, use ShadowsSetup to enable High Quality shadows mode.
- For pre-rendered cinematics scenes, because performance isn't an issue, you should always enable shadow casting and use as many spotlights as needed. Projector textures should be used as much as possible for spotlights. The SpecularMultiplier value should always be 1.
- Shadowmap quality from point lights is greatly improved when the ProjectorFOV value is as low as possible. To soften shadows, you can increase the ProjectorFOV value slightly, but this also decreases the accuracy of the shadowmap.
- Don't use ambient lights as they can weaken contrast and illuminate unwanted areas. Instead, use cubemaps to make the deepest shadow as dark as possible, and then add lights to increase the overall illumination.
- Lights should be turned on and off while in the Track View editor. If lights are off by default, they won't accidentally render in-game or interfere with a scene shot. When editing a light, keep the Active track flag enabled. Once done, disable the flag. Add keyframes on the Active track to ensure that the light is shown only when needed.

Animating Characters in Scenes

Character `.CGF` and geometry `.CDF` assets can be added to Track View sequences for animation and interactions by using the `AnimObject` entity.

In the case of a static asset, the `BasicEntity` entity is used instead.

Topics

- Importing and Exporting Transform Animations (p. 364)
- Adding Geometry to a Sequence (p. 365)
Importing and Exporting Transform Animations

Lumberyard supports the import and export of translation and rotation transform animations between Track View and DCC tools that support FBX file export and import, such as 3ds Max and Maya for example.

Importing Transform Animations to Track View

FBX translation and rotation transform animations can be imported from any DCC tool that supports the export of FBX animations. Such animations can then be imported and applied to entities in Lumberyard.

To import transform animations to Track View

1. In your DCC tool, ensure the nodes containing the animation you wish to export are top-level nodes, and are named exactly the same as the Track View nodes to which you would like to import and apply the animation to.
2. In your DCC tool, export the node animations to an FBX file format. Ensure that the **Animation** option is enabled in the export settings. Also ensure that the FBX option for the **Up Axis** setting matches that of your DCC scene. For example, in Maya, if your scene’s **World Coordinate System** value is set to **Y**, then the **Up Axis** setting value should also be set to **Y**.
   
   To check this setting, click **Windows**, **Settings**, **Preferences**. In the **Preferences** window, under **Categories**, click **Settings**. Under **World Coordinate System**, check the **Up Axis** setting to ensure it is set to **Y**.
3. In Track View, right-click the node that will receive the animation import and choose **Import FBX File**.
4. Browse to the FBX file saved in step 2 and click **Open**.
5. Under **FBX Import**, **Select Nodes to Import**, select the node that you exported in step 2, which should match the name of the node selected in step 3, then click **OK**.

Exporting Track View Transform Animations

Track View translation and rotation transform animations can be exported from Lumberyard to any DCC tool that supports the import of FBX animations.

To export transform animations from Track View

1. In Track View, right-click the node with the transform animation you wish to export and choose **Export FBX File**.
2. Choose and file name and click **Save** in the **Export Selected Nodes To FBX File**.
3. In your DCC tool, create a top-level node and name it exactly the same as the node selected in step 1.
4. In your DCC tool, import the FBX file, ensuring that the **Animation** option is enabled in the import settings.
Adding Geometry to a Sequence

In order to import an asset into a cinematic sequence, first add an AnimObject into the sequence.

To add geometry to a sequence

1. In Lumberyard Editor, in the Rollup Bar, on the Objects tab, click Entity, Physics, and then double-click AnimObject.
2. Under Entity Properties, click Model and then click the folder icon.
3. In the Preview dialog box, select the applicable asset, and then click to place it in the viewport where desired.
4. In the Rollup Bar, under Entity Properties, do the following:
   - Select AlwaysUpdate under Animation
   - Unselect (disable) RigidBody under Physics
   - Unselect (disable) PushableByPlayers under Physics
5. In Track View editor, create a new sequence by clicking the Add Sequence button, or by clicking Sequence, New Sequence. With the AnimObject selected in the main editor, add the entity to Track View editor using the Add Selected Node button.
6. With the AnimObject selected in Rollup Bar, add the entity to Track View editor by clicking the Add Selected Node button.

Animated Character Tracks in Cutscenes

The AnimObject entity is used to animate characters and other objects in cinematic scenes. The Track View editor has a number of tracks that can be set to customize and fine-tune character animation.

To add AnimObject tracks

1. In the Track View editor, right-click the applicable AnimObject node, click Add Track, then click a track.
2. Select the track in the tree pane, then double-click in the timeline window to place a key.
3. Click the green marker, then under Key Properties, adjust the values of the track key properties.

Animated Character Properties in Cutscenes

The Track View editor also has a number of properties that can be set to customize and fine-tune character animation.
To set AnimObject properties

1. In the Track View editor, right-click the applicable AnimObject node, click Add Track, Properties, then click a property.
2. Select the property in the tree pane, then double-click in the timeline window to place.
3. Click the green marker, then under Key Properties, adjust the values of the key properties.

Moving an Entity in a Scene

You can use the Track View editor to move or rotate any entity in a scene.

To move a character in a scene

1. In the Track View editor, add the character to the desired sequence, then click the Red record button.
2. In the Lumberyard viewport, click the character, then move or rotate as desired. This automatically updates keys at the current position of the slider in the Track View sequence timeline slider.
3. Double-click the key to access Key Properties, then adjust values as needed.
4. Click the Curve Editor button, then select the tracks where the curve needs to be adjusted.
5. Drag a selection box around all the keys you want to change.
6. Click the Set In/Out Tangents to Auto button.

Adding Scene Character Attachments

You can add attachments to characters by creating a bone attachment link. This is useful when your character is picking or moving objects and then placing them back in the scene.

The bone attachment link is controlled using the Link Object and Unlink Selection buttons in Lumberyard Editor. Keep the following in mind when adding character attachments for cutscenes:

- Ensure the characters are properly named to prevent any errors when linking attachments.
- The @ prefix for the Link Name is essential, and is used to identity the link as a bone attachment link.
- Attachments do not need to be precisely placed as they can be adjusted after the link is created.
- If the character has a skeletal mesh, pressing the Shift key displays the list of bones.
- Once a link has been created, turn the Link Object button off.
Using Look IK in Scenes

Lumberyard supports parametric-blending for automated LookIK that can be used to make characters look at targets at specific locations, even in different locomotion cycles. LookIK can be called using Flow Graph, Track View, the AI system, or from code. Track View is mostly used for camera-controlled scenes, while Flow Graph is used in most player-controlled scenes.

The character with LookIK tries to look at the target as long as possible, then turns its head away. The spine, head, eyelids, and eyeballs are all animated to make the character look in the target direction.

To use LookIK in a scene

1. In the Track View editor, right-click the applicable AnimObject character node, then click Add Track, LookAt.
2. Double-click the timeline row for LookAt, then click the green marker.
3. In Key Properties, do the following:
   - In Entity, select a target from the list.
   - In Target Smooth Time, enter a value. Good values for eyes are 0.1-0.2, for head 0.3-0.5, and for full body 0.7-0.9.
   - In Look Pose, select which part of the body aligns with the target.

To use LookIK in Track View, the LookAt track is added to AnimObject node for the applicable character.
You can add multiple LookAt track keys. As soon as the timeline hits one key, the character aligns to the next key. If you want to reset LookIK, place an empty key in the timeline.

Using Flow Graph for Look IK in Scenes

You can also use the Animations:LookAt Flow Graph node to make a character look at a specific target or the player. Assign the character to the node and a target entity or set the Animations:LookAt node LookAtPlayer input to 1 and trigger the Start input to force LookIK on a character.
Blending Cinematic Animations

There are two different types of blending that can be used between two animation sequences in Track View: cross-fade blending and gap blending.

Cross-Fade Animation Blending

Cross-fade blending automatically starts if Lumberyard detects that two cinematic animation sequences overlap. The blending affects the whole section where the two animations intersect, with the weight of the second animation steadily increasing towards the end of the intersection. Specifically, at the start of the second animation, the weights for the first/second animation is 100%/0% and shifts linearly until the end of the first animation to 0%/100%.

Gap Animation Blending

Gap blending is used to blend from the end frame of the first animation to the starting frame of the second animation if a time gap exists between the two. This only works if the End Time property of the first animation is less than the full animation clip time.

To enable gap animation blending

1. In the Track View editor, in the sequence timeline, click the first animation.
2. In Key Properties, select the Blend Gap True check box.

Using Track View Animation Curves

The Curve Editor enables precise animation control for entities within the Track View editor. Position, rotation, and scale can be independently controlled.

To use the Curve Editor for a scene

1. In the Track View editor, select the desired sequence.
2. Click View, Both.
3. In the Graph pane, click a top row button to change the shape of the graph as follows. Repeat as needed for each of the three graphs.
   - Sets the in/out tangents to auto
   - Sets the in tangent to zero
   - Sets the in tangent to step
   - Sets the in tangent to linear
   - Sets the out tangent to zero
   - Sets the out tangent to step
   - Sets the out tangent to linear
   - Fits the splines to the visible width
   - Fits the splines to the visible height
4. To fine-tune the shape of the curve, double-click a point on the graph and drag it to the desired new value. Repeat for other points as needed for each of the three graphs.
Pre-caching Cinematic Animations

Pre-caching is used to avoid animation streaming problems at the start of a sequence. The pre-cached animations remain in memory until a scene is played. Once playing, a sequence automatically pre-caches the next two seconds of needed animation data.

Optimally, pre-caching is triggered about 4-5 seconds before the sequence starts playing. However, in some cases, shorter pre-caching times work just as well. The slowest platform is the deciding factor for determining the time that is needed.

A simple pre-caching setup using two entity:ProximityTrigger Flow Graph nodes is shown below. The PrecacheTrigger input on the Animations:PlaySequence Flow Graph node pre-caches all animation data that is needed to play the first two seconds of a sequence.

If the Start Time value of a sequence has been changed to be larger than 0, pre-caching takes this into account and does not load any animation data that is not needed.

Adding Player Interactivity

There are multiple ways to create player interactivity in your cinematic scenes.
Looping and Jumping in a Scene

You can jump ahead or back in time, as well as use looping, in a sequence using Track View GoTo track keys or using Flow Graph.

Scene Jumping using GoTo Track Keys

The GoTo track allows you to jump ahead or back in time while the sequence is running. It is primarily used to turn parts of a sequence into a loop.

Using a GoTo track key to jump to a different point in time automatically applies animation blending on all currently playing animations in the sequence. If animation blending is not desired for a scene, use the Loop property instead.

GoTo track keys placed at the end of a sequence never trigger. Instead, the sequence simply stops playing. To resolve this issue, slightly extend the end time of the sequence.

To jump in a scene using a GoTo track key

1. If applicable, in the Track View editor, right-click the top node and click Add Director(Scene) Node.
2. Right-click the applicable node and then click Add Track, GoTo.
3. Add a key in the GoTo track where you want the jump to occur.
4. In the timeline, right-click the key, and in Key Properties, adjust the value of the GoTo Time parameter.

If the duration of a sound overlaps into a GoTo track loop, the last portion is played repeatedly. In most cases, this behavior is not desired and the sound key must get moved further away in time from the target of the GoTo jump so as not to overlap it.

Using the Loop property instead of a GoTo track key is useful for moving mechanical parts (such as helicopter rotor blades) or when the animations are pose-matched and do not require blending. GoTo tracks could be used, but the effect does not look good.

Scene Jumping using Flow Graph

Using the Animations:PlaySequence Flow Graph node, you can activate the Trigger Jump To Time to make the sequence jump to the specified time while the sequence is playing.
You can also set up multiple triggers that jump to different times using **Math:SetNumber** nodes and a **Logic:Any** node, as shown in the following image.

**Pausing a Scene**

Using Flow Graph, you can pause a sequence and keep it in a loop until the player presses a button. This can be useful when the player picks something up, moves forward, or jumps, for example.

A simple implementation would be to add a track event to a sequence when the pause should happen. Then set the **PlaySpeed** input value to 0 in the **Animations:PlaySequence** Flow Graph node, and then to 1 when the player presses the required button, as shown below.

With this method, however, the sequence stops and continues suddenly and is completely static; there is no movement at all during the pause. A better method would be to add several **Interpol:Float** nodes to slow down the play speed, and a small loop to keep some movement in the scene.
Adding a Dead-Man Switch to a Scene

Using Flow Graph, a dead-man switch can be implemented. When a player fails to perform a specified action by a certain time, such as a button push, the sequence stops and the player dies. An example is shown below.
A less strict implementation can be set up where, for example, instead of the player dying, the sequence continues and the player may just stumble. The following image shows an example of how to use a separate sequence that runs in parallel to the main sequence.

### Setting Player Look Around

If the **Cutscene** flag is enabled, the player can look around by rotating the cutscene camera within a certain range.

**To set up player look around**

1. In the Track View editor, right-click the main sequence node and click **Add Script Variable**. Name it something like `Cinematic_CameraLookUp`.
2. Repeat Step 1 three times, naming each script variable for a direction, such as `Cinematic_CameraLookDown`, `Cinematic_CameraLookLeft`, and `Cinematic_CameraLookRight`, for example.
3. For each script variable, click **Value**, then under **Key Properties**, enter a value, which represents the number of degrees the camera can be moved beyond its default position for the respective frame.

If desired, it is possible to slowly decrease these values to zero to make it less obvious that it gets disabled at a certain point.
Adding Force Feedback

Force feedback (also known as haptics) refers to the activation of gyros and actuators in game controllers and rumble chairs. This can be used for anything ranging from subtle heartbeats, to earthquake rumbling, to weapon recoil, to explosions.

Using Track View for Force Feedback

You can add force feedback rumble tracks to your cutscene using the Track View editor. Two variables are needed—one for the low-frequency motor, and one for the high-frequency motor of the game device.

To add force feedback using Track View
1. In the Track View editor, right-click in the tree pane, click Add Script Variable, and name it something like Cinematic_Rumble_Low.
2. Repeat Step 1, giving the second script variable a different name, such as Cinematic_Rumble_High.
3. Select the applicable sequence, then click the Edit Sequence button.
4. In the Sequence Properties box, select the Cut Scene check box.
5. For each variable, adjust the values by moving the sliders in the graph from 0 (off) to 1 (maximum).
   Note
   Lumberyard clamps the value to 1, even though the slider goes higher.

You can also use the Curve Editor to fine tune the rise and fall of the rumble effect. Keep in mind that external device gyros and actuators need a bit of time to get going and to fully stop.

Using Flow Graph for Force Feedback

You can also use Flow Graph to add rumble effects using the following nodes:

- Game:ForceFeedback
- Game:ForceFeedbackTweaker
- Game:ForceFeedbackTriggerTweaker

To add force feedback using Flow Graph
1. In the Flow Graph editor, expand the Game node.
2. Right-click in the graph, then click Add Node, Game, ForceFeedbackTweaker.
3. Adjust the values of the LowPass and HighPass inputs. Valid values range from 0 (off) to 1 (maximum).
   Note
   Lumberyard clamps the value to 1, even though the slider goes higher.

You can also use the Curve Editor to fine tune the rise and fall of the rumble effect. Keep in mind that external device gyros and actuators need a bit of time to get going and to fully stop.

Capturing Image Frames

You can capture image frames using render output, a capture track, or console variables.
Capturing Image Frames using Render Output

You can use the **Render Output** tool in the **Track View** editor to capture image frames. You may need to adjust the aspect ratio for captured image frames.

**To capture image frames using Render Output**

1. In Lumberyard Editor, click **Tools, Track View**.
2. In **Track View**, click **Tools, Render Output**.
3. In **Render Output**, set the input and out properties as desired, and then click **Add**. You will see the capture added under **Batch**.
4. Click **Start** to start the capture.

**To change the aspect ratio for image frame captures**

1. In Lumberyard Editor, click **Edit, Editor Settings, Global Preferences**.
2. In **Preferences**, click **Viewports**.
3. Under **General Viewport Settings**, change the value for **Perspective View Aspect Ratio**. The default value is 1.3333.

Capturing Image Frames using a Capture Track

You can capture image frames when a sequence is played in game mode.

**To capture image frames using a capture track**

1. In Lumberyard Editor, click **Tools, Track View**.
2. In **Track View**, right-click the **Director** node and click **Add Track, Capture**.
3. Double-click the created track to add a capture key frame. See below for the key properties.
4. Set up a flow graph to play the sequence on game start. For information, see **Playing a Sequence (p. 351)**.

**Key Properties**

**Duration**

Sets the capture duration in seconds.

**Time Step**

Forces a fixed frame rate, in seconds, by using a specified time step. Time step = 1/number of frames. Units are in 1 fps (frames per second), so a time step value of .0333 results in a game frame rate of 30 fps.

**Output Format**

Specifies the image output file format.

**Output Prefix**

Specifies a prefix to apply to the image file names. For best results, use the same prefix as the sequence for clarity.

**Output Folder**

Specifies the directory where the image files are stored under `\directory Cache\project_name\pc\project_name\`.
Buffer(s) to capture

Specifies the image capture format. Choose from the following options:

- **Color** – RGB pixel information
- **Color+Alpha** – RGB pixel data and Alpha channel data

**Note**
To capture Alpha channel data, you must set Output Format to tga.

Just 1 Frame

Chooses between single or multi-frame image capture.

Capturing Image Frames using Console Variables

You can use console variables to capture image frames.

**fixed_time_step**

Lowers the game speed to achieve a constant frame rate throughout the sequence. For example, a time step value of 0.04 specifies a 25 fps gameplay speed.

Default: 0.0

**capture_frames**

Enables frame capture, if the value is set to 1.

**capture_file_format**

Sets the output format for the images.

Valid values: .jpg, .tga, .tif

**capture_file_prefix**

Sets a file name prefix to use for captured frames.

Default: Frame

**capture_buffer**

Sets the type of buffer to capture.

Valid values: 0 = Color (RGB pixels) | 1 = Color with Alpha (RGBA pixels where the alpha channel is set to 255 where geometry exists)

Debugging Cinematic Scenes

Use the following console variables when profiling a scene:

- **r_displayinfo 3** – Gives you basic performance information. It also gives you a warning when you exceed texture streaming memory.
- **p_profile_entities 1** – Runs your scene and looks for fluctuations. Any entity causing large peaks should be investigated.
- **r_stats 6** – Finds assets with large draw calls or excessive materials, where shadows can be disabled, etc.
- **r_stats 15** – Prints detailed frame timings for specific render passes like static geometry or lighting. Blue = Within budget. Red = Over budget.
• `e_debugdraw 2 | 3` – Value of 2 shows Polycount and value of 3 shows current LOD of selected entity.
• `e_CameraFreeze 1` – Locks your current view and allows you to look around without redrawing any elements. This allows you to see where the problems are and fix them.
• `mov_debugEvents 1` – Shows the names of all actively playing sequences in-game.
Component Entity System

Component entity system is in preview release and is subject to change.

The component entity system provides a modular and intuitive construction of game elements. The component entity system works at both the system level and the entity level, and employs reflection, serialization, messaging using the event bus (EBus), fully cascading slices, and the ability to drag-and-drop and edit entities and their components in Lumberyard Editor.

This section describes how to add components to entities and customize their properties in Lumberyard Editor. For information on programmatically creating your own custom components, see Component Entity System in the Amazon Lumberyard Developer Guide.

The following Lumberyard Editor tools are used to improve workflow for the component entity system.

- Entity Outliner
- Entity Inspector
- Asset Browser (p. 166)

**Note**
The component entity system replaces the (now legacy) Object and Entity System (p. 517) in Lumberyard.

Topics

- Entity Outliner (p. 379)
- Entity Inspector (p. 381)
- Component Reference (p. 382)
- Working with Entities and Components (p. 510)
- Working with Slices (p. 513)

Entity Outliner

Component entity system is in preview release and is subject to change.

The Entity Outliner shows all the entities in the world and their parenting hierarchies.
From the Entity Outliner, you can:

- Create a new entity (p. 511)
- Distinguish slices from freestanding entities
- Hide and show parent and child entities
- Lock parent entities or individual child entities
- Perform searches on all entities
- Load and save search filters

Entities that are within slices (p. 513) appear in blue. Entities in white represent freestanding entities that are not inside of a slice.

**To open Entity Outliner**

- In Lumberyard Editor, choose **Tools, Entity Outliner**.

![Entity Outliner](image)

**Hiding and Showing Entities**

To hide a parent entity and all its children in the viewport, click on the eye icon next to the parent. The crossed-out eye icon denotes any entities currently hidden in the viewport. You can also hide child entities within a parent entity.

**Locking Entities**

To lock a parent entity and all its children in the viewport, click the lock icon next to the parent. This prevents selection of the parent or its child entities in the viewport. You can also lock child entities within a parent entity.

**Parenting**

To make an entity the child of another entity, drag and drop the entity name onto its intended parent.

**Finding Selected Entities**

If you select within your viewport a child entity within a parent that is currently collapsed in Entity Outliner, it can be difficult to determine where in Entity Outliner that child entity resides.
Filtering

Enter text in the search filter field to find specific entities. Any entity whose name does not match is hidden.

Delete all text to resume showing all entities.

To save a search filter, click the save icon. To load a saved search filter, click the folder icon.

Entity Inspector

Component entity system is in preview release and is subject to change.

Use the Entity Inspector to do the following:

- Add components to entities (p. 511) and modify their properties (p. 512)
- Modify the name of the selected entity
- Reorder components (p. 511)
- Remove, copy, cut, and paste components (p. 511)
- Modify component properties (p. 512)

For a list of available components, see Component Reference (p. 382).
To open Entity Inspector

- In Lumberyard Editor, choose Tools, Entity Inspector.

Component Reference

Component entity system is in preview release and is subject to change.

The following components are available to add to entities using the Entity Inspector:
AI
- the section called “Behavior Tree” (p. 399)
- the section called “Navigation” (p. 453)

Animation
- the section called “Attachment” (p. 388)
- the section called "Mannequin" (p. 445)
- the section called “Mannequin Scope Context” (p. 452)
- the section called “Motion Parameter Smoothing” (p. 453)
- the section called “Simple Animation” (p. 480)

Audio
- the section called “Audio Area Environment” (p. 390)
- the section called “Audio Environment” (p. 391)
- the section called “Audio Listener” (p. 392)
- the section called “Audio Proxy” (p. 394)
- the section called “Audio Rtpc” (p. 394)
- the section called “Audio Switch” (p. 395)
- the section called “Audio Trigger” (p. 396)

Camera
- the section called “Camera” (p. 401)
- the section called “Camera Rig” (p. 402)

Editor
- the section called “Comment” (p. 415)

Gameplay
- the section called “Input” (p. 436)
- the section called “Simple State” (p. 484)
- the section called “Spawner” (p. 488)
- the section called “Tag” (p. 491)

Network
- the section called “Network Binding” (p. 457)

Physics
- the section called “Character Physics” (p. 408)
- the section called “Constraint” (p. 416)
- the section called “Mesh Collider” (p. 452)
• the section called “Primitive Collider” (p. 464)
• the section called “Rag Doll” (p. 464)
• the section called “Rigid Body Physics” (p. 467)
• the section called “Static Physics” (p. 491)

Rendering
• the section called “Area Light” (p. 384)
• the section called “Decal” (p. 431)
• the section called “Environment Probe” (p. 432)
• the section called “Lens Flare” (p. 442)
• the section called “Particle” (p. 457)
• the section called “Point Light” (p. 460)
• the section called “Projector Light” (p. 462)
• the section called “Skinned Mesh” (p. 487)
• the section called “Static Mesh” (p. 490)

Scripting
• the section called “Flow Graph” (p. 435)
• the section called “Lua Script” (p. 444)
• the section called “Trigger Area” (p. 494)

Shape
• Box Shape (p. 475)
• Capsule Shape (p. 475)
• Compound Shape (p. 475)
• Cylinder Shape (p. 475)
• Sphere Shape (p. 475)

UI
• the section called “UI Canvas Asset Ref” (p. 498)
• the section called “UI Canvas Proxy Ref” (p. 500)
• the section called “UI Canvas on Mesh” (p. 498)

VR
• the section called “VR Preview” (p. 510)

Area Light

Component entity system is in preview release and is subject to change.
Use the Area Light component on an entity to light an area.

Area light has the following settings:

**Visible**
If selected, shows the light.

**On initially**
If selected, the light is on when created.

**General Settings**

**Color**
The color of the light.
Default value: 0xFFFFFFFF

**Diffuse multiplier**
Sets the strength of the diffuse color.
Default value: 1

**Specular multiplier**
Sets the strength of the specular brightness.
Default value: 1

**Ambient**
If selected, light acts as a multiplier for cubemap values.

**Area Light Settings**

**Area width**
Width of the area light in meters.

**Area Height**
Height of the area light in meters.

**Max Distance**
Maximum distance in meters that the area light extends.

**Options**

**View distance multiplier**
Adjusts the maximum view distance. For example, 1.0 would use the default and 1.1 would be 10% farther than the default.

**Minimum spec**
The minimum spec at which this light is enabled.
Default value: Low
**Cast shadow spec**

The minimum spec at which shadows are cast.

Default value: Never

**Ignore vis areas**

If selected, light ignores vis areas.

**Indoor only**

If selected, light is only rendered indoors.

**Affects this area only**

If selected, light affects only the immediate area.

**Volumetric fog only**

If selected, affects only volumetric fog.

**Volumetric fog**

If selected, affects volumetric fog.

**Animation**

**Style**

Enter a number to specify a preset light animation curve to play as defined in the `Light.cfx` file. Valid values are 0 to 48, and 40 to 48 are for testing and debugging.

Default value: 0

**Speed**

Multiple of the base animation rate. For example, a value of 2.0 would cause an animation to play twice as fast.

Default value: 1

**Phase**

Animation start offset from 0 to 1. A value of 0.1 is 10% into the animation. You can use this setting, for example, to prevent lights in the same scene, with the same animation, from animating in unison.

Default value: 0

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see [Event Bus (EBus)](#).

**SetLightState**

Turns the light on or off.

**Parameters**

- **on** or **off**
Return

None
Scriptable
Yes

TurnOnLight

Turns the light on.

Parameters

None
Return

None
Scriptable
Yes

TurnOffLight

Turns the light off.

Parameters

None
Return

None
Scriptable
Yes

ToggleLight

Toggles the light state from on to off, or off to on.

Parameters

None
Return

None
Scriptable
Yes

EBus Notification Bus Interface

Use the following notification functions with the EBus interface to communicate with other components of your game.
For more information about using the event bus (EBus) interface, see Event Bus (EBus).

**LightTurnedOn**

Sends a signal when the light is turned on.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**LightTurnedOff**

Sends a signal when the light is turned off.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

The following is an example of script using the Request Bus Interface.

```lua
function example:OnActivate()
    LightComponentRequestBus.Event.TurnOnLight(self.entityId)
    LightComponentRequestBus.Event.TurnOffLight(self.entityId)
    LightComponentRequestBus.Event.ToggleLight(self.entityId)
end
```

**Attachment**

Component entity system is in preview release and is subject to change.

The attachment component lets an entity attach to a bone on the skeleton of another entity. Specifically, the transform of the target bone is checked each frame and if the target bone is not found, then the target entity transform origin is followed.

**Attachment Component Properties**

The Attachment component has the following properties:

**Target Entity**

Entity to attach to.
Joint Name

Attach to this joint on the target entity. If none is chosen then attach to the target's world transform.

Position Offset

Local position offset from the target in meters.

Rotation Offset

Local rotation offset from the target in degrees.

Attached Initially

Whether to attach to the target upon activation.

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see [Event Bus (EBus)](link).

**Attach**

Causes entity to change its attachment target. Entity detaches from its previous target.

**Parameters**

- `targetEntityId` – ID of entity to attach to.
- `targetBoneName` – Name of bone on entity to attach to. If bone is not found, then attach to target entity's transform origin.
- `offsetTransform` – Attachment's offset from target.

**Detach**

Causes entity to detach from its target.

**Parameters**

None

**SetAttachmentOffset**

Update entity's offset from target.

**Parameters**

- `offsetTransform` – Attachment's offset from target.

**EBus Notification Bus Interface**

Use the following notification functions with the EBus interface to communicate with other components of your game.
For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**OnAttached**

Indicates that the entity has attached to the target.

**Parameters**

- `targetEntityId` – ID of the target being attached to.

**OnDetached**

Indicates that the entity is detaching from its target.

**Parameters**

- `targetEntityId` – ID of the target being detached from.

---

**Audio Area Environment**

Component entity system is in preview release and is subject to change.

The Audio Area Environment component enables entities that are moving around and throughout a shape to have environment effects applied to any sounds that they trigger. You must also add a shape component to use the audio area environment component.

**Audio Area Environment Properties**

The Audio Area Environment component has the following properties:

**Broad-phase Trigger Area**

Link this property to an entity that includes a trigger area and shape. This trigger area is used for broad-phase checks. The Audio Area Environment component tracks any entity that moves inside the trigger area.

Default: None

**Environment name**

The name of the Audio Translation Layer (ATL) (p. 175) environment to apply to entities in the area.

Default: None

**Environment fade distance**

The distance around a shape where the environment amounts will fade based on an entity's distance from the shape. Only positive, non-zero values are valid.

Default: 1.0

---

**Using the Audio Area Environment Component**

Setting up the Audio Area Environment component requires two entities. The second entity is linked to the Audio Area Environment component in the first entity, acting as a broad-phase trigger area. When
these entities are configured properly, any entity that passes near or through the inner shape of the first entity will have an environment amount applied to any triggered sounds.

**To set up the Audio Area Environment component**

1. In Lumberyard Editor, right-click the viewport in your level, and click **Create new component entity**.
2. Click **Tools, Entity Inspector**. Be sure that your new component entity is selected in the viewport.
3. In the **Entity Inspector**, click **Add Component, Shape**, and then select one of the shape options.
4. Click **Add Component, Audio, Audio Area Environment**.
5. Repeat steps 1 – 4 to add another entity with a **Shape** (any) component and a **Trigger Area** component (located under Scripting).
6. Place and size the two entities so that the following conditions are met:
   - The second entity's shape completely encompasses the first entity's shape.
   - The second entity's shape is larger than the first entity's shape by at least the value for the **Environment fade distance**. This allows the **Audio Area Environment** component to track an entity's distance from the inner shape when the entity enters the outer trigger area.
7. (Optional) In the **Entity Inspector**, for the **Trigger Area** component, use the **Tag Filters** to filter entities that you don't want the **Audio Area Environment** component to process.

**Audio Environment**

Component entity system is in preview release and is subject to change.

The **Audio Environment** component provides access to features of the Audio Translation Layer (ATL) (p. 175) environments. Environments are used to apply environmental effects such as reverb or echo.

**Audio Environment Properties**

The **Audio Environment** component has the following property:

**Default Environment**

Type the name of the audio environment to use by default when setting amounts.

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see **Event Bus (EBus)**.

**SetAmount**

Sets the amount of environmental 'send' to apply to the default environment, if set.
Parameters

amount – Float value of the amount to set

Return

None

Scriptable

Yes

SetEnvironmentAmount

Sets the amount of environmental 'send' to apply to the specified environment.

Parameters

environmentName – Name of ATL Environment to set an amount on

amount – Float value of the amount to set

Return

None

Scriptable

Yes

Audio Listener

The Audio Listener component allows a virtual microphone to be placed in the environment. An audio listener acts as a sink for sound sources in the virtual world, and 3D audio rendering is processed with respect to the listener's world transform. You can specify the audio listener's position and rotation independently.

Audio Listener Properties

The Audio Listener component has the following properties:

Rotation Entity

Link this property to an entity where the audio listener adopts the rotational part of the transform. The current entity is used if a value is not specified.

Position Entity

Link this property to an entity where the audio listener adopts the positional part of the transform. The current entity is used if a value is not specified.

Using the Audio Listener Component

Only one audio listener is supported in a game. You can add the Audio Listener component to an entity that contains the game camera.
To set up the Audio Listener component

1. In Lumberyard Editor, right-click the viewport in your level, and click Create new component entity.
2. Click Tools, Entity Inspector. Be sure that your new component entity is selected in the viewport.
3. In the Entity Inspector, click Add Component, Audio, Audio Listener.

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

SetRotationEntity

Specify the entity with the rotational part of the transform that the audio listener will adopt.

Parameters

- entityId – Entity to use for the rotational part of the transform

Return

- None

Scriptable

- Yes

SetPositionEntity

Specify the entity with the positional part of the transform that the audio listener will adopt.

Parameters

- entityId – Entity to use for the positional part of the transform

Return

- None

Scriptable

- Yes

SetFullTransformEntity

Specify the entity with the full transform that the audio listener will adopt.

Parameters

- entityId – Entity to use for the transform

Return

- None

Scriptable

- No
Audio Proxy

Component entity system is in preview release and is subject to change.

The Audio Proxy component is a required dependency if you add multiple audio components to an entity. It acts as a proxy audio object wrapped in a component. For example, if you have an audio trigger component and an audio rtpc component on the same entity, they communicate to the same audio object using this audio proxy component.

Audio Rtpc

Component entity system is in preview release and is subject to change.

The Audio RTPC component provides basic Real-Time Parameter Control (RTPC) (p. 175) functionality. An RTPC is a named variable that the audio system can interpret in many different ways. It allows game developers to set the value from the game at run time to produce real-time tweaking of sounds.

Audio RTPC Component Properties

The Audio RTPC component has the following property:

Default Rtpc

Type the name of the audio RTPC to use by default. You can associate any RTPC name with the entity, typically one that is meant to affect a particular trigger.

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

SetValue

Sets the value of the default RTPC.

Parameters

value – Float value of the RTPC

Return

None

Scriptable

Yes

SetRtpcValue

Sets the value of the specified RTPC.
Audio Switch

Component entity system is in preview release and is subject to change.

The Audio Switch component provides basic Audio Translation Layer (ATL) switch functionality. With switches (and switch states), you can specify the state of an entity. The audio middleware interprets states, modifies the behavior of sounds, and plays the appropriate sounds.

Audio Switch Properties

The Audio Switch component has the following properties:

**Default Switch**

Type the name of the audio switch to use by default. You can associate any audio switch with the entity.

**Default State**

Type the name of the audio switch state to use by default. Use the Audio Controls Editor (p. 173) to assign the state to the switch. When this component is activated, the default switch is set to the default state.

**Play immediately**

Select this option to run upon component activation the audio 'play' trigger.

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**SetState**

Sets the specified state of the default switch.

Parameters

- **stateName** – Name of the state to set
SetSwitchState

Sets a specified switch to a specified state.

Parameters

- `switchName` – Name of the switch to set
- `stateName` – Name of the state to set

Return

None

Scriptable

Yes

Audio Trigger

The Audio Trigger component provides basic play and stop features so that you can set up Audio Translation Layer (ATL) play and stop triggers that can be executed on demand. With an audio trigger, you can also enable the player to run or stop audio triggers by name on entities.

Audio Trigger Properties

The Audio Trigger component has the following properties.

Default 'play' Trigger

Type the name of the audio trigger that this component runs when 'play' is called. You can change this property to specify a different default audio trigger.

Default 'stop' Trigger

Type the name of the audio trigger that this component runs when 'stop' is called. You can specify any trigger here; you do not need to specify a 'stop' trigger in order to stop audio, but it is a best practice to pair the two triggers. If you leave this setting blank, the 'stop' trigger simply stops the audio trigger specified for 'play'.

Play immediately

Select this option to run upon component activation the audio 'play' trigger.

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.
For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**Play**

Runs the default 'play' trigger, if set.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**Stop**

Runs the default 'stop' trigger, if set. If no 'stop' trigger is set, kills the default 'play' trigger.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**ExecuteTrigger**

Runs the specified audio trigger.

**Parameters**

`triggerName` – Name of the audio trigger to run.

**Return**

None

**Scriptable**

Yes

**KillTrigger**

Cancels the specified audio trigger.

**Parameters**

`triggerName` – Name of the audio trigger to cancel.

**Return**

None
Scriptable

Yes

**KillTrigger**

Cancels all audio triggers that are active on an entity.

**Parameters**

None

**Return**

None

Scriptable

Yes

**SetMovesWithEntity**

Specifies whether triggers should update position as the entity moves.

**Parameters**

shouldTrackEntity – Boolean indicating whether triggers should track the entity's position.

**Return**

None

Scriptable

Yes

**EBus Response Bus Interface**

Use the following response functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**OnTriggerFinished**

Informs all listeners about an audio trigger that has finished playing (the sound has ended).

**Parameters**

triggerId – ID of trigger that was successfully executed.

**Return**

None

Scriptable

Yes
Behavior Tree

Component entity system is in preview release and is subject to change.

Use the Behavior Tree component to load and run a behavior tree for the attached entity.

Behavior Tree Component Properties

The Behavior Tree component has the following properties:

Behavior tree asset

Select an XML file that contains a behavior tree definition.

Enabled initially

When selected, the behavior tree is loaded and activated with the entity.

EBus Request Bus Interface

Use the following request functions with the event bus (EBus) interface, BehaviorTreeComponentRequestBus, to communicate with other components of your game.

For more information about using the EBus interface, see Event Bus (EBus).

StartBehaviorTree

Starts an inactive behavior tree associated with this entity.

Parameters

None

Return

None

Scriptable

Yes

StopBehaviorTree

Stops an active behavior tree associated with this entity.

Parameters

None

Return

None

Scriptable

Yes
GetVariableNameCrcs

Gets a list of all crc32s of the variable names.

Parameters

None

Return

AZStd::vector<AZ::Crc32>

Scriptable

Yes

GetVariableValue

Gets the value associated with a variable.

Parameters

AZ::Crc32 variableNameCrc

Return

bool

Scriptable

Yes

SetVariableValue

Sets the value associated with a variable.

Parameters

AZ::Crc32 variableNameCrc

bool newValue

Return

None

Scriptable

Yes

The following is an example of script using the Request Bus Interface.

```plaintext
local behaviortreescript =
{
    Properties =
    {
        Target = EntityId(),
    },
}

function behaviortreescript:OnActivate()
```
Camera

Component entity system is in preview release and is subject to change.

The camera component allows an entity to be used as a camera. To use the camera component, you must first add a Camera Framework Gem to your project. For information, see the section called “Camera Framework Gem” (p. 907).

Camera Component Properties

The Camera component has the following properties:

Field of View

Vertical field of view in degrees.

Valid values: 0 – 180

Default value: 75

Near Clip Plane Distance

Distance to the near clip plane of the view frustum in meters.

Default value: 0.2

Far Clip Plane Distance

Distance to the near far plane of the view frustum in meters.

Default value: 1024

EBus Request Bus Interface

Use the following request functions with the event bus (EBus) interface, CameraRequestBus, to communicate with other components of your game.

For more information about using the EBus interface, see Event Bus (EBus).

GetFov

Gets the current field of view.

SetFov

Sets the current field of view.

GetNearClipDistance

Gets the current near clip distance.


**SetNearClipDistance**

Sets the current near clip distance.

**GetFarClipDistance**

Gets the current far clip distance.

**SetFarClipDistance**

Sets the current far clip distance.

The following is an example of script using the Request Bus Interface.

```lua
local camerasample =
{
  Properties =
  {
  }
}

function camerasample:OnActivate()
  CameraRequestBus.Event.SetFov(self.entityId, 85)
  local nearClip = CameraRequestBus.Event.GetNearClipDistance(self.entityId)
  CameraRequestBus.Event.SetFarClipDistance(self.entityId, nearClip + 1024)
end

return camerasample
```

## Camera Rig

Component entity system is in **preview** release and is subject to change.

Use the **Camera Rig** component to add and remove behaviors to drive your camera entity. To use the camera component, you must first add the section called “Camera Framework Gem” (p. 907) to your project.

### Camera Rig Component Properties

The **Camera Rig** component has the following properties:

**Target acquirers** (p. 402)

Array of behaviors that define how a camera selects a target. The rig tries each acquire in the order listed until one successfully finds a target.

**Look-at behaviors** (p. 403)

Array of behaviors that modify the look-at target transform. The rig runs each in order to generate a final target transform.

**Transform behaviors** (p. 405)

Array of behaviors that modify the camera transform based on the look-at target transform. The rig runs each in order before setting the camera component's transform.

### Target Acquirers

**Target Acquirers** identify valid targets and acquire their transforms for use in other rig behaviors.
Acquire By Tag

AcquireByTag has the following properties:

**Target tag**

Find a target by tag. If multiple entities are found, it uses the first to respond.

**Use Target Rotation**

If selected, uses the target's rotation when determining camera behavior.

**Use Target Position**

If selected, uses the target's position when determining camera behavior.

Acquire By Entity Id

AcquireByEntityId has the following properties:

**Entity Target**

Select a specific entity to use as the camera target

**Use Target Rotation**

If selected, uses the target's rotation when determining camera behavior.

**Use Target Position**

If selected, uses the target's position when determining camera behavior.

Look-at Behaviors

Look-at Behaviors changes the target transform to modify camera behavior.
OffsetPosition

Use **OffsetPosition** to change the position of the target's transform. Positions are often determined from the base of a model. But suppose, for example, that you want to determine its position 1.8 meters up from its base. You can use this property to achieve that positional offset.

![OffsetPosition](image)

**Look-at Behaviors** has the following properties:

**Positional Offset**
Vector displacement of the target transform's position.

**Offset Is Relative**
If selected, uses local coordinates. If deselected, uses world-basis vectors for the offset.

Rotate Camera Target

Use **Rotate Camera Target** to rotate the target separately from its source target. For example, you may want your character to look up and down without pitching.

**Rotate Camera Target** has the following properties:

![Rotate Camera Target](image)

**Axis of Rotation**
The target cardinal's axis around which the camera rotates. Select the X, Y, or Z axis.

**Event Name**
Name of event that provides the values for the rotation.

**Player Index**
Index of the player (input device).

**Invert Axis**
If selected, inverts the axis of rotation.
Rotation Speed Scale

Multiplier for new input values to scale the speed of rotation.

**SlideAlongAxisBasedOnAngle**

Use **SlideAlongAxisBasedOnAngle** to modify the position of the look-at target based on an angle. For example, say that you set the target to slide along the forward and backward axis based on pitch. As the target pitched down, then the position would move ahead of the target. If the target is attached to the character, then every time the target looked down, it would be ahead of the character. Every time it looked up, it would be behind the character.

**SlideAlongAxisBasedOnAngle** has the following properties:

**Axis to slide along**

Select an axis along which the target slides:
- Forwards and Backwards
- Right and Left
- Up and Down

**Angle Type**

Select an angle type on which to base the slide:
- Pitch
- Yaw
- Roll

**Vector Component to Ignore**

Select a vector component to ignore: **None, X, Y, or Z.**

**Max Positive Slide Distance**

The maximum slide along the axis when the angle reaches 90 degrees.

**Max Negative Slide Distance**

The maximum slide along the axis when the angle reaches -90 degrees.

**Transform Behaviors**

**Transform Behaviors** are a critical component of how the camera responds to the target. For example, you can set the camera to face the target, follow from a distance, or follow the target at a specific angle.
FaceTarget

FaceTarget causes the camera to change the rotation of its transform to look at the target. To use this feature, simply add it. There are no additional properties to configure.

FollowTargetFromAngle

FollowTargetFromAngle causes the camera to follow the target from a specified angle. This feature works well for top-down, isometric, and side scrolling cameras.

Follow Target from Angle has the following properties:

Angle

Angle at which to follow the target.

Rotation Type

Rotation type of the angle for following the target: yaw, pitch, or roll.

Distance from Target

The distance in meters from which the camera follows the target.

FollowTargetFromDistance

FollowTargetFromDistance causes the camera to follow the target from a specified distance. You can also set named events to trigger the camera to zoom in on or out from a target.

FollowTargetFromDistance has the following properties:
Follow Distance

The distance in meters from which the camera follows the target.

Minimum Follow Distance

Minimum distance from which the camera follows the target.

Maximum Follow Distance

Maximum distance from which the camera follows the target.

Zoom In Event Name

Event name that reduces the current follow distance, in effect zooming in.

Zoom Out Event Name

Event name that increases the current follow distance, in effect zooming out.

Zoom Speed Scale

Scale amount for the incoming zoom value.

Player Index

The index of the player (device index) that this feature supports.

Offset Camera Position

Offset Camera Position sets the camera's position to the target's position with an offset.

Offset Camera Position has the following properties:

Offset

The vector offset in meters from the target.

Is Offset Relative

If selected, local basis vectors are used. If deselected, worldbasis vectors are used.

Rotate

Use Rotate to rotate a camera about one of its axes (X, Y, or Z).
**Rotate** has the following properties:

**Angle**

Angle in degrees to rotate the camera.

**Axis**

Axis about which to rotate the camera.

---

**Character Physics**

Component entity system is in preview release and is subject to change.

The **Character Physics** component adds physical behavior to and configures simulation characteristics for character entities, such as players and enemies.

**Character Physics Component Properties**

The **Character Physics** component has the following properties.

**Player Dimensions**

**Player Dimensions** determine the character's physical properties.

**Use capsule**

When selected, uses capsule collider geometry. When not selected, uses cylinder collider geometry.

**Collider radius**

Radius of collision for the cylinder or capsule geometry.

**Collider half-height**

Half-height of straight section of collision for the cylinder or capsule geometry.

**Height collider**

Vertical offset of collision geometry center.

**Height pivot**

Offset from the central ground position that is considered entity center.

**Height eye**

Vertical offset of the camera.
**Height head**
Center of the head geometry.

**Head radius**
Radius of the head geometry that is used for the camera offset.

**Unprojection direction**
Unprojection direction to test in case the new position overlaps with the environment. For **Auto**, enter 0.

**Max unprojection**
Maximum allowed unprojection.

**Ground contact epsilon**
The amount that the living entity needs to move upwards before ground contact is lost.

---

**Player Dynamics**

**Player Dynamics** settings control the physics of the entity.

**Mass**
Mass in kg.

**Inertia**
Inertia coefficient. For no inertia, enter 0.

**Inertia acceleration**
Inertia felt on acceleration.

**Time impulse recover**
Duration after which inertia is forcefully turned on after receiving an impulse.

**Air control**
Air control coefficient. Values from **0.00** to **1.00**.

**Air resistance**
Standard air resistance.

**Use custom gravity**
When selected, uses custom gravity. When not selected, uses world gravity.

**Nod speed**
Vertical camera shake speed after landings.

**Is active**
If not selected, disables all simulation for the character, except moving along the requested velocity.

**Release ground collider**
If selected, and the living entity is not active, the ground collider (if present) is explicitly released during the simulation step.

**Is swimming**
If selected, the entity can swim and is not bound to the ground plane.
Surface index
Surface identifier for collisions.

Limits
You can set the following limits for the Character Physics component.

Min fall angle
Minimum angle of slope at which the entity starts falling.

Min slide angle
Minimum angle of slope at which entity starts sliding.

Max climb angle
Maximum angle of slope that the entity can climb.

Max jump angle
Maximum ground slope angle that entity can jump towards.

Max ground velocity
Maximum surface velocity on which entity can stand.

Collides with Type
The Collides with type settings affect what collisions the character entity can experience.

Terrain
If selected, entity can collide with the terrain.

Static
If selected, entity can collide with static entities.

Rigid body (active)
If selected, entity can collide with active rigid bodies.

Rigid body (sleeping)
If selected, entity can collide with sleeping rigid entities.

Living
If selected, entity can collide with other living entities.

Independent
If selected, entity can collide with independent entities.

EBus Request Bus Interface – PhysicsComponentRequestBus
Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).
**EnablePhysics**

Makes the entity a participant in the physics simulation.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**DisablePhysics**

Stops the entity from participating in the physics simulation.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**IsPhysicsEnabled**

Queries if the entity's physics component has been enabled.

**Parameters**

None

**Return**

Bool – whether physics is enabled

**Scriptable**

Yes

**AddImpulse**

Adds an impulse to the entity.

**Parameters**

Vector3 – an impulse in world space

**Return**

None

**Scriptable**

Yes
GetVelocity

Gets the velocity of the entity.

Parameters

None

Return

Vector3 - velocity of the entity to set

Scriptable

Yes

SetVelocity

Sets the velocity of the entity.

Parameters

Vector3 - velocity of the entity

Return

None

Scriptable

Yes

GetAcceleration

Gets the acceleration of the entity.

Parameters

None

Return

Vector3 – acceleration of the entity

Scriptable

Yes

GetAngularVelocity

Gets the angular velocity of the entity.

Parameters

None

Return

Vector3 – angular velocity of the entity

Scriptable

Yes
**GetMass**

Gets the total mass (kg) of the entity.

**Parameters**

None

**Return**

float – the total mass of the entity

**Scriptable**

Yes

**SetMass**

Sets the total mass (kg) of the entity.

**Parameters**

Float – the total mass to set

**Return**

None

**Scriptable**

Yes

**EBus Request Bus Interface – CryPhysicsComponentRequestBus**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see [Event Bus (EBus)](#).

**GetPhysicsParameters**

Passes in any class that inherits from `pe_params` to retrieve them, such as `pe_params_pos`.

**Parameters**

- (output) `pe_params`

**Return**

None

**Scriptable**

No

**SetPhysicsParameters**

Passes in any class that inherits from `pe_params` to set them, such as `pe_params_pos`.

**Parameters**

- const `pe_params`
**Return**

None

**Scriptable**

No

**GetPhysicsStatus**

Passes in any class that inherits from `pe_status` to retrieve them, such as `pe_status_pos`.

**Parameters**

(output) `pe_status`

**Return**

None

**Scriptable**

No

**ApplyPhysicsAction**

Passes in any class that inherits from `pe_action` to set them, such as `pe_action_impulse`.

**Parameters**

const `pe_action`

bool `threadSafe`

**Return**

None

**Scriptable**

No

**EBus Request Bus Interface – CryCharacterPhysicsRequestBus**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

**Move**

Requests movement from a living entity.

**Parameters**

const `AZ::Vector3`& `velocity`

`jump` – Controls how velocity is applied within living entity. See `physinterface.h`, `ref pe_action_move::iJump` for more details.
The following is an example of script using the Request Bus Interface.

```lua
local ExampleComponent = {
    Properties = {
        MoveSpeed = 1.0
    }
}

function ExampleComponent:OnActivate()
    -- connect to the TickBus so we receive OnTick events
    self.handler = TickBus.Connect(self, 0)
end

function ExampleComponent:OnTick(deltaTime, scriptTime)
    -- Jump modes
    -- 0 not jumping
    -- 1 jumping, instant velocity change
    -- 2 jumping, add to current velocity
    local jumpMode = 0
    -- get this entity's transform
    local transform = TransformBus.Event.GetWorldTM(self.entityId)
    -- we want to apply velocity in the forward direction
    local velocity = transform:GetColumn(1) * deltaTime * self.Properties.MoveSpeed
    -- request velocity
    CryCharacterPhysicsRequestBus.Event.RequestVelocity(self.entityId, velocity, jumpMode)
end

function ExampleComponent:OnDeactivate()
    -- disconnect from the TickBus
    self.handler:Disconnect()
    self.handler = nil
end

return ExampleComponent
```

**Comment**

Component entity system is in preview release and is subject to change.

The **Comment** component allows you to add long-form text comments for component entities. When enabled, the **Comment** component displays a dialog box that expands based on the size of the comment that you enter. The following examples demonstrate how you can use the comment text box:

- Explain how the scripts or components on an entity interact with other scripts or components
- Describe how everything in a level ties together
- Send descriptions, instructions, or notes to team members
Comment Properties

The Comment component has the following property:

**Comment text box**

Stores the user comment for the component entity.

Default: None

Using the Comment Component

You can use this feature by adding the component to an entity in your level.

**To use the Comment component**

1. In Lumberyard Editor, right-click the viewport in your level, and click **Create entity**.
2. In the **Entity Inspector**, click **Add Component**.
3. Under **Editor**, click **Comment**.
4. In the **Entity Inspector**, under **Comment**, add comments for the component entity in the text box.

Constraint

Component entity system is in preview release and is subject to change.

The Constraint component creates a physical limitation or restriction between an entity and its target, such as a door rotating about a set of hinges, a sliding glass door moving along a track, or a bell clapper swinging within its bell housing.

A working Constraint component setup has three distinct pieces: the Constrained entity, the Constraint target, and the Constraint pivot, which is the entity with the constraint component on it. To use the previous example, the door would be the constrained entity, the wall with the hinges would be the constraint target, and then a third entity, placed between them, would be the constraint pivot. The constraint pivot defines the constraint behavior, connects the constrained entity to the constraint target, and provides the point about which the constrained entity moves.

The Constrained entity is always a movable object. For example, the rotating door, the sliding glass door, and the bell clapper are all movable objects.

The Constraint target is an anchor to which the constraint pivot is attached. The constraint target can be movable or unmovable; for example, a wall with door hinges or a sliding glass door track aren’t typically movable, but a bell is.
The **Constraint pivot** is typically a third entity that contains only the constraint component, and is placed between the constrained entity and the constraint target. The constraint pivot defines the constraint behavior type, such as ball, hinge, slider, plane, magnet, fixed, or free. There are other ways to use the constraint pivot as well, such as the following:

- Add the constraint pivot directly to the constrained entity, and then set the **Owning entity** to **Self**. This causes the constrained entity to move in the defined constraint behavior type about its own axis.
- Set the constraint pivot’s **Target type** to **World space**. This causes the constraint pivot to be anchored to its position in world space rather than to another object. The **Constraint target** field is not available when you select world space.

The following procedure provides an example for placing a constrained entity, a constraint target, and a constraint pivot.

**To place a constrained entity, a constraint target, and a constraint pivot**

1. To place the constrained entity, and then add necessary mesh and physics components to it, follow these steps:
   a. Create an entity. (p. 511)
   b. In the **Entity Inspector** (p. 381), click **Add Component**, **Rendering**, **Static Mesh** (p. 490) or **Skinned Mesh** (p. 487). Next to **Static asset** or **Skinned asset**, click the ellipsis button to select an asset.
      This defines the shape and appearance of your object.
      This defines the entity as a movable object.
   d. Click **Add Component**, **Physics**, **Primitive Collider** (p. 464) or **Mesh Collider** (p. 452).
      This allows other objects to collide with this object.
2. To place the second entity, repeat the previous set of steps for a new entity. If you want this entity to be stationary (unmovable), however, set its physics behavior element as **Static Physics** (p. 491) (instead of rigid body).
3. To place the constraint pivot, do the following:
   a. Create an entity. (p. 511)
   b. In the **Entity Inspector** (p. 381), click **Add Component**, **Physics**, **Constraint**.
   c. For **Owning entity**, select **Other entity**.
      You will select the owning entity (constrained entity) in a later step.
      In this example procedure, you are placing the constraint pivot between the constrained entity and the constraint target. The other option, **Self**, is used when you place the constraint component directly on the constrained entity.
   d. For **Target type**, select **Entity**.
      The other option, **World space**, causes the constrained entity to move about the world space position of the constraint pivot.
   e. Next to **Constrained entity**, click the object picker (hand icon), and then in the viewport, click the first entity you created.
   f. Next to **Constraint target**, click the object picker (hand icon), and then in the viewport, click the second entity you created.
4. Set **Constraint Component Properties** (p. 418) as appropriate.
Constraint Component Properties

The primary **Constraint** component property is the **Constraint type**. This property defines how the constrained entity moves in relation to the constraint target.

**Constraint Type**

When setting constraint properties, select one of the following **Constraint types**.

**Hinge**

The constrained entity rotates around the selected **Axis** as if attached by a hinge. This constraint type provides one degree of freedom (X, Y, or Z) between the constrained entity and the constraint target.

An example of a hinge is a door, which rotates around the Z axis.

**Ball**

The constrained entity rotates around the Z axis as if attached at the constraint pivot by a ball socket or ball joint. This constraint type provides two degrees of freedom between the constraint owner and the constraint target.
An example of a ball constraint is a bell's clapper (the swinging part inside the bell housing).

This constraint type always moves about the Z axis. If you want to use this constraint type, but need it to move in a different direction (for example, attaching at the bottom and moving at the top), you must change the orientation of the Z axis. To do this, rotate the constraint pivot.

Slider

The constrained entity slides along one axis. If rotation is also enabled, then the constrained entity acts like a movable hinge around the selected axis.

An example of a slider constraint is a sliding door.
Plane

The constrained entity moves along one plane (XY, YZ, or XZ). Select the X axis to move along the YZ plane, the Y axis to move along the XZ plane, and the Z axis to move along the XY plane.

An example of a plane constraint is a hockey puck sliding along a smooth surface.
Magnet

The constrained entity and the constraint target move toward each other.

Fixed

The Fixed constraint type must be applied to two rigid body (movable) entities. This constraint type constrains the two entities with no rotation relative to one another (although they can rotate together). The distance and orientation between the constrained entity and the constraint target are preserved.

An example of a fixed constraint is the two sides of a dumbbell—with an invisible and intangible bar fixing the two sides together.
Free

The constrained entity can move around its target anywhere in space and any distance from its target, but the orientation of the owner and its target are locked to each other. For example, if the constrained entity and the constraint target were both statues, they could be moved any distance apart and in any direction, but if one is knocked over, the other mirrors that orientation, wherever it is.
Constraint Properties

The following properties are common to all of the constraint types, except where noted.

Constraint type

Select from hinge, ball, slider, plane, magnet, fixed, or free.

Default value: Hinge

Owning entity

Select either Self or Other entity.

In the typical setup, select Other entity, then select the Constrained entity. If you select Self, the constrained entity moves about its own axis.

Default value: Self

Target type

Select either Entity or World space.

Select Entity if the constraint target is a rigid body (movable object), and you want the constraint pivot anchored to it. Select World space if the constrained entity is to move about the constraint pivot's position in world space.

Default value: Entity

Constrained entity

Click the picker (hand icon) and, in the viewport, select the entity that is to be the constraint owner. This field is not available if you set Owning entity to Self.

Constraint target

Click the picker (hand icon) and, in the viewport, select the entity that is to be the constraint target. This field is not available if you set Target type to World space.

Axis

Visible when Constraint type is set to hinge, slider, or plane.

For the hinge constraint, the constraint owner rotates about the defined axis. For example, a typical door rotates on the Z axis. A typical pet door would rotate about the X or Y axis.

For the slider constraint, the axis specifies the direction that the constraint owner slides. For example, choose the Z axis if you want an up-and-down slider (such as an elevator).

For the plane constraint, the axis you choose is perpendicular to the plane upon which the constraint owner moves. For example, choose X to move along the YZ plane, Y to move along the XZ plane, and Z to move along the XY plane.

Default value: Z

Enable on activate

If selected, the constraint is enabled upon activation of the level.

Part ids

If selected, you can specify the following:
• **Owner part id** – Part ID on the constrained entity, such as a weapon, that is to be constrained.
• **Target part id** – Part ID on the constraint target, such as a character’s hand, that is to be the constraint target.

**Force limits**

If selected, you can specify the **Max pull force** in Newtons (N) and the **Max bend torque** in Newtons per meter (NM). If the constraint is set to **Breakable**, and a force exceeding those values is exerted upon the constraint, then the constraint is removed (broken). If the **Breakable** setting is not selected, **Force limits** control how much force the constraint applies to keep the constrained entities together.

**Rotation limits**

Visible when constraint is set to hinge, ball, or slider.

When selected and set to hinge constraint, the **Min** setting defines the limit of the clockwise rotation. Use a negative value to set a limit clockwise. For example, -90 degrees would be at the 3 o’clock marker. -180 degrees would be at 6 o’clock. The **Max** setting defines the rotation counterclockwise. Use a positive value. For example, 90 degrees would be at the 9 o’clock marker. 180 degrees would be at the 6 o’clock marker. You can reverse these settings by selecting the negative axis (for example, **Negative Y**).

When selected and set to ball constraint, you can set the **Half angle**. Visualize the rotation area as a cone; the half angle represents the distance between the middle of the cone and the edge. When you set the half angle, a blue cone appears in the viewport to represent the rotation area.

When selected and set to slider constraint, use a positive number for the **Max** setting to define how far in the positive direction the object can move from its starting point. Use a negative number for the **Min** setting to define how far the object can move from its starting point in the opposite direction. A blue arrow appears in the viewport when a constraint entity is selected.

**Damping**

If selected, you can specify the damping (p. 1632) of a constraint movement.

Use this setting to prevent perpetual motion, or for constraints that don't properly come to rest. Start with small values, such as 0.2 to 0.3. Values above 0.5 may make objects seem unnatural and overly damped.

**Enable collision**

If selected, enables collision between constrained entities.

**Breakable**

If selected, the constraint is removed (broken) if force limits are exceeded.

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game. For more information about using the event bus (EBus) interface, see Event Bus (EBus).

**SetConstraintEntities**

Sets which entities are affected by this constraint.

**Parameters**

AZ::EntityId owningEntity – The entity that owns the constraint (constrained entity).
AZ::EntityId targetEntity – The target entity. If the target type is world space, this can be Invalid EntityId.

Return
None

Scriptable
Yes

SetConstraintEntitiesWithPartIds
Sets which entities are affected by this constraint and which of their bones are constrained.

Parameters
AZ::EntityId owningEntity – The entity that owns the constraint (constrained entity).
int ownerPartID – Constraint owner's part ID of the bone to constrain to.
AZ::EntityId targetEntity – The target entity. If the target type is world space, this can be Invalid EntityId.
int targetPartId – The constraint target's part ID of the bone to constrain to.

Return
None

Scriptable
Yes

EnableConstraint
Enables all constraints on this entity.

Parameters
None

Return
None

Scriptable
Yes

DisableConstraint
Disables all constraints on this entity.

Parameters
None

Return
None
Scriptable

Yes

**EBus Notification Bus Interface**

Use the following notification functions with the constraint component notification bus EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see [Event Bus (EBus)](Event Bus (EBus)).

**OnConstraintEntitiesChanged**

Notifies that one or both of the constrained entities has changed.

**Parameters**

- `AZ::EntityId oldOwner` – The prior owner of the constraint.
- `AZ::EntityId oldTarget` – The prior target of the constraint.
- `AZ::EntityId newOwner` – The new owner of the constraint.
- `AZ::EntityId newTarget` – The new target of the constraint. If the constraint target is world space, this can be `Invalid EntityId`.

**Return**

None

Scriptable

Yes

**OnConstraintEnabled**

Notifies that the constraint has been enabled.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**OnConstraintDisabled**

Notifies that the constraint has been disabled.

**Parameters**

None

**Return**

None
Scriptable

Yes

Example Script

The following is a script sample that is intended to be placed on an entity with a constraint component of **Magnet** type, with its owner set as **Other entity**. This script alternates between three different entities to be constrained for **Transition Interval** seconds.

```lua
local constraintexample = {
    Properties = {
        ConstrainedEntity1 = EntityId(),
        ConstrainedEntity2 = EntityId(),
        ConstrainedEntity3 = EntityId(),
        TransitionInterval = 3,
    },
}

function constraintexample:OnActivate()
    self.TransitionCountDown = self.Properties.TransitionInterval
    self.ConstrainedIdx = 1
    self.tickBusHandler = TickBus.Connect(self)
    self.constraintHandler = ConstraintComponentNotificationBus.Connect(self, self.entityId)
    Debug.Log("ConstraintComponent activated for entity: " .. tostring(self.entityId))
end

function constraintexample:OnTick(deltaTime, timePoint)
    self.TransitionCountDown = self.TransitionCountDown - deltaTime
    if (self.TransitionCountDown < 0.0) then
        ConstraintComponentRequestBus.Event.SetConstraintEntities(self.entityId, self.ConstrainedEntities[self.ConstrainedIdx], self.entityId)
        self.ConstrainedIdx = ((self.ConstrainedIdx + 1) % table.getn(self.ConstrainedEntities)) + 1
        self.TransitionCountDown = self.Properties.TransitionInterval
    end
end

function constraintexample:OnDeactivate()
    self.tickBusHandler:Disconnect()
    self.constraintHandler:Disconnect()
end

function constraintexample:OnConstraintEntitiesChanged(oldOwner, oldTarget, newOwner, newTarget)
    Debug.Log("Constraint Changed - old owner:" .. tostring(oldOwner) .. " old target:" .. tostring(oldTarget))
    Debug.Log("                    new owner:" .. tostring(newOwner) .. " new target:" .. tostring(newTarget))
end

function constraintexample:OnConstraintEnabled()
    Debug.Log("Constraint Enabled: " .. tostring(self.entityId))
end

function constraintexample:OnConstraintDisabled()
    Debug.Log("Constraint Disabled: " .. tostring(self.entityId))
end
```
Decal

Component entity system is in preview release and is subject to change.

Use the Decal component to place a component on an entity.

Decal Component Properties

The Decal component has the following properties:

Visible

If selected, shows the decal.

Projection Type

Specifies the type of decal projection: Planar, On Terrain, Or On Terrain and Static Objects.

Default value: Planar

Material

The decal's material file.

Sort Priority

Sort priority relative to other decals in the system.

Valid values: 0 – 255

Default value: 16

Depth

Projection depth for deferred decals.

Valid values: 0 – 10

Default value: 1

Offset

Allows offsetting the decal relative to the entity's position.

Default value: 0,0,0

Opacity

Degree of transparency for the decal (only available for deferred decals).

Deferred

Shows No for Planar and On Terrain Projection Type. Shows Yes for On Terrain and Static Objects.

Max view distance

The furthest distance at which this decal can be viewed.
**View distance multiplier**

Multiplier to the automatically computed fade-out camera distance.

**Minimum spec**

Minimum spec for the decal to be active.

---

**EBus Request Bus Interface**

Use the following request function with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see [Event Bus (EBus)](https://example.com).

**SetVisibility**

Sets an explicit value (true/false) on the decal's visibility.

**Parameters**

- true or false

**Show**

Shows the decal.

**Parameters**

- None

**Hide**

Hides the decal.

**Parameters**

- None

The following is an example of script using the **Request Bus Interface**.

```lua
function decalexample:OnActivate()
    DecalComponentRequestBus.Event.Hide(self.entityId)
    DecalComponentRequestBus.Event.Show(self.entityId)
    DecalComponentRequestBus.Event.SetVisibility(self.entityId, false)
end
```

---

**Environment Probe**

Component entity system is in preview release and is subject to change.

Use the Environment Probe component to achieve the right visual quality for a space. Environment probes help to determine proper reflections, ambient diffuse values, particle diffuse values, and shadow colors.
Environment Probe has the following settings:

**Visible**
- If selected, shows the light.

**On initially**
- If selected, the light is on when created.

**General Settings**

**Color**
- The color of the light.
  - Default value: 0xFFFFFFFF

**Diffuse multiplier**
- Sets the strength of the diffuse color.
  - Default value: 1

**Specular multiplier**
- Sets the strength of the specular brightness.
  - Default value: 1

**Ambient**
- If selected, light acts as a multiplier for cubemap values.

**Environment Probe Settings**

**Area dimensions**
- The width, height, and depth in meters of the environment probe's area of effect.

**Sort priority**
- Priority number for probe rendering. The lower priority numbers (for example, 0 or 1) are rendered on top of the higher priority numbers (for example, 100).

**Resolution**
- Cubemap resolution in pixels that is generated by this probe.
  - Default value: 256

**Box projected**
- If selected, enables box projection. Does not require regeneration of the cubemap.

**Box height**
- Height of the box projection.

**Box length**
- Length of the box projection.
Box width

Width of the box projection.

Attenuation falloff

Attenuation falloff value. Specify a value from 0.0 to 1.0.

Options

View distance multiplier

Adjusts the maximum view distance. For example, 1.0 would use the default and 1.1 would be 10% farther than the default.

Minimum spec

The minimum spec at which this light is enabled.

Default value: Low

Cast shadow spec

The minimum spec at which shadows are cast.

Default value: Never

Ignore vis areas

If selected, light ignores vis areas.

Indoor only

If selected, light is only rendered indoors.

Affects this area only

If selected, light affects only the immediate area.

Volumetric fog only

If selected, affects only volumetric fog.

Volumetric fog

If selected, affects volumetric fog.

Animation

Style

Enter a number to specify a preset light animation curve to play as defined in the light.cfx file. Valid values are 0 to 48, and 40 to 48 are for testing and debugging.

Default value: 0

Speed

Multiple of the base animation rate. For example, a value of 2.0 would cause an animation to play twice as fast.

Default value: 1
Phase

Animation start offset from 0 to 1. A value of 0.1 is 10% into the animation. You can use this setting, for example, to prevent lights in the same scene, with the same animation, from animating in unison.

Default value: 0

Cubemap generation

Cubemap

Click Generate to generate or regenerate a cubemap for this probe. The button is enabled only when Use customized cubemap is deselected.

View cubemap

If selected, the viewport displays a preview of the cubemap. Only selectable when a cubemap exists.

Use customized cubemap

If selected, you can specify a custom cubemap in the Cubemap asset setting. If deselected, cubemap is autogenerated.

Cubemap asset

File path for the cubemap asset.

Additional Links

- Lighting Tutorial (text)
- Lighting Tutorial (video)

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

All light components share common Ebus functions. For more information, see Light Components EBus Request Bus Interface (p. 386).

Flow Graph

Component entity system is in preview release and is subject to change.

Component entities support some flow graphs using the context menu on selected component entities.

The following flow graph nodes are supported for component entities:

- Movement:RotateEntity – Applies a rotation velocity to an entity.
- Movement:MoveEntityTo – Moves the entity to the specified location.
- ComponentEntity:TransformComponent:GetEntityPosition – Returns the entity's position.
- ComponentEntity:TransformComponent:GetEntityRotation – Returns the entity's orientation.
- **ComponentEntity:TransformComponent:SetEntityPosition** – Specifies the entity's position.
- **ComponentEntity:TransformComponent:SetEntityRotation** – Specifies the entity's rotation.
- **ComponentEntity:TriggerComponent:EnterTrigger** – Triggers event notification on entry or exit.

A few things to note about component entities and flow graph:

- After you add a flow graph to the entity, you can access the flow graph from the Flow Graph editor in the Graphs pane under FlowGraph Components.
- Component entities support multiple flow graphs. You can add, remove, or open a flow graph from the viewport using the context menu.
- Flow graph context menus also work on multiple selected entities.

**To add a flow graph component to an entity**

1. In the viewport select an existing entity.
2. Right-click the entity, and click FlowGraph, Add.
3. Type a name for the flow graph.

**Input**

Component entity system is in preview release and is subject to change.

The **Input** component references an `.inputbindings` file. This file binds a set of inputs (such as from a mouse, game controller, and so on) to an event.

You can create or edit these reflected content files by right-clicking on the file in the Asset Browser (p. 166). Select an option from the asset context menu (1). The asset context menu (1) presents a different set of options than the general context menu (2).
Input Properties

The Input component has the following properties:

**Input to event bindings**

An asset reference to an `.inputbindings` file that defines bindings of raw input to events. Click the ellipsis (…) to select an `.inputbindings` file.

**Input contexts**

Type a string to enter valid context(s) for this input binding. The default context is an empty string.

*Note*

""" is the default context. It is active whenever explicitly pushed to the top of the input context stack, or when the input context stack is empty. Note that input ebus messages are not generated while the console is open.

Creating an Input to Event Binding Asset

Using the File Browser, you can create a new asset by clicking File, Create New Asset, Input to Event Bindings Asset.

Follow these steps to create a new input to event binding asset.

**To create a new input to event binding asset**

1. Open File Browser by clicking Tools, File Browser.
2. Right-click on an asset, and then click Open Asset Editor.
   
   You can also open the Asset Editor from the Entity Inspector (p. 381) while viewing an Input component by clicking the edit icon.
3. Click File, Create New Asset, Input to Event Binding Asset.

Creating Input Event Groups

An Input Event Bindings file can have zero (0) or more Input Event Groups.

**To add an input event group**

1. In the Asset Editor, after creating a new input event binding (p. 437), click the plus sign (+) next to Input Event Groups.
2. In the Event Name box, type a name for your event.

Creating Event Generators

An Event Generator is a handler that generates the named event. For example, a pressed key, a held mouse button, or a series of actions on a controller results in the named event.

**To add an event generator**

1. Click the plus sign (+) next to Event Generators.
2. Select an event from the list.

These event generators (InputSubComponents) are categorized in the following manner:

**Single Event to Action**

Maps a single event to a single action. The following event generators are **Single Event to Action**:

- **Analog** – Analog input events such as a mouse or keyboard.
- **Held** – Event that completes when the **Input Device Type** is held for a specified duration.
- **Pressed** – Event that completes when the **Input Device Type** is pressed.
- **Released** – Event that completes when the **Input Device Type** is released.

Input sub components are objects that have the same lifetime as components and must override Activate and Deactivate.

```cpp
// IInputSubComponent
void Activate(const AZ::InputEventNotificationId& channelId) override;
void Deactivate(const AZ::InputEventNotificationId& channelId) override;
```

**GameplayNotificationBus handlers**

These handlers aggregate one more GameplayActionEvents into a single output GameplayActionEvent. They do not listen for raw input like the InputNotificationBus handlers. The following events are **GameplayNotificationBus handlers**:

- **Ordered Event Combination** – Combination input event handler that listens for a series of events and then treats them all as one. As long as the events occur in the specified order, the outgoing event will occur. For example, Down then Right then Heavy Punch results in the event Heavy Special Attack. When you add this event generator, it appears in the UI as the **first incoming event name** followed by an ellipsis (…).

- **Unordered Event Combination** – Combination input event handler that listens for a combination of events in no particular order as long as they all happen within a specified amount of time. When you add this event generator, it appears in the UI as **Unordered combo in n**, where **n** is the value from the property **Max delay for all events**.

- **Vectorized Event Combination** – This class binds three incoming action values to an AZ::Vector3 and sends out a new gameplay event containing that AZ::Vector3.

  Bind to this action by inheriting AZ::ActionNotificationBus<AZ::Vector3>::Handler and connecting to the bus.

**Event Generator Properties**

Each event generator has a set of properties that you can use to customize the specifics of the event generator.
To edit the .inputbindings file

1. Open the File Browser by clicking Tools, File Browser.
2. Right-click the .inputbindings file you want to edit. From the context menu, click Edit.
**Single Event to Action Properties**

You can use the **Held**, **Pressed**, and **Released** scripts to transform processed input events into game play events.

The **Single Event To Action** event generators (**Held**, **Pressed**, **Analog**, **Released**) all have the following common properties:

- **Input Device Type** – The type of device that generates the input. Select from a list of available devices.
- **Input Name** – List of input options that depend on the selected input device type. For example, if you select **keyboard** for the **Input Device Type**, a list of possible keystrokes appear in this list.
- **Event value multiplier** – Multiplier by which to scale the input value.
- **Dead zone** – An input is considered pressed outside of this threshold and released within it. A magnitude or absolute value. Values below this number are considered inactive, and no events are generated. Only magnitudes, or absolute values, above this number causes events to be generated.

The event generators **Held** and **Analog** also have the following unique properties:

**Held**

- **Duration to hold** – The duration of seconds that the input must be held.
- **Success pulse interval** – The interval between successful messages after holding for the duration specified in the **Duration to hold** setting.
- **Invoke type** – Select when you want the events to be invoked:
  - Every duration
  - Once per release
  - Every frame after duration

**Analog**

- **Send continuous updates** – If selected, updates are sent continuously. If deselected, sends a message only when the analog value has changed.

**Action Notification Bus Handlers Properties**

The **ActionNotificationBus** handlers (**Ordered Event Combination**, **Unordered Event Combination**, and **Vectorized Event Combination**) aggregate one or more **GameplayActionEvents** into a single output **GameplayActionEvent**. They do not listen for raw input the way the **InputNotificationBus** handlers do.

The **ActionNotificationBus** handlers feature the following properties:

**Ordered Event Combination** and **Unordered Event Combination**

- **Incoming event names** – A resizable array of incoming event names, such as **jump** and **run**.
- **Max delay between events** – Delay in seconds between successful events which, if exceeded, causes a failure.

**Vectorized Event Combination**

- **Incoming event names** – An array of three incoming event names, such as **x**, **y**, and **z**, mapped to a vector output.
- **Should normalize** – If selected, output event value is normalized.
- **Dead zone length** – A threshold for vector length below which an event is not generated.

**Event Notification Bus**

Use the following notification functions with the event notification bus interface to communicate with other components of your game.
For more information about using the event bus (EBus) interface, see Event Bus (EBus).

**InputEventNotificationBus**

**OnPressed**

- type: `float`
- Event sent when an input surpasses the threshold.

**OnHeld**

- type: `float`
- Event sent when an input continues to surpass the threshold.

**OnReleased**

- type: `float`
- Event sent when an input no longer surpasses the threshold.

The following is an example script.

```lua
local held = {
    Properties = {
        IncomingInputEventName = "",
        OutgoingGameplayEventName = "",
    },
}

function held:OnActivate()
    local inputBusId = InputEventNotificationId(self.Properties.IncomingInputEventName)
    self.inputBus = InputEventNotificationBus.Connect(self, inputBusId)
end

function held:OnHeld(floatValue)
    GameplayNotificationBus.Event.OnEventUpdating(GameplayNotificationId(self.entityId,
        self.Properties.OutgoingGameplayEventName), floatValue)
end

function held:OnReleased(floatValue)
    GameplayNotificationBus.Event.OnEventEnd(GameplayNotificationId(self.entityId,
        self.Properties.OutgoingGameplayEventName), floatValue)
end

function held:OnDeactivate()
    self.inputBus:Disconnect()
end

return held
```

**Input Request Bus**

Use the following functions with the input request bus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).
**InputRequestBus**

**PushContext**

Pushes a new context onto the stack, which then becomes the active context.

**PopContext**

Removes the top context from the input context stack.

**PopAllContexts**

Clears the context stack, and the active context becomes "".

**GetCurrentContext**

Returns the context at the top of the stack. If the stack is empty, returns "".

The following is an example script.

```lua
local foo = {
    Properties = {
        Context = {
            default = "", description = "A context to push onto the input stack. Like console, or UI, or turret, under water, etc."},
        }
    }

function foo:OnActivate()
    -- by default the context is blank ""
    InputRequestBus.Broadcast.PushContext(self.Properties.Context) -- context stack is now 1)user defined property
    InputRequestBus.Broadcast.PushContext("under water") -- context stack is now 1)user defined property, 2) "under water"
    InputRequestBus.Broadcast.PopContext() -- context stack is now 1)user defined property, 2) "under water", 3) "for fun"
    InputRequestBus.Broadcast.PopAllContexts() context stack is now empty
end

return foo
```

**Lens Flare**

Component entity system is in **preview** release and is subject to change.

The **Lens Flare** component allows the placement of a lens flare on an entity.

**Lens Flare Component Properties**

The **Lens Flare** component has the following properties:

**Visible**

If selected, shows the lens flare.
Library

Select a lens flare library that has been authored by the Lens Flare editor.

Lens flare

Select a lens flare from the available flares in the lens flare library.

Flare Settings

Minimum spec

The minimum spec at which this lens flare is enabled.

Default: Low

FOV

The field of view (FOV) in degrees around the lens flare. Use 360 degrees to make the lens flare visible from all angles.

Default: 360

Size

The size of the lens flare.

Attach to sun

If selected, attaches the lens flare to the sun (as opposed to attaching to the entity).

Ignore vis areas

If selected, lens flare ignores vis areas.

Indoor only

If selected, lens flare is rendered indoors only.

On initially

If selected, the lens flare is on when the scene starts.

View distance multiplier

Adjust the maximum view distance. For example, 1.0 would use the default and 1.1 would be 10% further than the default.

Color Settings

Tint

Color of the lens flare.

Tint [alpha]

Alpha value that sets the flare's transparency.

Brightness

Brightness of the lens flare.

Animation

Sync with light

If selected, uses the animation settings of the provided light. Select the light entity in the Light setting.
Light

This setting appears when the **Sync with light** setting is selected. Use the picker (hand icon) to select the light component you want to sync animation settings with.

Style

Light animation curve ID (style) as it corresponds to values in `Light.cfx`.

Speed

Multiple of the base animation rate.

Phase

Animation start offset from 0 to 1. 0.1 would be 10% into the animation.

**EBus Request Bus Interface**

Use the following request function with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see **Event Bus (EBus)**.

- **SetLensFlareState** (on or off) – Turns the lens flare on or off.
- **TurnOnLensFlare** – Turns the lens flare on.
- **TurnOffLensFlare** – Turns the lens flare off.
- **ToggleLensFlare** – Toggles the lens flare state (on to off, or off to on).

**EBus Notification Bus Interface**

Use the following notification functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see **Event Bus (EBus)**.

- **LensFlareTurnedOn** – Sends a signal when the lens flare is turned on.
- **LensFlareTurnedOff** – Sends a signal when the lens flare is turned off.

The following is an example of script using the **Request Bus Interface**.

```lua
function example:OnActivate()
    LensFlareComponentRequestBus.Event.SetLensFlareState(self.entityId, LensFlareComponentState.Off)
    LensFlareComponentRequestBus.Event.TurnOnLensFlare(self.entityId)
    LensFlareComponentRequestBus.Event.TurnOffLensFlare(self.entityId)
    LensFlareComponentRequestBus.Event.ToggleLensFlare(self.entityId)
end
```

**Lua Script**

You can use the **Lua Script** component to add arbitrary Lua logic to an entity in the form of a Lua script. For information on the **Lua Script** component and writing Lua scripts, see **Writing Lua Scripts for the Component Entity System** in the Amazon Lumberyard Developer Guide.
Mannequin

Component entity system is in preview release and is subject to change.

The **Mannequin** component animates a component entity using the **Mannequin System (p. 302)**. This component works in conjunction with the **Mannequin Scope Context (p. 452)** component, which sets scope context. Using the mannequin scope context component is optional; as long as the appropriate scope context is set, the mannequin component functions as designed. The mannequin component simply acts as the programmer- and designer-facing interface for component entities with respect to mannequin.

To see how Lua scripting works with the Mannequin component, see Controllable Chicken sample project located at dev\SamplesProject\Levels\Component_Tests\Controllable_Chicken.

**Mannequin Component Properties**

The **Mannequin** component has the following property:

**Controller Definition**

Path to the controller definition file (p. 302) to be used for animation.

**EBus Request Bus Interface (Per Fragment)**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

The following methods modify how a specific fragment on this component is played. Specific fragments are identified using a fragment ID (RequestId) that the QueueFragment method returns.

**QueueFragment**

Queues the indicated mannequin fragment.

**Parameters**

- **priority** – Higher numbers indicate higher priority.
- **fragmentName** – Name of the fragment to be played.
- **fragTags** – Fragment tags to be applied (for multiple FragTags, use a + delimited list).

**Return**

- **RequestId** – ID used to uniquely identify and make modifications to this request.

**Scriptable**

Yes

**QueueFragmentById**

Queues the indicated mannequin fragment.
Parameters

priority – Higher numbers indicate higher priority.
fragmentId – ID of the fragment to be played.
fragTags – Fragment tags to be applied (For multiple FragTags, use a + delimited list).

Return

RequestId – ID used to uniquely identify and make modifications to this request.

Scriptable

No

GetActionForRequestId

Allows users to retrieve the action associated with any given request ID.

Parameters

requestID – The request ID.

Return

Action – ID associated with a fragment request.

Scriptable

No

StopRequest

Stops the actions associated with an indicated request.

Parameters

requestID – The request ID.

Return

Action – ID associated with a fragment request.

Scriptable

Yes

GetRequestStatus

Indicates the status of a request.

Parameters

requestID – The request ID.

Return

Status (type IAction::EStatus) of the request.

Scriptable

Yes
**ForceFinishRequest**
Forces the actions associated with an indicated request to finish.

**Parameters**
- requestID – The request ID.

**Return**
- None

**Scriptable**
- Yes

**SetRequestSpeedBias**
Sets speed bias for the actions associated with an indicated request.

**Parameters**
- requestID – The request ID.
- speedBias – The speed bias for this animation.

**Return**
- None

**Scriptable**
- Yes

**GetRequestSpeedBias**
Gets the speed bias for the actions associated with an indicated request.

**Parameters**
- requestID – The request ID.

**Return**
- Speed bias for the indicated request.

**Scriptable**
- Yes

**SetRequestAnimWeight**
Sets the anim weight for the actions associated with an indicated request.

**Parameters**
- requestID – The request ID.
- animWeight – The weight for this animation.

**Return**
- None
Scriptable
Yes

GetRequestAnimWeight
Gets the anim weight for the actions associated with an indicated request.

Parameters
requestID – The request ID.

Return
Anim weight for the indicated request.

Scriptable
Yes

EBus Request Bus Interface (Per Component)
The following methods modify how all fragments on this component are played.

PauseAll
Pauses all actions being managed by this mannequin component.

Parameters
None

Return
None

Scriptable
Yes

ResumeAll
Resumes all actions being managed by this mannequin component.

Parameters
A flag of type IActionController::EResumeFlags that indicates how the animations are to be resumed.

Return
None

Scriptable
Yes

SetTag
Sets indicated tag for this mannequin component.
**Parameters**

tagName – Name of the tag to be set.

**Return**

None

**Scriptable**

Yes

---

**SetTagById**

Sets indicated tag for this mannequin component.

**Parameters**

tagId – ID of the tag to be set.

**Return**

None

**Scriptable**

Yes

---

**ClearTag**

Clears indicated tag for this mannequin component.

**Parameters**

tagName – Name of the tag to be cleared.

**Return**

None

**Scriptable**

Yes

---

**ClearTagById**

Clears indicated tag for this mannequin component.

**Parameters**

tagId – ID of the tag to be cleared.

**Return**

None

**Scriptable**

Yes

---

**SetGroupTag**

Sets a tag in the indicated group.
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Mannequin

Parameters

  groupName – Name of the group.

  tagName – Name of the tag to be set.

Return

  None

Scriptable

  Yes

SetGroupTagById

Sets a tag in the indicated group.

Parameters

  groupId – Id of the group.

  tagId – ID of the tag to be set.

Return

  None

Scriptable

  No

ClearGroup

Clears tags for the indicated group.

Parameters

  groupName – Name of the group.

Return

  None

Scriptable

  Yes

ClearGroupById

Clears tags for the indicated group.

Parameters

  groupId – Id of the group.

Return

  None

Scriptable

  No
**SetScopeContext**

Sets the scope context for this animation controller.

**Parameters**

- `scopeContextName` – Name of the scope context that the .adb file is to be attached to.
- `entityId` – Id of an entity whose character instance will be bound to this scope context.
- `animationDatabase` – Path to the animation database file.

**Return**

None

**Scriptable**

Yes

**SetScopeContextById**

Sets the scope context for this animation controller.

**Parameters**

- `scopeContextID` – ID of the scope context that the .adb file is to be attached to.
- `entityId` – Id of an entity whose character instance will be bound to this scope context.
- `animationDatabase` – Path to the animation database file.

**Return**

None

**Scriptable**

No

**ClearScopeContext**

Clears the indicated scope context.

**Parameters**

- `scopeContextName` – Name of the scope context that is to be cleared.

**Return**

None

**Scriptable**

Yes

**ClearScopeContextById**

Clears the indicated scope context.

**Parameters**

- `scopeContextId` – Id of the scope context that is to be cleared.
**Return**
None

**Scriptable**
No

**GetActionController**
Allows users to retrieve the action controller attached to this instance of the mannequin component.

**Parameters**
None

**Return**
The action controller being used by this mannequin component.

**Scriptable**
No

---

### Mannequin Scope Context

Component entity system is in **preview** release and is subject to change.

The **Mannequin Scope Context** component associates a runtime character instance with a given scope context and an .adb file. This component is used in conjunction with, and cannot function without the **Mannequin** (p. 445) component. The **Mannequin** component can, however, use other means to set scope contexts and is therefore able to function without the mannequin scope context component.

#### Mannequin Scope Context Component Properties

The **Mannequin Scope Context** component has the following properties:

**Animation Database**
Asset reference to an .adb file. Animation database files tie together most of the mannequin configuration.

**Context Name**
Name of the scope context that the .adb file is to be attached to.

**Target Entity**
Reference to an entity whose character instance will be bound to this scope context.

### Mesh Collider

Component entity system is in **preview** release and is subject to change.

Physics colliders are used to define the shape around entities that collision detection and response takes place. The **Mesh Collider** component specifies that the collider geometry is provided by a mesh...
component. When you add a mesh collider, the Static Mesh component is also automatically added; specify the properties of the collider in the static mesh component. The mesh collider has no properties of its own.

**Motion Parameter Smoothing**

With the Motion Parameter Smoothing component, you can configure animation blend parameter behavior (for blend spaces) for a specified character instance. If you add this component to an animated entity, the animation system automatically applies the settings and requires no additional interaction or setup.

The Motion Parameter Smoothing component has the following properties:

**Ground Angle Time**

Time in seconds over which the applied ground angle blend parameter converges on the physically detected ground angle.

**Travel Angle Time**

Time over which the applied travel angle parameter converges on the actual physical value.

**Travel Distance Time**

Time over which the applied travel distance-per-frame parameter converges on the actual physical value.

**Travel Speed Time**

Time over which the applied travel speed parameter converges on the actual physical value.

**Turn Angle Time**

Time over which the applied turn angle-per-frame parameter converges on the actual physical value.

**Turn Speed Time**

Time over which the applied turn speed parameter converges on the actual physical value.

**Navigation**

> Component entity system is in preview release and is subject to change.

The Navigation component provides basic pathfinding and pathfollowing services to an entity. It supports AI and other game logic by accepting navigation commands and dispatching movement requests for each frame to the Physics component in order to follow the calculated path.

This works by scheduling asynchronous pathfinding requests to the navigation system for finding paths to target entities or positions. Once a valid path has been found, all interested parties are informed. The requester (or other interested parties) must then tell the component to commit to that path and move its entity.

This component is not responsible for assessing the tactical viability of any given pathfinding or pathfollowing request. Instead, it assumes that the requester has already made the requisite tactical decisions before issuing the movement request. The requester (or other interested parties) receives a notification when a path is found that includes the potential for some additional validation before the path is actually traversed. Consider this to be more of a screening opportunity than a true tactical decision-making point; its main value is to ensure that the path is still fresh when the entity starts to move along it.
Navigation Component Properties

The Navigation component has the following properties:

**AgentType**
Set the entity type for navigation purposes. Use this type to select which navigation mesh (p. 1634) the entity follows in a scenario where there are different navigation meshes for larger vehicles and smaller humanoid bots.

Default value: MediumSizedCharacters

**AgentRadius**
Set the entity radius for navigation purposes. Independent of physics or any other collision concerns, the pathfinder uses this value for moving around an area with obstacles while cutting corners.

Default value: 4

**LookAheadDistance**
Set the distance between the points that an entity walks over while following a given path.

Default value: 0.1

**Arrival Distance Threshold**
Set the minimum distance from an end point when an entity's movement stops and is considered complete.

Default value: 0.25

**Repath Threshold**
Set the minimum distance from the previously known location before an entity's new path is calculated.

Default value: 1

**Move Physically**
Apply movement through physics. You must also place a Character Physics component on the entity in order for this functionality to work. We recommend this method to apply movement to a character during pathfollowing because it handles uneven terrain and character limitations properly. If deselected, movement will apply directly to the entity's transform.

Default value: true

**EBus Request Bus Interface**
Use the following request functions with the event bus (EBus) interface to communicate with other components of your game.

For more information about using the EBus interface, see Event Bus (EBus).

**FindPath**
Find a requested path configuration.

**Parameters**

request – Allows the issuer of the request to override one, all, or none of the pathfinding configuration defaults for this entity.
Return

A unique identifier to this pathfinding request.

Scriptable

No

FindPathToEntity

Create a pathfinding request to navigate toward the specified entity.

Parameters

EntityId – ID of the entity toward which you want to navigate.

Return

A unique identifier for the pathfinding request.

Scriptable

Yes

Stop

Stop all pathfinding operations for the provided requestId. Use the ID to ensure that the request being canceled is the request that is currently being processed. If the requestId provided is different from the ID of the current request, then the stop command is ignored.

Parameters

requestId – ID of the request to be canceled.

Return

None

Scriptable

Yes

EBus Notification Bus Interface

Use the following notification functions with the event bus (EBus) interface to communicate with other components of your game.

For more information about using the EBus interface, see Event Bus (EBus).

OnSearchingForPath

Indicate that the pathfinding request has been submitted to the navigation system.

Parameters

requestId – ID of the path search request.

Return

None
Scriptable
Yes

**OnPathFound**
Indicate that a path has been found for the indicated request.

**Parameters**
- `requestID` – ID of the found request for the path search.
- `currentPath` – The path that was calculated by the pathfinder.

**Return**
Flag indicating whether or not to traverse this path.

Scriptable
No

**OnTraversalStarted**
Indicate that traversal for the indicated request has started.

**Parameters**
- `requestId` – ID of the request for which traversal has started.

**Return**
None

Scriptable
Yes

**OnTraversalInProgress**
Indicate that traversal for the indicated request is in progress.

**Parameters**
- `requestId` – ID of the request for which traversal is in progress.

**Return**
None

Scriptable
Yes

**OnTraversalComplete**
Indicate that traversal for the indicated request has completed successfully.

**Parameters**
- `requestId` – ID of the request for which traversal has finished.
distanceRemaining – The remaining distance in the path.

Return

None

Scriptable

Yes

OnTraversalCancelled

Indicate that traversal for the indicated request was canceled before successful completion.

Parameters

requestId – ID of the request for which traversal was canceled.

Return

None

Scriptable

Yes

The following is an example of Lua script that moves an entity toward another entity.

```lua
local navigationmoversimplified =
{
    -- Adds properties to the Entity Inspector for easy setup of initial values.
    Properties =
    {
        -- This is the target toward which you’ll move
        MoveToEntity = {default=EntityId(), description="Entity to move to."},
    }
}

function navigationmoversimplified:OnActivate()
    -- Move!
    self.requestId = NavigationComponentRequestBus.Event.FindPathToEntity(self.entityId,
        self.Properties.MoveToEntity)
end

return navigationmoversimplified
```

Network Binding

Component entity system is in preview release and is subject to change.

The Network Binding component marks an entity as able to be replicated across the network. It interfaces with the NetBindable interface in order to call the functions specified there.

Particle

Component entity system is in preview release and is subject to change.
The **Particle** component allows the placement of a single particle emitter on an entity. However, an entity can contain multiple particle components.

The particle component uses effects that come from an XML **Particle effect library**. If no emitters are listed, you can open the **Particle Editor (p. 1091)** to create emitters.

### Particle Component Properties

The Particle component has the following properties:

**Source**

**Visible**

If selected, renders the emitter.

**Enable**

If selected, activates the particle effect.

**Particle effect library**

Select the particle effect library.

**Emitters**

Select an emitter from the list after specifying a particle effect library.

**Spawn Settings**

**Color tint**

Select the color of the effect using the color swatch.

**Pre-Roll**

If selected, sets the emitter to behave as though it has been running indefinitely.

**Count scale**

Set the multiplier for the particle count.

Valid values: 0 – 1000

Default value: 1

**Time scale**

Set the multiplier for the emitter time evolution.

Valid values: 0 – 1000

Default value: 1

**Pulse period**

Set the frequency at which to restart the emitter.

Default value: 1

**Global size scale**

Set the multiplier for all effects sizes.

Valid values: 1 – 100
Default value: 1

**Particle size scale X**

Set the multiplier for the particle size on the X axis.

Valid values: 1 – 100

**Particle size scale Y**

Set the multiplier for the particle size on the Y axis.

Valid values: 1 – 100

**Speed scale**

Set the multiple for the particle emission speed.

Valid values: 1 – 1000

**Lifetime strength**

Set the parameter strength over the emitter lifetime. A negative value applies the strength over the emitter lifetime curve. A zero value removes the curve effect. A positive value applies the effect uniformly, based on the strength over the lifetime curve.

Valid values: -1 – 1

**Ignore rotation**

If selected, ignores the entity's rotation.

**Not attached**

If selected, ignores the entity's position. The emitter does not follow its entity.

**Register by bounding box**

If selected, uses the bounding box instead of position to register in visarea.

**Use LOD**

If cleared, ignores the emitter level of detail (LOD).

**Audio Settings**

**Enable audio**

If selected, enables audio.

**Audio RTPC**

Select the audio RTPC that the particle effect instance drives.

**EBus Request Bus Interface**

Use the following request function with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

- **SetVisibility** (true or false) – Sets an explicit value for emitter visibility.
- **Show** – Shows the emitter.
- **Hide** – Hides the emitter.

The following is an example of script using the **Request Bus Interface**.

```lua
function example:OnActivate()
    ParticleComponentRequestBus.Event.Show(self.entityId)
    ParticleComponentRequestBus.Event.Hide(self.entityId)
    ParticleComponentRequestBus.Event.SetVisibility(self.entityId, false)
end
```

**Point Light**

Component entity system is in [preview release](#) and is subject to change.

Use the Point Light component on an entity to create a point of light.

Point light has the following settings:

**Visible**
- If selected, shows the light.

**On initially**
- If selected, the light is on when created.

**General Settings**

**Color**
- The color of the light.
- Default value: 0xFFFFFFFF

**Diffuse multiplier**
- Sets the strength of the diffuse color.
- Default value: 1

**Specular multiplier**
- Sets the strength of the specular brightness.
- Default value: 1

**Ambient**
- If selected, light acts as a multiplier for cubemap values.

**Point Light Settings**

**Max Distance**
- Maximum distance, in a radius, from which this light is visible.
- Default value: 0
Attenuation bulb size

Radius in meters before light falloff begins.

Default value: 0

Options

View distance multiplier

Adjusts the maximum view distance. For example, 1.0 would use the default and 1.1 would be 10% farther than the default.

Minimum spec

The minimum spec at which this light is enabled.

Default value: Low

Cast shadow spec

The minimum spec at which shadows are cast.

Default value: Never

Ignore vis areas

If selected, light ignores vis areas.

Indoor only

If selected, light is only rendered indoors.

Affects this area only

If selected, light affects only the immediate area.

Volumetric fog only

If selected, affects only volumetric fog.

Volumetric fog

If selected, affects volumetric fog.

Animation

Style

Enter a number to specify a preset light animation curve to play as defined in the Light.cfx file. Valid values are 0 to 48, and 40 to 48 are for testing and debugging.

Default value: 0

Speed

Multiple of the base animation rate. For example, a value of 2.0 would cause an animation to play twice as fast.

Default value: 1

Phase

Animation start offset from 0 to 1. A value of 0.1 is 10% into the animation. You can use this setting, for example, to prevent lights in the same scene, with the same animation, from animating in unison.
Default value: 0

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

All light components share common Ebus functions. For more information, see Light Components EBus Request Bus Interface (p. 386).

**Projector Light**

Component entity system is in preview release and is subject to change.

Use the Projector Light component on an entity to project a light.

Projector light has the following settings:

**Visible**

- If selected, shows the light.

**On initially**

- If selected, the light is on when created.

**General Settings**

**Color**

- The color of the light.
  - Default value: 0xFFFFFFFF

**Diffuse multiplier**

- Sets the strength of the diffuse color.
  - Default value: 1

**Specular multiplier**

- Sets the strength of the specular brightness.
  - Default value: 1

**Ambient**

- If selected, light acts as a multiplier for cubemap values.

**Projector Light Settings**

**Max Distance**

- Maximum distance in meters that the projector light extends.
Attenuation bulb size
Radius in meters before light falloff begins.

FOV
Projector light's field of view (FOV) in degrees.
Default value: 90

Near plane
Distance of the near plane to the projector light in meters. Objects behind this plane are not affected by the projector light.

Texture
Projector light's texture file. Without a texture, light does not shine.

Options

View distance multiplier
Adjusts the maximum view distance. For example, 1.0 would use the default and 1.1 would be 10% farther than the default.

Minimum spec
The minimum spec at which this light is enabled.
Default value: Low

Cast shadow spec
The minimum spec at which shadows are cast.
Default value: Never

Ignore vis areas
If selected, light ignores vis areas.

Indoor only
If selected, light is only rendered indoors.

Affects this area only
If selected, light affects only the immediate area.

Volumetric fog only
If selected, affects only volumetric fog.

Volumetric fog
If selected, affects volumetric fog.

Animation

Style
Enter a number to specify a preset light animation curve to play as defined in the Light.cfx file. Valid values are 0 to 48, and 40 to 48 are for testing and debugging.
Default value: 0
**Speed**

Multiple of the base animation rate. For example, a value of 2.0 would cause an animation to play twice as fast.

Default value: 1

**Phase**

Animation start offset from 0 to 1. A value of 0.1 is 10% into the animation. You can use this setting, for example, to prevent lights in the same scene, with the same animation, from animating in unison.

Default value: 0

**Additional Links**

- Lighting Tutorial (text)
- Lighting Tutorial (video)

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

All light components share common Ebus functions. For more information, see Light Components EBus Request Bus Interface (p. 386).

**Primitive Collider**

Component entity system is in preview release and is subject to change.

Physics colliders are used to define the shape around entities that collision detection and response takes place. The Primitive Collider component specifies that the collider geometry is provided by a Cylinder Shape component. When you add a primitive collider, the cylinder shape component is also automatically added; specify the properties of the collider in the cylinder shape component. The primitive collider has no properties of its own.

**Rag Doll**

Component entity system is in preview release and is subject to change.

The Rag Doll component uses physics to drive characters. This component is the ideal alternative to animation for simulating environmental effects upon unconscious characters. To use the rag doll component, you need assets that were authored in external 3D modeling programs.

**Rag Doll Component Properties**

The Rag Doll component has the following properties:
Enabled initially

When selected, starts the entity as a rag doll.

Use physics component mass

When selected, the entity attempts first to use mass set by a physics component. If not selected, or no component is found, defaults to Mass.

Mass

Simulated mass for the entity. Its use is determined by the Use physics component mass setting.

Collides with characters

When selected, collides the entity with characters.

The following properties affect the damping of the entity. Damping is defined as a reduction in the amplitude of an oscillation or vibration.

Damping

Amount of physical force applied against the energy in the system to drive the entity to rest.

Damping during free fall

Amount of damping applied while in the air.

Time until at rest

Time without applied forces before physics is deactivated for this entity.

Grounded time until at rest

Amount of time the entity is on the ground before physics is deactivated for this entity.

Grounded required points of contact

The required number of contact points before the entity is considered grounded.

Grounded damping

Damping applied while grounded.

The following are Advanced properties for the rag doll component.

Max time step

Maximum time between steps for the physics simulation for this entity.

Stiffness scale

The amount of stiffness to apply to the joints.

Skeletal level of detail

Level of detail to apply to the entity. Default is 1, the lowest level of detail you can achieve.

Retain joint velocity

When selected, joint velocities are conserved at the instant of ragdolling.
The following properties control entity's **Buoyancy**—how it behaves in water or other liquids or fluids.

**Fluid density**

The density (kg per cubic meter) of the rag doll for fluid displacement.

The default is 1,000, which is the approximate density of water at 1 atmosphere. By contrast, platinum is approximately 22,000 kg per cubic meter.

**Fluid damping**

The amount of damping applied while the entity is in fluid.

**Fluid resistance**

The amount of resistance applied while the entity is in fluid.

### EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see [Event Bus (EBus)](#).

**EnterRagdoll**

Disables current physics and enables rag doll physics on an entity with a skinned mesh component.

**Parameters**

- None

**Return**

- None

**Scriptable**

- Yes

**ExitRagdoll**

Disables rag doll physics and reenables the entity's physics component.

**Parameters**

- None

**Return**

- None

**Scriptable**

- Yes

The following is an example of script using the **Request Bus Interface**.

```
RagdollPhysicsRequestBus.Event.EnterRagdoll(self.entityId)
```
Rigid Body Physics

Use the **Rigid Body Physics** component to represent solid objects that move realistically when touched, such as a ball. You can use a rigid body physics component with a *primitive collider (p. 464)* or *mesh collider (p. 452)* component to provide geometry for a physical entity.

The **Rigid Body Physics** component has the following properties:

**Enabled Initially**
- If selected, the entity is initially enabled in the physics simulation

**Specify mass or density**
- Whether total mass is specified, or calculated at spawn time based on density and volume.

**Density (kg/cubic meter)**
- Mass in kg per cubic meter of the mesh's volume. Total mass of entity is calculated at spawn. Water's density is 1000.

  This property is only available when: **Specify mass or density** is set to **Density**.

**At rest initially**
- If selected, entity remains at rest until it is agitated. If deselected, entity falls after it spawns.

**Collision response**
- If selected, the entity's simulation is affected normally as a result of collisions with other bodies. If deselected, collision events are reported, but the entity's simulation is not affected by simulations.

**Interacts with triggers**
- Whether the entity will interact with the **Trigger Area (p. 494)** component.

**Record collisions**
- Whether **OnCollision** events will be sent out on the entity's **PhysicsComponentNotificationBus**.

**Number of collisions**
- Maximum number of collisions to record and report per frame.

**Simulation**

**Damping**
- Uniform damping value applied to object's movement.

**Minimum energy**
- The energy threshold under which the object will go to sleep.

**Buoyancy**

**Water damping**
- Uniform damping value applied while in water.
Water density

Water density strength.

Water resistance

Water resistance strength.

**Ebus Request Bus Interface**

Use the following request functions with the `PhysicsComponentRequestBus` interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**EnablePhysics**

Makes the entity a participant in the physics simulation.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**DisablePhysics**

Stops the entity from participating in the physics simulation.

**Parameters**

None

**Return**

None

**Scriptable**

Yes

**IsPhysicsEnabled**

Queries whether the entity's physics component has been enabled.

**Parameters**

None

**Return**

Bool – whether physics is enabled
**Scriptable**
Yes

**AddImpulse**

Adds an impulse to the entity.

**Parameters**
Vector3 – an impulse in world space

**Return**
None

**Scriptable**
Yes

**AddImpulseAtPoint**

Adds an impulse to the entity at a specified point.

**Parameters**
Vector3 – an impulse in world space
Vector3 – world space point at which impulse is applied. Specify a zero Vector3 to apply at center of mass.

**Return**
None

**Scriptable**
Yes

**AddAngularImpulse**

Adds an angular impulse to the entity.

**Parameters**
Vector3 – angular impulse to add

**Return**
None

**Scriptable**
Yes

**AddAngularImpulseAtPoint**

Adds an angular impulse to the entity at a specified point.
Parameters

Vector3 – an angular impulse in world space
Vector3 – world space pivot around which to apply the impulse. Specify a zero Vector3 to apply around center of mass.

Return

None

Scriptable

Yes

GetVelocity

Gets the velocity of the entity.

Parameters

None

Return

Vector3 – velocity of the entity to set

Scriptable

Yes

SetVelocity

Sets the velocity of the entity.

Parameters

Vector3 – world space velocity to set directly on the entity

Return

None

Scriptable

Yes

GetAcceleration

Gets the acceleration of the entity.

Parameters

None

Return

Vector3 – acceleration of the entity

Scriptable

Yes
GetAngularVelocity

Gets the angular velocity of the entity.

Parameters

None

Return

Vector3 – angular velocity of the entity

Scriptable

Yes

SetAngularVelocity

Sets the angular velocity of the entity.

Parameters

Vector3 – world-space angular velocity to directly set on the entity

Return

None

Scriptable

Yes

GetAngularAcceleration

Gets the angular acceleration of the entity.

Parameters

None

Return

Vector3 – world space angular velocity of the entity

Scriptable

Yes

GetMass

Gets the total mass (kg) of the entity.

Parameters

None

Return

float – the total mass of the entity

Scriptable

Yes
SetMass

Sets the total mass (kg) of the entity.

Parameters

- float – the total mass to set

Return

None

Scriptable

Yes

GetDensity

Gets the density of the entity, in kg/m3, (Volume / Mass). Water density affects the way objects interact with other objects and float in the water (they sink if their density is more than that of the water).

Parameters

None

Return

- float – density of the entity

Scriptable

Yes

SetDensity

Sets the density of the entity, in kg/m3.

Parameters

- float – density of the entity to set

Return

None

Scriptable

Yes

GetDamping

Gets the simulation damping coefficient of the entity.

Parameters

None

Return

- float – damping coefficient
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**Scriptable**
Yes

**SetDamping**
Sets entity's damping coefficient for simulation.

**Parameters**
- float - entity's damping coefficient for simulation

**Return**
None

**Scriptable**
Yes

**GetMinEnergy**
Gets the minimum kinetic energy below which the entity should fall asleep.

**Parameters**
None

**Return**
- float – minimum kinetic energy

**Scriptable**
Yes

**SetMinEnergy**
Set the entity's minimum kinetic energy below which the entity should fall asleep

**Parameters**
- float – minimum kinetic energy to set

**Return**
- float – minimum kinetic energy

**Scriptable**
Yes

**GetWaterDamping**
Get the entity's uniform damping coefficient while submerged in water.

**Parameters**
- float – minimum kinetic energy to set
Return

None

Scriptable

Yes

SetWaterDamping

Sets the entity's uniform damping coefficient while submerged in water. A cheaper alternative/addition to water resistance (applies uniform damping when in water). Sets the strength of the damping on an object's movement as soon as it is situated underwater. Most objects can work with 0 damping. If an object has trouble coming to rest, try values like 0.2-0.3. Values of 0.5 and higher appear visually as overdamping. Note that when several objects are in contact, the highest damping is used for the entire group.

Parameters

float – damping coefficient to set

Return

None

Scriptable

Yes

GetWaterDensity

Gets the entity's density applied when it interacts with water.

Parameters

None

Return

float – entity's density while in water

Scriptable

Yes

SetWaterDensity

Sets the entity's density applied when it interacts with water. This can be used to override the default water density (1000). Lower values assume that the body is floating in the water that's less dense than it actually is, and thus it will sink easier. (100..1000) This parameter could be used to specify that the object's physical geometry can leak. For instance, ground vehicles usually have quite large geometry volumes, but they are not waterproof, thus Archimedean force acting on them will be less than submerged_volume 1000 (with 1000 being the actual density underwater). Decreasing per object effective water density will allow such objects to sink (as they would in reality) while still having large-volume physical geometry. Important note: If you are changing the default value of 1000, it is highly recommended that you also change water_resistance in the same way; a rule of thumb might be to always keep them equal.

Parameters

float – entity's density while in water
Return
None
Scriptable
Yes

GetWaterResistance

Gets the entity's medium resistance while it's in water.

Parameters
None

Return
float – entity's medium resistance while in water

Scriptable
Yes

SetWaterResistance

Sets the entity's medium resistance while it's in water. Can be used to override the default water resistance (1000). Sets how strongly the water affects the body (this applies to both water flow and neutral state). (0..2000) Water resistance coefficient. If non-0, precise water resistance is calculated. Otherwise, only water_damping (proportional to the submerged volume) is used to uniformly damp the movement. The former is somewhat slower, but not prohibitively, so it is advised to always set the water resistance. Although water resistance is not too visible on a general object, setting it to a suitable value will prevent very light objects from jumping in the water, and water flow will affect things more realistically. Note that water damping is used regardless of whether water resistance is 0, so it is better to set damping to 0 when resistance is turned on.

Parameters
float – entity's medium resistance while in water

Return
None

Scriptable
Yes

Shapes: Cylinder, Capsule, Box, Sphere, Compound

Component entity system is in preview release and is subject to change.

The Shape components provide generic shape facilities for components that use shapes. The shape component helps to define the following:

- Trigger (p. 494) Volumes

  Use shapes as volumes to specify triggering bounds.
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Shapes: Cylinder, Capsule, Box, Sphere, Compound

- **Collision (p. 452) Volumes**
  Use shapes as volumes to specify collider bounds.
- **Audio Area Ambiances (p. 391)**
  Uses shapes as volumes in which a reverb is applied.
- **Audio Areas (p. 396)**
  Uses shapes as volumes in which a sound plays.

Only one shape component can be attached to any particular entity. If you need more than one shape on a single entity, you can create child entities, then add shape and components to them.

Each shape component provides a generic 'ShapeService' that exposes functionality common to all shapes. Each shape also provides a more specific service, such as 'BoxShapeService' and 'SphereShapeService'.

The **Shapes** component includes the following shapes and its properties:

- **Cylinder Shape** – Define **Height** and **Radius** in meters.
- **Capsule Shape** – Define **Height** and **Radius** in meters.
- **Box Shape** – Define dimensions **X**, **Y**, and **Z** in meters.
- **Sphere Shape** – Define **Radius** in meters.
- **Compound Shape** – Use picker (hand icon) to select two or more shapes to combine. With the compound shape component, you can combine shapes to create a complex object that you can use to generate a physics collider or a trigger shape, or any other application of shapes. The individual shapes may or may not be children of the entity with the compound shape component. To move the shapes independently of the entity with compound shape, do not set them as child entities. To move them together with the compound shape, set them as child entities. Compound Shapes service the full shape component bus; however, note that each individual shape added increases the cost of requests such as IsPointInside.

**ShapeComponentRequestsBus**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see [Event Bus (EBus)](Event%20Bus%20(EBus)).

**GetShapeType**

Allows users to fetch the type of shape that this component is using.

**Parameters**
- **None**

**Return**

```
AZ::Crc32(shape_name)
```

For example: `AZ::Crc32("Box") | AZ::Crc32("Sphere") | AZ::Crc32("Capsule") | AZ::Crc32("Cylinder")`

**Scriptable**
- **Yes**
GetEncompassingAabb

Returns an AABB that encompasses this entire shape.

Parameters

None

Return

AZ::Aabb that encompasses the shape

Scriptable

No

IsPointInside

Checks if a given point is inside a shape or outside it.

Parameters

point Vector3 – The point to be checked

Return

bool indicating whether the point is inside or outside

Scriptable

Yes

DistanceFromPoint

Returns the minimum distance between a specified point and the shape.

Parameters

point Vector3 – Point from which to calculate distance

Return

type: float

Distance from point to shape

Scriptable

Yes

DistanceSquaredFromPoint

Returns the minimum squared distance between a specified point and the shape.

Parameters

point Vector3 – Point from which to calculate square distance

Return

type: float

Square distance from point to shape
Scriptable
Yes

ComponentRequestsBus
Each shape component has its own specific Ebus that can be used to access and use the services of that particular shape. All these buses are similar to each other and differ only in the types being serviced.

BoxShapeComponentRequestsBus
Fetches the configuration of the BoxShape.

Name
GetBoxConfiguration
Parameters
None
Return
BoxShapeConfiguration object which provides access to the box configuration
Scriptable
Yes

SphereShapeComponentRequestsBus
Fetches the configuration of the SphereShape.

Name
GetSphereConfiguration
Parameters
None
Return
SphereShapeConfiguration object which provides access to the sphere configuration
Scriptable
Yes

CapsuleShapeComponentRequestsBus
Fetches the configuration of the CapsuleShape.

Name
GetCapsuleConfiguration
Parameters
None
Return
CapsuleShapeConfiguration object which provides access to the capsule configuration
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Scriptable
Yes

CylinderShapeComponentRequestsBus
Fetches the configuration of the CylinderShape.

Name
GetCylinderConfiguration

Parameters
None

Return
CylinderShapeConfiguration object which provides access to the cylinder configuration

Scriptable
Yes

CompoundShapeComponentRequestsBus
Fetches the configuration of the CompoundShape.

Name
GetCompoundShapeConfiguration

Parameters
None

Return
CompoundShapeConfiguration object which provides access to the compound shape configuration

Scriptable
Yes

ShapeComponentNotificationsBus
OnShapeChanged
Informs listeners that the shape component has been updated, meaning that the shape was modified.

Name
OnShapeChanged

Parameters
ShapeChangeReasons Indicates whether the shape has to be updated due to either a transform change or a shape parameters change.

Return
void
Simple Animation

The **Simple Animation** component provides basic animation functionality for the entity. If the entity has a mesh component with a skinned mesh attached (`.chr` or `.cdf` file), the **Simple Animation** component provides a list of all valid animations as specified in the associated `.chrparams` file. The **Simple Animation** component does not provide interaction with the Mannequin system and should be used only for light-weight environment or background animation.

Ensure that the layer ID is set up correctly when assigning multiple animations to one component. Animations on higher layers override animations on lower layers.

**Simple Animation Component Properties**

The **Simple Animation** component has the following properties:

- **Animation Name**
  - Name of the animation played by this component on this layer in the absence of an overriding animation.

- **Layer ID**
  - Layer ID that this animation is to be played on. Animations can override each other if they are not properly authored.

- **Looping**
  - If selected, animation continues to play in a loop until stopped.

- **Playback speed**
  - Speed of the animation playback.

- **Layer weight**
  - Weight of animations played on this layer.

- **Animate root**
  - Enables animation-driven root motion during playback of this animation.

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see [Event Bus (EBus)].

**StartDefaultAnimations**

Plays the default animations with default looping and speed parameters that were set up as a part of this component. The component allows for multiple layers to be set up with defaults; this method allows the playback of configured playback layers simultaneously.
Parameters
None
Return
Result indicating whether animations started successfully.
scriptable
Yes

StartAnimationByName
Plays the animation with the specified name on the specified layer.
Parameters
name – The name of the animation to play
layerId – The layer in which to play the animation
Return
Result indicating whether animations started successfully.
scriptable
Yes

StartAnimation
Plays the animation as configured by the animatedLayer.
Parameters
animatedLayer – A layer configured with the animation that is to be played on it.
Return
Result indicating whether animations started successfully.
scriptable
Yes

StartAnimationSet
Plays a set of animations as configured by each AnimatedLayer in the animationSet.
Parameters
animationSet – An AnimatedLayer::AnimatedLayerSet containing animations to be kicked off simultaneously.
Return
Result indicating whether animation set started successfully.
scriptable
No
StopAllAnimations

Stops all animations that are being played on all layers.

Parameters

None

Return

Result indicating whether animations stopped successfully.

scriptable

Yes

StopAnimationsOnLayer

Stops the animations currently playing on the indicated layer.

Parameters

layerId – ID for the layer that is to stop its animation (0,AnimatedLayer::s_maxActiveAnimatedLayers-1).

Return

Result indicating whether animations stopped successfully.

scriptable

Yes

StopAnimationsOnLayers

Stops the animations currently playing on the indicated layers.

Parameters

layerIds – A bitset indicating layers to stop animating.

Return

Result indicating whether animations stopped successfully.

scriptable

No

EBus Response Bus Interface

Use the following response functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

OnAnimationStarted

Informs all listeners about an animation being started on the indicated layer.
Parameters

animatedLayer – Animated layer indicating the animation and the parameters used to start the animation.

Return

None

Scriptable

Yes

OnAnimationStopped

Informs all listeners about an animation being stopped on the indicated layer.

Parameters

animatedLayer – Animated layer indicating the animation and the parameters used on the animation that was stopped.

Return

None

Scriptable

Yes

Script Examples

The following is an example of the StartAnimation function.

```
local startanimation =
{
    Properties =
    {
    }
}

function startanimation:OnActivate()
    -- Start by playing the idle animation.
    -- Layer=0, looping = True, speed=1.0, blendtime= 0.0
    local animInfo = AnimatedLayer("anim_chicken_idle", 0, true, 1.0, 0.0)
    SimpleAnimationComponentRequestBus.Event.StartAnimation(self.entityId, animInfo)
end

return startanimation
```

The following is an example of script using the Request Bus Interface.

```
local chickenanimcontroller =
{
    Properties =
    {
        FlapInterval = { default = 0.5, description = "How often the chicken flaps.",
                        suffix = " sec" },
        MoveSpeed = { default = 3.0, description = "How fast the chicken moves.", suffix = " m/s" },
```
Simple State

Component entity system is in preview release and is subject to change.
The **Simple State** component provides a simple state machine. Each state is represented by a name and zero or more entities. The entities are activated upon entering the state and deactivated upon exiting it. A simple state component may be in NullState, which means no state is active.

### Simple State Component Properties

The **Simple State** component has the following properties:

**Initial state**

The active state when the simple state component is first activated.

**Reset on activate**

If selected, simple state returns to the configured initial state when activated, and not the state held before deactivating.

**States**

The list of states on this simple state component.

**State ([0], [1], [2], etc)**

Includes a name for the state and a set of entities that are activated when the state is entered and deactivated when the state is exited.

**Name**

The name of this state. Indicates the state to which to transition on the SetState API.
Entities

List of the entities referenced by this state.

EBus Request Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

SetState

Sets the active state to the named state.

Parameters

*stateName*

EBus Notification Bus Interface

Use the following notification functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

OnStateChanged

Notifies that the state has changed from state *oldName* to state *newName*.

Parameters

*oldName*

*newName*

The following is an example of script using the Request Bus Interface.

```lua
local simplestateexample = {
    Properties = {
        TransitionInterval = 1.0,
        States = {"Houses", "Nope", "Lamps", "Tree", "HouseAndTree", "NoState"},
    }
}

function simplestateexample:OnActivate()
    self.TransitionCountDown = self.Properties.TransitionInterval
    self.StateIdx = 0
    self.tickBusHandler = TickBus.Connect(self)
    self.stateChangedHandler = SimpleStateComponentNotificationBus.Connect(self, self.entityId)
    Debug.Log("SimpleStateComponent activated for entity: " .. tostring(self.entityId.id))
end

function simplestateexample:OnDeactivate()
```

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Skinned Mesh

Component entity system is in preview release and is subject to change.

The Skinned Mesh component is the primary way to add animated visual geometry to entities. This component also features key controls and options to use the engine's basic rendering features. Supported geometry types include skinned meshes (.chr) and character descriptors (.cdf).

Skinned Mesh Component Properties

The Skinned Mesh component has the following properties:

Visible
- When selected, the entity is visible.

Character definition
- Asset file for the skinned mesh entity.

Options

Skinned Mesh component properties have the following options.

Opacity
- Scale of how opaque an entity is.

Max view distance
- Maximum distance from which this entity can be viewed.

View distance multiplier
- Adjusts the maximum view distance. If set to 1.0, then the default maximum view distance is used. 1.1, for example, extends the default by 10%.

LOD distance ratio
- Sets the level of detail (LOD) ratio over distance.
Spawner

Cast dynamic shadows
When selected, casts dynamic shadow maps.

Cast static shadows
When selected, casts static shadow maps.

Indoor only
When selected, renders the object only in indoor areas.

Advanced

Rain occluder
When selected, the entity blocks or stops dynamic raindrops.

Affect dynamic water
When selected, the entity generates ripples in dynamic water.

Receive wind
When selected, the entity is affected by wind.

Accept decals
When selected, the entity can receive decals.

Affect navmesh
When selected, the entity affects navmesh generation.

Visibility occluder
When selected, the entity can block visibility of other objects.

Spawner

Component entity system is in preview release and is subject to change.

Use the Spawner component to spawn a design-time or run-time dynamic slice (*.dynamicslice) at an entity's location with an optional offset.

Spawner Component Properties

The Spawner component has the following properties:

Slice
The slice to spawn.

Spawn on Activate
If selected, spawns the selected slice upon activation.

EBus Request Bus Interface

Use the following request functions with the Spawner Component Request Bus EBus interface to communicate with other components of your game.
For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**Spawn**
Spawns the selected slice at the entity's location.

**Parameters**
- None
- **Scriptable**
  - Yes

**SpawnRelative**
Spawn the selected slice at the entity's location with the provided relative offset.

**Parameters**
- relative
- **Scriptable**
  - Yes

**SpawnSlice**
Spawns the slice at the entity's location.

**Parameters**
- slice
- **Scriptable**
  - No

**SpawnSliceRelative**
Spawns the slice at the entity's location with the relative offset.

**Parameters**
- slice
  - relative
- **Scriptable**
  - No

**EBus Notification Bus Interface**
Use the following notification functions with the Spawner Component Notification Bus EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**OnSpawned**
Notifies that a spawn has occurred.
The Static Mesh component is the primary method of adding static visual geometry to entities. This component also features key controls and options to use the engine's basic rendering features. The supported geometry type is static meshes (.cgf).

**Static Mesh Component Properties**

The Static Mesh component has the following properties:

**Visible**
- When selected, the entity is visible.

**Static asset**
- Asset file for the static mesh entity.

**Material override**
- Specifies an override material.

**Options**

Static Mesh component properties have the following options.

**Opacity**
- The entity's degree of transparency.

**Max view distance**
- Maximum distance from which this entity can be viewed.

**View distance multiplier**
- Adjusts the maximum view distance. If set to 1.0, then the default maximum view distance is used. For example, 1.1 extends the default by 10%.

**LOD distance ratio**
- Sets the Level of Detail (LOD) ratio over distance.

**Cast dynamic shadows**
- When selected, casts dynamic shadow maps.

**Cast static shadows**
- When selected, casts static shadow maps.

**Indoor only**
- When selected, renders the object only in indoor areas.
Advanced

**Static Mesh** component properties have the following advanced options.

**Rain occluder**
- When selected, the entity blocks or stops dynamic raindrops.

**Affect dynamic water**
- When selected, the entity generates ripples in dynamic water.

**Receive wind**
- When selected, the entity is affected by wind.

**Accept decals**
- When selected, the entity can receive decals.

**Affect navmesh**
- When selected, the entity affects navmesh generation.

**Visibility occluder**
- When selected, the entity can block visibility of other objects.

Static Physics

Use the **Static Physics** component to represent unmovable objects that other physical entities can collide with, such as a wall. You can use a static physics component with a primitive collider (p. 464) or mesh collider (p. 452) component to provide geometry for a physical entity.

The **Static Physics** component has one property, **Enabled initially**. If selected, the entity is initially enabled in the physics simulation.

Tag

Component entity system is in preview release and is subject to change.

Use the **Tag** component to apply one or more labels, or tags, to an entity such as **burning** or **player**. You can use these tags to find or filter entities with particular traits. For example, you can set a weapon to inflict double damage to entities tagged as **burning**.

**EBuses – Request Bus Interface: TagGlobalRequestBus**

Use the following request function with the **TagGlobalRequestBus** EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see **Event Bus (EBus)**.

**RequestTaggedEntities**

Handlers respond if they have the tag (listening on the tag's channel). Use **AZ::EBusAggregateResults** to handle more than the first responder.

**Parameters**
- **None**
EBuses – Request Bus Interface: TagRequestBus

Use the following request functions with the TagRequestBus EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

**HasTag**

Returns true if the entity has the tag.

**Parameters**

- const Tag&

**Return**

- bool

**Scriptable**

- Yes

**AddTag**

Adds the tag to the entity if it didn't already have it.

**Parameters**

- const Tag&

**Return**

- None

**Scriptable**

- Yes

**AddTags**

Add a list of tags to the entity if it didn't already have them.

**Parameters**

- const Tags&

**Return**

- None

**Scriptable**

- Yes
RemoveTag

Removes a tag from the entity if it had it.

Parameters

- `const Tag&`

Return

- None

Scriptable

- Yes

RemoveTags

Removes a list of tags from the entity if it had them.

Parameters

- `const Tags&`

Return

- None

Scriptable

- No

GetTags

Gets the list of tags on the entity.

Parameters

- None

Return

- `const Tags&`

Scriptable

- No

The following is an example of script using the Request Bus Interface.

```lua
local enemies = TagGlobalRequestBus.Event.RequestTaggedEntities(Crc32("Enemy"));
local burning = TagComponentRequestBus.Event.HasTag(self.entityId, Crc32("Burning"));
```

EBus – Notification Bus Interface:
TagComponentNotificationsBus

Use the following request functions with the TagComponentNotificationsBus notification bus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).
OnTagAdded

Notifies listeners about tags being added.

Parameters

const Tag& – Indicates the tag was added

Return

None

Scriptable

Yes

OnTagRemoved

Notifies listeners about tags being removed.

Parameters

const Tag& – Indicates the tag was removed

Return

None

Scriptable

Yes

Trigger Area

The Trigger Area component provides generic triggering services by using Shape (p. 475) components as its bounds. To use a trigger component, add one of the shape components to an entity and then add a trigger component to it. The shape then acts as the bounds for this trigger. You can set filters on the type of entities that can trigger an area and set the trigger to synchronize across the network.

Trigger Area Component Properties

The Trigger Area component has the following properties:

Network Bindable

Network bindable components are synchronized over the network.

Bind To Network

When selected, synchronizes component across the network.

Activation

Trigger once

If selected, the trigger deactivates after the first trigger event.
**Activated by**

Select whether trigger is activated by **All entities**, which allows any entity to trigger the area, or by **Specific Entities**, which allows you to select specific entities.

**Tag filters**

**RequiredTags**

A list of tags that are required for an entity to trigger this area.

**ExcludedTags**

A list of tags that exclude an entity from triggering this area.

**EBus Request Bus Interface**

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

**AddRequiredTag**

Adds a required tag to the activation filtering criteria of this component. Results in a reevaluation of the trigger. Entities inside that no longer satisfy tag criteria are ejected.

**Parameters**

```cpp
const Tag& requiredTag
```

**Return**

None

**Scriptable**

Yes

**RemoveRequiredTag**

Removes a required tag from the activation filtering criteria of this component. Results in a reevaluation of the trigger. Entities inside that no longer satisfy tag criteria are ejected.

**Parameters**

```cpp
const Tag& requiredTag
```

**Return**

None

**Scriptable**

Yes
AddExcludedTag

Adds an excluded tag to the activation filtering criteria of this component. Results in a reevaluation of the trigger. Entities inside that no longer satisfy tag criteria are ejected.

Parameters

const Tag& excludedTag – Tag to be added

Return

None

Scriptable

Yes

RemoveExcludedTag

Removes an excluded tag from the activation filtering criteria of this component. Results in a reevaluation of the trigger. Entities inside that no longer satisfy tag criteria are ejected.

Parameters

const Tag& excludedTag – Tag to be removed

Return

None

Scriptable

Yes

EBus Notification Bus Interface

Use the following request functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

The Trigger component sends notifications to:

- Entities listening on the TriggerAreaNotificationBus for the entity with the trigger on it.
- Entities listening on the TriggerAreaEntityNotificationBus for the entity that enters or exits the trigger.

TriggerAreaNotificationBus

This bus allows the game to listen for events associated with a particular trigger. Notifies of all the entities that enter and exit this trigger.

OnTriggerAreaEntered

Notifies listeners when enteringEntityId enters this trigger.

Parameters

enteringEntityId – ID of entity that has entered this trigger
OnTriggerAreaExited

Notifies listeners when enteringEntityId exits this trigger.

Parameters

- `enteringEntityId` – ID of entity that has exited this trigger

Return

None

Scriptable

Yes

TriggerAreaEntityNotificationBus

This bus allows the game to listen for trigger-related events associated with a particular entity. Notifies every time the player enters or exits any trigger.

OnEntityEnteredTriggerArea

Sent when the entity enters triggerId.

Parameters

- `triggerId` – ID of entity that the trigger is on

Return

None

Scriptable

Yes

OnEntityExitedTriggerArea

Sent when the entity exits triggerId.

Parameters

- `triggerId` – ID of entity that the trigger is on

Return

None

Scriptable

Yes

The following is an example of script using the EBus interface.

```lua
local triggerexample = 
```
{  
  Properties =  
  {  
  }  
}

function triggerexample:OnActivate()  
  self.triggerHandler = TriggerAreaEntityNotificationBus.Connect(self, self.entityId)  
end

function triggerexample:OnDeactivate()  
  self.triggerHandler:Disconnect()  
end

function triggerexample:OnEntityEnteredTriggerArea(entityId)  
  Debug.Log("------- TRIGGERED.")  
end

return triggerexample

UI Canvas Asset Ref

Component entity system is in preview release and is subject to change.

With the UI Canvas Asset Ref component, you can associate a UI canvas with a component entity in a level.

When you set up a UI canvas asset ref component, you can:

- Select whether to automatically load the UI canvas when the level loads
- Use a flow graph that is associated with the UI canvas to reference it using the UIe flow graph nodes.

Use this component in conjunction with the UI Canvas on Mesh (p. 498) component if you want to place a UI canvas on a 3D mesh that a player can interact with.

For more information about how to use the UI Canvas Asset Ref component, see Placing UI Canvases in the 3D World (p. 1361).

UI Canvas Asset Ref Component Properties

The UI Canvas Asset Ref component has the following properties:

- **Canvas pathname**
  The relative pathname of the UI canvas asset file.

- **Load automatically**
  If selected, the canvas is automatically loaded when this component entity is loaded, typically when the level is loaded.

UI Canvas on Mesh

Component entity system is in preview release and is subject to change.
With the **UI Canvas on Mesh** component, you can place a UI canvas on a component entity in the 3D world that a player can interact with via ray casts. Use this component in conjunction with the **UI Canvas Asset Ref** (p. 498) component.

For more information about how to use the **UI Canvas Asset Ref** component, see **Placing UI Canvases in the 3D World** (p. 1361).

**UI Canvas on Mesh Component Properties**

The UI Canvas on Mesh component has the following properties:

**Render target override**

For simple cases, you can leave this property blank. The UI canvas specifies a render target, and that render target can be used as a texture name for the material on the 3D mesh.

You can use the **Render target override** property when you want to load two unique instances of the same UI canvas that the user can set to different states. This example case is demonstrated in the UiIn3DWorld level in the FeatureTests project.
UI Canvas Proxy Ref

Component entity system is in preview release and is subject to change.

With the UI Canvas Proxy Ref component, you can associate a component entity in a level with another component entity that is managing a UI canvas. Use this component in conjunction with the UI Canvas on Mesh (p. 498) component if you want to place a UI canvas on a 3D mesh that a player can interact with in several places in the 3D world.

Use of this component is often a special case, as it supports displaying the same UI canvas on multiple entities in the 3D world. The UI Canvas Proxy Ref component allows the component entity that it is on it to act as if it had a UI Canvas Asset Ref (p. 498) component but without having to load another copy of the UI canvas. This means that, as the user interacts with one UI canvas on a 3D object, the other 3D object shows the same changes.
To see an example of using the **UI Canvas Proxy Ref** component, open the **UiIn3DWorld** level in the **FeatureTests** project.

The following picture shows three entities that share the same loaded canvas. The curved plane entity has a **UI Canvas Asset Ref** component and the egg and the sphere both have **UI Canvas Proxy Ref** components:

**UI Canvas Proxy Ref Component Properties**

The UI Canvas Proxy Ref component has the following properties:

**Canvas Asset Ref entity**

Click the picker (hand icon) to select the component entity that you want to mirror. The picked component must have the **UI Canvas Asset Ref** component on it.
Video Playback Component

Component entity system is in preview release and is subject to change.

You can use the Video Playback component to play a video file on an object in your Lumberyard level. For example, you can use a flat or plane object to simulate a movie screen. You then add the video playback component to it and specify a video file you want to display. You can use flow graphs or Lua scripting to trigger the video to play, pause, or stop, depending on player actions.

To use the video playback component, you must perform an initial setup. This involves installing software (either FFmpeg or LibAV), adding the video playback gem to your project, and then rebuilding your project to enable the gem.

You can also set your video to play in visual stereo (not audio stereo). To test this feature, you must use a virtual reality head mounted display (HMD).

Audio is not currently supported with the video playback component. You can, however, trigger audio playback separately if you want to play audio along with your video.

Setting up Video Playback

To set up video playback in Lumberyard, you must install either FFmpeg or LibAV. If both are installed, Lumberyard uses FFmpeg. To use FFmpeg, follow the instructions in the Lumberyard Setup Assistant in the Install software page under Optional software. If you want to use LibAV, remove FFmpeg; then download LibAV and carry out the following instructions.

To install LibAV

1. Download LibAV from http://builds.libav.org/windows/. Select the release-lgpl build. As of this writing, version 11.7 is the latest build.
2. Extract the .7z file to a directory called libav. To open and extract .7z files, you must use a 7z application, such as 7-Zip.
   
   Within the libav directory, you should have the following:
   
   • Directory named usr
   • config.log
   • md5sum
3. Move the libav directory to Lumberyard’s 3rdParty directory.
4. Run Lumberyard Setup Assistant and view the Install optional SDKs page to verify that Lumberyard detects LibAV.
To use the video playback component, you must also install the Video Playback gem. Follow the Gems (p. 895) instructions to install the Video Playback gem and rebuild your project.

Using the Video Playback Component

The video playback component is available to use in Lumberyard after you have installed the required software, added the Video Playback gem to your project, and then rebuilt your project.

Video playback supports the following container formats:

- .mp4
- .mkv (recommended)
- .webm (recommended)

Video playback supports the following codecs:

- h.264
- h.265
- VP8 (recommended)
- VP9 (recommended)
The basic setup for the video playback component involves placing a camera, adding a static mesh and video playback component, and configuring material.

**To use the video playback component**

1. If you do not yet have a camera in your scene, place a camera component (p. 401) near where your video playback is to be placed.

   You can use the camera to view your video playback. Ensure that the camera is facing the direction where you place your video playback component.

2. Create a new component entity by right-clicking in your scene and clicking Create new component entity.

3. Use the Entity Inspector (p. 381) to add a static mesh component (p. 490) to your new component entity.

4. Select a Static asset for your static mesh component. This is the object that your video renders onto. A cube or plane is a good test mesh.

5. Add the Video Playback component to the same entity. To do this, click Add Component, Rendering, Video Playback.

6. In the video playback component's Video setting, select the video that you want to display.

7. For Texture name, type a name for your texture, preceded by a dollar sign ($). This is a user-defined field, so it can be anything you want, but it must begin with a $ character to indicate that it is a render target. For example, $videotest is a valid name but videotest is not.

8. Use the Frame queue ahead count setting to set the number of frames to buffer. Leave this value at 1, an acceptable value. A value of 2 or 3 is typically safe as well.

   Queueing too many frames to buffer (for example, a value of 100 frames) can use too much memory and cause performance issues.

9. Open the Material Editor (p. 1169) (use the keyboard shortcut M to open it quickly).

10. Create a new material by clicking Add New Item, as shown in the following picture. Give the material a descriptive name, such as myvideomaterial.
11. Under **Texture Maps**, on the **Diffuse** line, type the name of your video component's **Texture name** field. Be sure to include the $ character.
12. Close the **Material Editor** and return to the **Entity Inspector** (p. 381). In the static mesh component, for the **Material override** setting, select the material you just created.

You can trigger the video to play at the start of your game using either flow graphs or Lua scripting. The following procedure shows you how to create a simple flow graph to start playing the video when your game starts.

**To set up a flow graph to start your video**

1. In the viewport, right-click on the static mesh/video playback entity. Then click **Flowgraph, Add**. Type a name for your new flow graph.

2. Drag a **Game:Start** node and a **VideoPlayback:Play** node onto your flow graph. Connect the **output** port of the **Game:Start** node to the **Activate** port of the **VideoPlayback:Play** node.

   **Right-click Choose Entity** in the **VideoPlayback:Play** node and click **Assign graph entity**.

3. To play the game and test your video playback, press **Ctrl G**.
Setting Up Stereo Video Playback

Before setting up stereo video playback, ensure that you have completed the setup instructions in Setting up Video Playback (p. 502).

Stereo video playback means that the video presents a slightly different image for each eye, creating a 3D feel. Stereo in this case refers to visual stereo only; audio is not supported in the video playback component. While audio is not supported and must be synced externally, it is possible to play back spatialized audio. To do so, you must use the full, commercial version of Wwise and a 3D spatializer plugin such as Oculus Spatializer or RealSpace 3D.

To set up stereo video playback, your source video file must be laid out for stereo. Lumberyard supports videos in a top-bottom or bottom-top layout. You must have a VR headset to verify that the video is playing in stereo.

To set up stereo video playback, follow the instructions in the section called “Using the Video Playback Component” (p. 503). The only differences in the setup are the following:

- You must use a source video file with 3D or stereo information
- Set the Stereo Layout property initially to Auto-Detect. If it fails to auto-detect, manually set it to Top-Bottom or Bottom-Top.

All supported video files should have their stereo layout written into their metadata. This, however, is not a requirement and may not have been inserted by your encoder. If you would like to inject stereo metadata into your video, see https://support.google.com/jump/answer/7044297?hl=en.

When you enter game mode (using Ctrl G), you should see the left eye of your video play. If you do not see this, try changing your Stereo layout setting.

To verify that your video is playing in stereo, you must enter VR mode. You can enter VR mode by clicking VR Preview at the bottom right corner of the viewport. Then press Ctrl G to enter game mode. If your VR Preview button isn’t enabled, or you can’t get into VR preview mode, ensure that your VR headset is working outside of Lumberyard and then restart the Lumberyard editor.

Playing stereo video is resource intensive. Because the video is often close in proximity to the player, it becomes easy to detect inconsistencies and artifacts in the video. To prevent that, use higher resolution videos whenever possible. To conserve resources, do not play more than one or two high resolution stereo videos at a time.
Lua Bindings for Video Playback

You can use Lua bindings to interact programmatically with video playback components that you've placed in your scene. Lua provides a way to establish complex logic for playing, pausing, and stopping videos.

Global Functions

The following functions provide programming interfaces for the video playback systems.

**VideoPlaybackRequestBusSender**

**Parameters**

- **EntityID**

**Return**

Returns the VideoPlaybackRequestBusSender object that is connected to the specified entity. For more information, see VideoPlaybackRequestBusSender Object (p. 508).

**VideoPlaybackNotificationBusHandler**

Exposes callbacks to your Lua script that are triggered by events during video playback.

For more information, see VideoPlaybackNotificationBusHandler Object (p. 509).

**Parameters**

- **Table** – The Lua table to which you want to expose the callback functions. Pass `self` to expose the callbacks to the current Lua script.

- **EntityId**

**Return**

Returns the VideoPlaybackRequestBusSender object that is connected to the specified entity. For more information, see VideoPlaybackRequestBusSender Object (p. 508).

**VideoPlaybackRequestBusSender Object**

The VideoPlaybackRequestBusSender object contains functions with which you can send requests to the video playback component.

**Bool IsPlaying()**

Returns `true` if the video is playing. If the video is paused or stopped, returns `false`.

**Void Play()**

Plays the video. If no video is selected or the video is already playing, this has no effect.

**Void Pause()**

Pauses the video. If the video is already paused, this has no effect.

**Void Stop()**

Stops the video and remains on the last frame. When the video plays again, it begins at the first frame of the video. If the video is already stopped, this has no effect. If the video is playing or paused, the video stops.
Void EnableLooping(Bool)

Sets whether this video automatically restarts from the beginning once the end of the video is reached. Pass true to enable looping or false to disable looping. Looping is disabled by default.

Void SetPlaybackSpeed(Float)

Sets how fast the video plays. For example, 1.0 is normal speed, 0.5 is half speed, 2.0 is double speed, and so on.

Caution is advised when setting the video speed. Setting a speed that is too high can result in choppy playback.

VideoPlaybackNotificationBusHandler Object

The VideoPlaybackNotificationBusHandler object exposes callback functions to your Lua script that are triggered by events that happen during video playback.

Void OnPlaybackStarted()

Called when video playback begins.

Void OnPlaybackPaused()

Called when video playback pauses. Not called when video stops.

Void OnPlaybackStopped()

Called when video playback is stopped by the user. If the video reaches the end and is not set to loop, this function is not called.

Void OnPlaybackFinished()

Called when all frames in the video are played. This is not called if the user manually stops video playback. If looping is enabled, this function is called every time the video loops.

Setting Up Video Playback with Flow Graph

Using the Video Playback flow graph nodes (p. 867), you can set up video playback actions that trigger based on certain actions.

In the following flow graph example, the PlayPauseMovie input event (1) plays or pauses the video on the attached graph entity. The StopMovie input event (2) stops the movie.

The PlayPauseMovie and StopMovie events each connect to an IsPlaying node (3), which checks whether the video should be played, paused, or stopped.

The Play node (4) sets PlaybackSpeed to 1 (normal speed) and enables the Loop setting (Boolean value of 1), indicating that video looping is enabled. The Play node (4) also triggers the video to play on Game:Start (5).

The PlaybackEvents node (6) triggers the Debug nodes (7) to print to the console whenever the video plays, pauses, stops, and finishes.
VR Preview

The **VR Preview** component, when added to an entity or spawned from a slice, creates a user-editable navigation mesh (p. 453). The navigation mesh is used to define valid areas that users can teleport to. The **VR Preview** component sets up necessary dependencies for exploring or navigating a scene in virtual reality. This component contains no editable properties.

**To use the VR Preview component**

1.  Create a new entity (p. 511).
2.  Open the **Entity Inspector** (p. 381). Add the **VR Preview** component to the entity by clicking **Add Component**, **VR**, **VR Preview**.

   A navigation mesh of 50x50x50 size is generated around the entity.
3.  Save the entity to a slice (p. 515).

   Now you can drag the saved slice to another part of the level, and the navigation mesh will be generated around the entity.

The navigation mesh that is generated is a separate entity from the original entity. Lumberyard names the new nav mesh entity by appending `_NavMesh` to the original entity name.

If you delete the original entity, the nav mesh entity continues to exist. However, if you delete the nav mesh entity, it won’t be generated again.

**Working with Entities and Components**

Component entity system is in **preview** release and is subject to change.

You can use the component entity system tools to do the following:
Creating an Entity

To create a new entity, use one of the following methods:

- In the Lumberyard Editor viewport, right-click and select **Create entity**. This creates a new entity at the cursor location with a basic transform component, which gives it a location in the 3D level.
- In the **Entity Outliner**, right-click and select **Create entity**. This creates a new entity in the center of your Lumberyard viewport.
- Use the **Asset Browser** to create new entities that already have the desired configuration, depending on the particular asset. For example, if you drag a `.cgf` mesh asset from **Asset Browser** into the Lumberyard Editor viewport, Lumberyard creates a new entity, adds a mesh component, and assigns the asset to the mesh component. The same is possible for particles, slices, and Lua scripts.

Adding Components to Entities

To add a component to an existing entity, do one of the following:

- In the Entity Inspector, click **Add Component**, and then select the component you want to add.
- In the Entity Inspector, right-click and select **Add Component** or press **Ctrl+N**, and then click the component you want to add.

Components are grouped by category. Find the appropriate category or, to find a particular component quickly, type any part of its name into the search bar that appears at the top of the component list. Highlight a component to display a tool tip with a description of that component.

If you add a component that requires another component to function, such as the mesh collider, **Entity Inspector** displays the message, "This component is missing a required component service and has been disabled." Click **Add Required Component** to add the required component.

The component's dependencies are required for that particular component to register to game mode. If the required component is not added, the component remains disabled.

Removing, Copying, and Reordering Components

You can also use the context menu in the **Entity Inspector** to do the following:

- Remove a component from an entity
• Copy a component and then paste it onto the same entity, which creates a duplicate component which you can then customize
• Copy a component and then paste it onto a different entity
• Cut a component from one entity and paste it onto another entity
• Reorder components on an entity

The copy, cut, and paste commands function as expected in any typical application. The order of components in the Entity Inspector have no significance to its function. When you reorder the components on an entity, you can put them in whatever order makes sense to you. The custom order for your components is saved to the level.

Entity Inspector displays a warning indicator or message if incompatibilities between components exist. For duplicate or incompatible components, the notification provides an option to remove the component.

To use the context menu commands
1. Select the entity in the Entity Outliner or in your viewport.
2. In the Entity Inspector, right-click on a component, or click the menu button in the header, and then select one of the following:
   • Add Component
   • Remove Component
   • Cut Component
   • Copy Component
   • Paste Component
   • Move Component Up
   • Move Component Down

Certain actions may be disabled, depending on the context.

Finding an Entity

The Entity Outliner shows all of the entities and their child entities in your level.

Use the search filter box at the top of the Entity Outliner to find specific entities. Entities with names matching the filter's entry are displayed, along with their child entities or parent entities.

Editing Component Properties

To edit component properties, select the entity that you want to edit in either the viewport or the Entity Outliner. You can then edit component properties in the Entity Inspector.

If your entity is part of a slice instance, any fields that you modify from the source slice asset renders in orange within the Entity Inspector. Right-click the field name and click Reset value to reset to the original value, or Push to slice to push your change to the slice asset, affecting all other instances of the target slice asset.
To undo a change you made to a property, press Ctrl+Z. To redo the change, press Ctrl+Shift+Z.

You can edit multiple entities at the same time. To do this, select multiple entities. The changes you make to the first entity are propagated to all selected entities.

## Working with Slices

Component entity system is in preview release and is subject to change.

Slices are a cascaded data management system for entities. Slices are saved to a directory within your project directory, which means that pushing (saving to a slice) and pulling (instantiating a slice) affects all levels in a project.

An example of a slice may be a couch. Another slice may be a rug. You use the couch and rug slices to create a living room slice, and then use a living room slice, bathroom slice, and kitchen slice to create a house slice. You might then use multiple house slices to create a neighborhood slice, and a few neighborhood slices to create a city slice, and so on. When they are nested within each other as such, it means they are cascaded.

Perhaps you decide that you want all the rug slices to be blue rather than red. Changing each individual rug slice would be time-consuming and inefficient. Instead, you can change the color on any one of the rug slices and push the change to the rug slice. The change is saved to the rug slice, which changes the color in all the already-instantiated rug slices and any rug slices that you instantiate in the future.

Each slice is composed of a parent entity and its child entities. The child entities are composed of other slices or free-standing entities. The parent entity acts as a transform root, which means that all of the child entities' sizes and position are linked to its parent entity. This means, for example, that if you make your house slice larger and rotate it to the left, the living room slice automatically becomes larger and rotates to the left, and the couch and rug slices also increase proportionally and rotate while maintaining its position relative to the house. You can, however, rotate, move, or increase the size of the couch slice without affecting the living room slice.

An instance of a slice in a level can also contain free-standing entities as well as slices that are not saved to the parent slice. For example, perhaps you want to put a potted plant in just one house. You could place a free-standing potted plant entity (or even a potted plant slice) within just one house slice instance. As long as you don't push that change to the house slice, only that house will contain the potted plant.
You can push or pull slice changes through any level of the hierarchy.

**Note**
Assets, including slices, cannot be moved from their original location without breaking references.

By using the context menus in the **Entity Outliner** and in the viewport, you can:

- Create entity
- Create child entity
- Create slice
- Instantiate slice
- Push to slice
- Detach slice entity
- Detach slice instance
- Duplicate (a slice or entity)
- Delete (a slice or entity)
- Flow Graph (add to)
- Create camera entity from view (menu option available only in viewport context menu)

## Creating a Slice

A slice can contain any number of entities, with any arbitrary transform hierarchy, but must have a single transform root. This means that you can change the size and position of child entities without affecting the parent entity, but if you change the size or position of the parent entity, the child entities automatically adjust as well.

**To create a slice**

1. In Lumberyard Editor or in the **Entity Outliner**, select one or more entities to include in the slice.
2. Right-click in the viewport or in the **Entity Outliner** and click **Create slice**.
3. Save the slice to the desired location.

Because you may create many slices for different purposes, we recommend that you name your slices meaningfully, and organize them purposefully into directories and subdirectories.

If you save multiple entities into a slice, they must all have a single transform root. If they don’t have a single transform root, a “Cannot Create Slice” message appears. To fix this issue, assign all entities in the slice to one parent entity.

**To assign entities to a new parent entity**

1. Open **Entity Outliner** (p. 379). Or, use the viewport for this procedure.
2. Right-click, and then select **Create entity**.
3. Do one of the following:

   - Select one or more entities that are to be the child entities. In the **Entity Inspector**, within the **Transform** component, beside the **Parent Entity** field, click the picker (hand icon), and then click on the parent entity in the viewport.
   - Select one or more entities that are to be the child entities. From the **Entity Outliner**, drag the parent entity into the **Entity Inspector**, and drop it beneath the **Transform** component, into the **Parent Entity** field.
Instantiating a Slice

To load an instance of a slice in your level, which is called instantiating a slice, do one of the following:

- In the viewport, right-click and select **Instantiate slice**.
- Drag a slice asset from the **Asset Browser** (p. 166) to the viewport. The slice is instantiated at the drop location.

Creating Cascaded Slices

A cascaded slice is a slice that contains instances of other slices. Cascaded slices can store their own overrides for component and entity properties, and can also contain their own entities.

For example, suppose you have a slice called *desklamp.slice*, composed of one desk lamp. You create a new slice that contains the desk lamp slice, but also adds a table on which the desk lamp sits, and you call this slice *deskLampOnTable.slice*. One slice can also contain multiple instances of another slice. To extend the previous example, you could create a *bedroom.slice* that contains multiple instances of *deskLampOnTable.slice*.

To create a cascaded slice

1. In the **Entity Outliner**, drag and drop one or more slices onto another slice. The dropped slices become child entities of slice you dropped them onto.
2. Right-click on the parent and click **Create slice**. Save the slice with a new name.

Modifying a Slice and Pushing Changes

If the currently selected entity is part of a slice instance, the **Entity Inspector** panel highlights in orange any properties that are different between the selected entity and the slice it belongs to.

You can push modifications to the slice from the **Entity Inspector**, the **Entity Outliner**, or from the viewport. To do this, right-click on the changed property or on the entity itself, and click **Push to slice**. To push multiple changes, select multiple entities from the **Entity Outliner** or from the viewport. From the **Push to Slice(s)** dialog, you can select the changes you want to push, and the target slice(s) to push them to.
Because slices can cascade, you can push cascade modifications to any level(s) of the slice hierarchy.

In the Entity Inspector, value differences displayed in orange can be discarded and changed back to the source slice's value. To do this, right-click the orange text, and then click Reset value.

Slice Reloading

Slices support run-time reloading. If a slice has changed for any reason—such as a data push operation, retrieval from source control, or manual edit—Lumberyard Editor reloads the slice asset and recalculates any slice instances affected by the change.

Creating Camera Entity from View

You can create a static camera view from a specific entity by right-clicking on an entity in the viewport and clicking Create camera entity from view. This places a new entity with a camera component at the same point. You can adjust the view of the camera by modifying its transform component.
Object and Entity System

Using the Object and Entity system, you can create and place objects, brushes, and entities in your level. Entities are objects with which the player interacts. Similar to brushes, they can be placed in a level, and are accessed from the **Objects** tab of **Rollup bar**.

![Object and Entity System](image)

**Note**
The Component Entity System (p. 379) replaces the existing Entity system in Lumberyard at a future date.

**Topics**
- Using the Designer Tool (p. 518)
- Using the Measurement System Tool (p. 528)
- Using the Object Selector (p. 529)
- Brushes (p. 532)
- Prefabs (p. 533)
Using the Designer Tool

The Designer Tool is an advanced object creation tool. You can easily create complex object meshes with powerful built-in functionality, without the need to use external DCC tools.

Topics
- Designer Tool Settings (p. 519)
- Selection Tools (p. 520)
- Shape Tools (p. 521)
- Edit Tools (p. 522)
- Modify Tools (p. 524)
- Texture Tools (p. 525)
- Miscellaneous Tools (p. 527)
Designer Tool Settings

The following parameter groups are available under the Settings panel, on the Objects tab, in the Rollup Bar.

CD Settings

The following parameters are available on the CD tab under the Settings panel.

CD Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exclusive Mode</td>
<td>Use to make the view look like that of a DCC tool. In this mode, all objects except for the selected objects are hidden and the time of day and light settings are set only. When a level has a lot of objects and is complex, this mode makes the view's complexity decrease.</td>
</tr>
<tr>
<td>Display Back Faces (Editor Only)</td>
<td>Used to enable showing the backfaces of designer objects, such as when the camera is within an object.</td>
</tr>
<tr>
<td>Seamless Edit</td>
<td>Enables editing objects as the mouse cursor hovers over them.</td>
</tr>
<tr>
<td>Keep Pivot Center</td>
<td>Ensures that the pivot remains unaffected during editing.</td>
</tr>
<tr>
<td>Highlight Elements</td>
<td>Toggles visualization of the object's selected elements such as vertices, edges, and faces.</td>
</tr>
<tr>
<td>Highlight Box Size</td>
<td>When Highlight Elements is enabled, this controls the scale of the helpers used to highlight elements.</td>
</tr>
<tr>
<td>Display Dimension Helper</td>
<td>Enables visualization of the object's dimensions, width, height, and depth.</td>
</tr>
<tr>
<td>Display Triangulation</td>
<td>Overlays the object's triangulation.</td>
</tr>
<tr>
<td>Display Subdivided Result</td>
<td>Overlays the object's subdivisions.</td>
</tr>
</tbody>
</table>

Object Settings

The following parameters are available on the Object tab under the Settings panel.

Object Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cast Shadows</td>
<td>Allows objects to cast shadows</td>
</tr>
<tr>
<td>Support Second Visarea</td>
<td>Normally, objects are considered to be in only one visarea. This option allows them to be added to multiple visareas if their bounding box overlaps them, at the cost of some performance. Without this option, some large objects may not be displayed when viewed through portals in certain situations.</td>
</tr>
<tr>
<td>Outdoor</td>
<td>When set, the object will not be rendered when inside a visarea.</td>
</tr>
<tr>
<td>Rain Occluder</td>
<td>Occludes dynamic raindrops</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>View Distance Ratio</td>
<td>Sets the distance from the current view at which the object renders.</td>
</tr>
<tr>
<td>AI Exclude From Triangulation</td>
<td>Deprecated</td>
</tr>
<tr>
<td>AI Hideable</td>
<td>When this option is set, AI will use this object as a hiding spot, using the specified hide point type.</td>
</tr>
<tr>
<td>No Static Decal</td>
<td>When this option is set, decals will not project onto the object.</td>
</tr>
<tr>
<td>Exclude Collision</td>
<td>Enable to exclude collisions.</td>
</tr>
<tr>
<td>Occluder</td>
<td>Used for the construction of a level occlusion mesh.</td>
</tr>
</tbody>
</table>

**Selection Tools**

The following function buttons are available from the **Selection** tab on the **Designer Menu** panel.

![Designer Menu](image)

**AllNone**

Use to select or deselect all objects at once.

**Connected**

Use to select all faces connecting one another from the selected face.

**Grow**

Use to expand a selection based on the selected faces. Each time you press **Grow**, the selection range is enlarged based on the previous selected faces.

**Invert**

Use to invert the selection states of the faces. Selected faces will be unselected and unselected faces will be selected.

**Loop**

Use to select serial-linked edges or faces that form a loop from selected edges or faces.

**Object**

Use to select another object.

**Pivot**

Use to change the pivot position.
Ring

Use to select sequence edges that are not connected but on the opposite side to each other. You can also select serial-connected quad faces in a direction that is perpendicular to the direction that the selected two faces set.

Vertex, Edge, Face

Use to select and move vertices, edges, and faces. You can select multiple buttons using the Ctrl key.

Shape Tools

The following buttons are available from the SH tab on the Designer Menu panel.

Box

Used to draw one or more boxes. You can adjust the Width, Height, and Depth values.

Cone

Used to draw a cone. You can adjust the Subdivision Count, Height, and Radius values.
Cube Editor

Used to create one or more cubes. You can add, remove, and paint cubes. The following functions are provided:

- **Add** - Add a cube on the brush with the specified Sub Material ID.
- **Remove** - Remove a cube under the brush.
- **Paint** - Paint selected cubes with the specified Sub Material ID.
- **Brush Size** - Select the cube brush size.
- **Sub Material ID** - Specifies the sub material ID. This ID will be recorded to faces affected.
- **Merge Sides** - When enabled, the added faces or remained faces after removing a cube will be merged with the adjoining faces.

Curve

Used to draw either a standard curve or a Bezier curve. You can adjust the **Subdivision Count** value.

Cylinder

Used to draw a cylinder. You can adjust the **Subdivision Count**, **Height**, and **Radius** values.

Disc

Used to draw a disc. You can adjust the **Subdivision Count** and **Radius** values.

Polyline

Used to draw a line or multiple line segments on a surface.

Rectangle

Used to draw a rectangle. You can adjust the **Width** and **Depth** values.

Stair

used to create a staircase. You can create stairs having uniform a step size even though the sizes of stairs are different by adjusting a tread size automatically so that a character can rise. The following values can be adjusted:

- **Step Rise** - The size of each step rise.
- **Mirror** - Mirrors a stair against an invisible plane centered.
- **Rotation by 90 Degrees** - Rotates a stair by 90 degrees maintaining the width, height and depth of a box.
- **Width** - The width of the stair.
- **Height** - The height of the stair.
- **Depth** - The depth of the stair.

Stair Profile

Used to draw a stair profile on a surface, which can be pulled using the **Extrude** function to be a stair. You can adjust the **Step Rise** value.

Sphere

You can adjust the **Subdivision Count** and **Radius** values.

Edit Tools

The following buttons are available from the ED tab on the Designer Menu panel.
Collapse

use to collapse all connected edges to the center position.

Copy

Use to copy an object face.

Extrude

Use to push or pull the selected face so you can expand a 2D surface to a 3D shape.

Fill

Use to fill a space based on selected edges or vertices.

Flip

use to flip an object face.

Merge

Used for merging multiple objects or connected faces to an object or a face.

Offset

Used to take a face and create an inset of the selected face.
Modify Tools

The following buttons are available from the MO tab on the Designer Menu panel.

Remove
Used to remove selected edges and faces.

Remove Doubles
Used to merge the selected vertices within the specified distance.

Separate
Used to separate two or more objects.

Weld
Used to merge the selected two vertices by moving the first vertex to the second vertex.

Bevel
Used to smooth edges of a shape. Most shapes have blunt edges, so applying the bevel to edges of a shape can add more realism.
**Boolean**

Select at least two objects, and chose either **Union**, **Difference**, or **Intersection**.

**Array Clone**

Places cloned objects evenly in a line.

**Circle Clone**

Places cloned objects in a circle

**Lathe**

Used to create a mesh by extruding each edge of a profile polygon along a path. You can make a complicated model using this method.

**LoopCut**

Used for cutting quad-shaped polygons by several loop edges. Set the direction and number of loops. The direction of the loops are set by the edge closest to the cursor and the number of loops are changed by moving the mouse wheel while pressing the CTRL key.

**Magnet**

Deprecated (merged with the Lathe function).

**Mirror**

Used to mirror a mesh along an arbitrary plane as well as its local X, Y, or Z axis plane. This tool has the following functions:

- **Apply** - Splits a mesh by a mirror plane and copies the half part to the other part and then starts the mirror editing.
- **Invert** - Invert a direction of the mirror plane.
- **Center Pivot** - Moves the pivot position to the center of the bounding box.
- **Align X, Align Y, and Align Z** - Aligns the mirror plane by X axis, Y axis, or Z axis.
- **Freeze** - Freezes the current geometry.

**Subdivision**

Used to create a smooth appearance of a mesh without complicated manipulations. A control mesh made this way doesn't need many vertices or faces to model complex smooth surfaces. You can also give each edge a semi-sharp crease, which defines how sharp each edge is.

---

**Texture Tools**

The following buttons are available from the **SU** tab on the **Designer Menu** panel.
Smoothing Group

Used for assigning numbers to faces. Faces with the same numbers and connected by an edge are rendered smoothly. A seam will be displayed between two faces with different smoothing group IDs. The following functions are available:

Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Smoothing Groups</td>
<td>Used to assign a number to the selected faces.</td>
</tr>
<tr>
<td>Add Faces To SG</td>
<td>Used to select faces based on the selected number buttons.</td>
</tr>
<tr>
<td>Select Faces By SG</td>
<td>Used to select faces based on the selected number buttons.</td>
</tr>
<tr>
<td>Clear Empty SGs</td>
<td>Used to remove the assigned smoothing groups of the selected faces.</td>
</tr>
</tbody>
</table>
### Auto Smooth with Threshold Angle
Sets the smoothing groups based on the angle between faces. Any two faces will be put in the same smoothing group if the angle between their normals is less than the threshold angle.

### Threshold Angle
Used to set the angle in degrees

---

## UV Mapping

Materials can be assigned to each face differently and you can manipulate the UV coordinates using this tool.

### Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mapping</td>
<td></td>
</tr>
<tr>
<td>UV offset</td>
<td>The parameters are set to solid directly.</td>
</tr>
<tr>
<td>Scale offset</td>
<td>The values are added to the existing parameters</td>
</tr>
<tr>
<td>Alignment</td>
<td></td>
</tr>
<tr>
<td>Fit Texture</td>
<td>Fits the texture to the selected surfaces.</td>
</tr>
<tr>
<td>Reset</td>
<td>Resets the texture settings on selected surfaces.</td>
</tr>
<tr>
<td>Tiling</td>
<td>Changes texture tiling on selected surfaces in the X and Y directions.</td>
</tr>
<tr>
<td>Select</td>
<td>Selects all surfaces with the Material ID.</td>
</tr>
<tr>
<td>Assign</td>
<td>Assigns the Material ID to selected surfaces.</td>
</tr>
</tbody>
</table>

---

## Miscellaneous Tools

The following buttons are available from the MI tab on the Designer Menu panel.
Using the Measurement System Tool

The Measurement System Tool allows to measure the length of segmented objects like roads, rivers, and paths. Measuring of segments is done by following the shape of each segment. The measured path is shown in yellow color.

Export

Exports .obj, .cgf, or .grp files when these buttons are pressed.

Hide Face

Used to hide or unhide the selected faces.

ResetXForm

Resets the Position, Rotation, or Scale values when these checkboxes are selected.

Shortcuts

Used to bind each function/subtool in the Designer tool to specific key combinations. The second column comprises CTRL, SHIFT and CTRL+SHIFT. The last column lists the available virtual keys.

Using the Measurement System Tool
To read the length of some parts of a segmented object, a start point and an end point must be selected.

![Image of Object Selector tool]

**To measure a segmented object**

1. Click to select the object in the viewport.
2. Click the **Edit** button. The object should turn yellow and be sunken.
3. Click **Tools, Other, Measurement System Tool**.
4. Click on the start of your desired first segment and the last segment of your choice to read its length. Double-clicking on any of the segment starting points selects the whole object for measuring or clears the start and end points.
5. Close the tool when done.

---

**Using the Object Selector**

Use the **Object Selector** to select and locate objects such as brushes, entities, tagpoints, volumes, and more. You can also hide and unhide objects, freeze and unfreeze objects, and delete objects. You can perform these actions on objects in layers (p. 999) that are selectable, visible, and not frozen.

**To open Object Selector**

Do one of the following:

- On the main menu, click **Tools, Object Selector**.
- Press **Ctrl+T**.
- In the top toolbar, click the **Object Selector** icon.

![Image of Object Selector icon in toolbar]

**Finding an Object**

You may sometimes find it difficult to select an object in your level, particularly when you have a large number of objects, or when other objects are surrounding or overlapping the object you want to select. The **Object Selector** provides several tools to help you find specific objects.

The Object Selector displays objects on layers (p. 999) that are selectable (1), visible (2), and not frozen (3).
To automatically select objects (in your Perspective viewport) when you click them in the list, enable the **Auto Select** option (bottom right).

To display objects with parent/child relationships, enable the **Display as Tree** option. When this option is enabled, each type of object is displayed with its icon, and grouped objects are shown as a tree in the list. If you have no grouped objects, you see only individual objects listed.

You can also use **Fast Select** to extend your search to include objects within prefabs and groups. To do this, enable **Search also inside Prefabs and Groups** (below **Fast Select**).

**To find and select an object**

1. Open (p. 529) the **Object Selector**.
2. Do one or both of the following:
   - If you know the object's name, type it into the **Fast Select** box at the bottom.
   - Select one or more of the **List Types** (on the right):
     - Entities
     - Brushes
     - Prefabs
     - Tag Points
     - AI Points
     - Groups
     - Volumes
     - Shapes
     - Solids
     - Other
3. Click the object(s) you want to select.
4. Click Select (on the right) to place an X for each selected object in the Selected column.

You can also use:

- **Select All** to select all currently listed objects
- **Select None** to deselect all objects.
- **Invert Selection** to deselect currently selected objects and select all the other listed objects.
5. Close the **Object Selector** to return to your Perspective viewport.
6. Press Z on your keyboard to focus on the object(s) you selected.

### Managing Objects

The **Object Selector** can also hide (and unhide), freeze (and unfreeze), and delete listed objects. You can perform these actions on objects that are contained in layers that are currently selectable, visible, and not frozen.

#### To hide or freeze objects

1. Find the object(s) you want to hide or freeze.
2. Click the object(s). To select multiple objects, use Ctrl or Shift.

   **Note**
   For this procedure, you need only click to select. There is no need to click the Select button on the right side of the **Object Selector**.
3. Click **Hide** or **Freeze**.

   Clicking **Hide** hides your object(s) in the **Object Selector** list and in your Perspective viewport.

   Clicking **Freeze** hides your object(s) in the **Object Selector** list and makes it unable to be interacted with in the Perspective viewport.

### Other Actions

<table>
<thead>
<tr>
<th>Task</th>
<th>Steps</th>
</tr>
</thead>
<tbody>
<tr>
<td>To unhide hidden objects</td>
<td>Select the objects, and then click <strong>Unhide</strong>.</td>
</tr>
<tr>
<td>To view frozen objects</td>
<td>Click the <strong>Frozen</strong> option under <strong>Display List</strong>.</td>
</tr>
<tr>
<td>To unfreeze frozen objects</td>
<td>Select the objects, and then click <strong>Unfreeze</strong>.</td>
</tr>
<tr>
<td>To delete objects</td>
<td>Find the objects, click to select them, and then click <strong>Delete Selected</strong>. This deletes the objects from the <strong>Object Selector</strong> and from your level.</td>
</tr>
</tbody>
</table>

### Object Selector Table

The objects in your level are listed in a table in the **Object Selector** window. To sort your displayed objects, click a column header. The results appear in alphabetic order.
### Brushes

Brushes are solid objects that cannot be modified or moved dynamically during gameplay, except if they have a break-point specified in the asset file, for example a breakable wooden shack.

Typically brushes are static objects placed in a level. They are one of the cheapest rendered objects as they don't have any of the entity or physics overhead of other objects. A large percentage of the visual objects in your levels will consist of brushes.

### Brush Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geometry</td>
<td>This option specifies the geometry that needs to be used for the object.</td>
</tr>
</tbody>
</table>

**CollisionFiltering**

<table>
<thead>
<tr>
<th>Type</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ship</td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td></td>
</tr>
<tr>
<td>Asteroid</td>
<td></td>
</tr>
</tbody>
</table>
### Parameters and Descriptions

<table>
<thead>
<tr>
<th><strong>Parameter</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ignore</td>
<td>• Ship  &lt;br&gt; • Shield  &lt;br&gt; • Asteroid</td>
</tr>
<tr>
<td>OutdoorOnly</td>
<td>When set, the object will not be rendered when inside a visarea.</td>
</tr>
<tr>
<td>CastShadowMaps</td>
<td>When this option is set, the object will cast shadows onto other geometry/terrain/etc.</td>
</tr>
<tr>
<td>RainOccluder</td>
<td>Set the brush to occlude rain, this works in conjunction with Rain Entity. If your level does contain rain, you should set this wisely, as there is a limit of 512 objects that can occlude at any given time.</td>
</tr>
<tr>
<td>SupportSecondVisarea</td>
<td>Normally, objects are considered to be in only one visarea. This option allows them to be added to multiple visareas if their bounding box overlaps them, at the cost of some performance. Without this option, some large objects may not be displayed when viewed through portals in certain situations.</td>
</tr>
<tr>
<td>Hideable</td>
<td>When this option is set, AI will use this object as a hiding spot, using the specified hide point type.</td>
</tr>
<tr>
<td>LodRatio</td>
<td>Defines how far from the current camera position, the different Level Of Detail models for the object are used.</td>
</tr>
<tr>
<td>ViewDistanceMultiplier</td>
<td>Sets the distance from the current view at which the object renders.</td>
</tr>
<tr>
<td>NotTriangulate</td>
<td>Deprecated</td>
</tr>
<tr>
<td>AIRadius</td>
<td>Deprecated</td>
</tr>
<tr>
<td>NoStaticDecals</td>
<td>When this option is set, decals will not project onto the object.</td>
</tr>
<tr>
<td>NoAmnbShadowCaster</td>
<td>When this option is set, no ambient shadows will be cast.</td>
</tr>
<tr>
<td>RecvWind</td>
<td>When this option is set, the object will be affected by the level wind.</td>
</tr>
<tr>
<td>Occluder</td>
<td>Used for the construction of a level occlusion mesh.</td>
</tr>
<tr>
<td>DrawLast</td>
<td>This function is exposed to give per-object control over alpha-sorting issues. An example can be seen below.</td>
</tr>
</tbody>
</table>

### DrawLast

The **DrawLast** effects in front of glass objects. By enabling **DrawLast**, Lumberyard knows that any alpha based objects rendered between the player and itself should take ordering priority.

### Prefabs

Prefabs are groups of objects that can be placed in the level as instances. An instance is an object that is an exact copy of every other object of the same type. Altering one prefab universally applies the changes to each instance of the prefab object. Any alterations need to be saved to the Prefab Library to ensure they are correctly propagated across the entire game.
The Prefabs Library is a tab in the Database View editor, and lists all the prefab objects that are available for a specific level.

**Prefab Parameter Table**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Global</strong></td>
<td></td>
</tr>
<tr>
<td>Open All</td>
<td>Open all instances of this prefab inside the level.</td>
</tr>
<tr>
<td>Close All</td>
<td>Close all instances of this prefab inside the level.</td>
</tr>
<tr>
<td><strong>Local</strong></td>
<td></td>
</tr>
<tr>
<td>Pick and Attach</td>
<td>Allows you to add a new object to the selected prefab, by clicking on it.</td>
</tr>
<tr>
<td>Delete Object(s)</td>
<td>Allows you to delete one or more objects from the selected prefab.</td>
</tr>
<tr>
<td>Clone Object(s)</td>
<td>Allows you to clone one or more objects from the selected prefab.</td>
</tr>
<tr>
<td>Clone All</td>
<td>Clones all instances of this prefab inside the level.</td>
</tr>
<tr>
<td>Extract Object(s)</td>
<td>Extracts a clone of a single object from the prefab, without altering or removing anything from the prefab object itself.</td>
</tr>
<tr>
<td>Extract All</td>
<td>Extracts all the objects from the prefab, without altering the Prefab Library.</td>
</tr>
<tr>
<td>Open</td>
<td>Opens the prefab group, allowing you to edit and manipulate objects within it.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the prefab so that internal objects cannot be individually edited.</td>
</tr>
</tbody>
</table>

**Common Parameters and Properties**

Many entities share common parameters and properties, as follows.

**Entity Properties**

Use the **Entity** pane to modify basic entity properties, such as the name of your object or the currently selected layer. You can type a new name for your object in the first text box in the pane.

Depending on their type, certain entities will have color schemes applied by default. Click the color next to the text box to open the color editor.

Click the layers icon to open the layer window and place your object in the appropriate layer. The layer text box displays the name of the layer that is currently selected.

**Standard Parameters**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Area</td>
<td>Increases or decreases the radius of the onscreen object placement helper.</td>
</tr>
</tbody>
</table>
## Entity Parameters

Use the **Entity Params** panel to modify common entity parameters. These parameters enable effects that are added to an object, and toggle options such as hiding the object in-game.

### Entity Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outdoor Only</td>
<td>Prevents an object from rendering when inside a VisArea.</td>
</tr>
<tr>
<td>Cast Shadow MinSpec</td>
<td>Casts a shadow on the selected quality setting and above.</td>
</tr>
<tr>
<td>LodRatio</td>
<td>Defines the distance from the current camera position when different level of detail models for the object are used.</td>
</tr>
<tr>
<td>ViewDistRatio</td>
<td>Defines the distance from the current camera position when the object will be rendered.</td>
</tr>
<tr>
<td>HiddenInGame</td>
<td>Prevents an object from displaying in game mode. This is useful for debugging or prototyping.</td>
</tr>
<tr>
<td>Receive Wind</td>
<td>Influences an object by any wind that is set up in your level.</td>
</tr>
<tr>
<td>RenderNearest</td>
<td>Eliminates z-buffer artifacts when rendering in first person view.</td>
</tr>
<tr>
<td>NoStaticDecals</td>
<td>When set to true, prevents decals from rendering on the object.</td>
</tr>
<tr>
<td>Created Through Pool</td>
<td>Used for memory optimization for AI entities.</td>
</tr>
</tbody>
</table>

## Scripting and Flow Graph Entity Parameters

Use this pane to modify the parameters that are related to entity scripting and Flow Graph.

### Scripting and Flow Graph Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edit Script</td>
<td>Opens the script file in your associated program and allows you to modify the script for the selected entity. Clicking the &gt; button displays more options for this file.</td>
</tr>
<tr>
<td>Reload Script</td>
<td>Implements any changes made to the script. This is useful for reviewing particle effects because reloading reactivates the changes.</td>
</tr>
<tr>
<td>Entity Archetype</td>
<td>Displays the entity name on the button, if the entity is an archetype entity. Opens the archetype in the Database View tool.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Create</td>
<td>Creates a new flow graph.</td>
</tr>
<tr>
<td>List</td>
<td>Lists the flow graphs that are associated with the selected entity.</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes a flow graph that was created for the entity.</td>
</tr>
<tr>
<td>Sequence</td>
<td>Displays the name of the sequence, if the entity is used in a Track View sequence. Opens the sequence in the Track View window.</td>
</tr>
<tr>
<td>Save State</td>
<td>Saves the physical state of a selected entity (when AI/Physics in enabled). This is useful for placing physical props realistically around your level without manually rotating and aligning their positions.</td>
</tr>
<tr>
<td>Clear State</td>
<td>Clears any saved physical state.</td>
</tr>
</tbody>
</table>

**Entity Links**

Use this pane to view the entities that are linked to the main entity. Each entity can link to multiple entities. To create an entity link, you create a dynamic link that can be referenced in Lua script.

To create a link, click **Pick Target** and select the desired entity. You can select multiple entities one at a time while the button is still active.

Double-click a linked entity in the list to select it. Right-click to open a menu with additional commands.

**Entity Links Parameters**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change Target Entity</td>
<td>Changes the entity associated with a link.</td>
</tr>
<tr>
<td>Rename Link</td>
<td>Renames the selected link.</td>
</tr>
<tr>
<td>Delete Link</td>
<td>Deletes the selected link.</td>
</tr>
<tr>
<td>Pick New Target</td>
<td>Provides the same functionality as the <strong>Pick Target</strong> button.</td>
</tr>
</tbody>
</table>

**Entity Events**

Use this pane to edit and run the script behind objects. When **AI/Physics** is enabled, you can test the effect of any changes you have made to the entity script.

Enable **AI/Physics** to test events.

**Entity Event Parameters**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/Output</td>
<td>Displays a list of executable script commands.</td>
</tr>
<tr>
<td>Pick New</td>
<td>Deprecated</td>
</tr>
<tr>
<td>Mission Handler</td>
<td>Deprecated</td>
</tr>
<tr>
<td>Remove</td>
<td>Deprecated</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
</tr>
<tr>
<td>Send</td>
<td>After choosing an input or output event, click <strong>Send</strong> to test the effect. For example, an input event called OnKill might kill an entity and OnSpawn might spawn an entity back to life.</td>
</tr>
<tr>
<td>Methods</td>
<td>Displays a list of executable methods.</td>
</tr>
<tr>
<td>Run</td>
<td>Displays a list of executable methods.</td>
</tr>
<tr>
<td>Goto</td>
<td>Deprecated</td>
</tr>
<tr>
<td>Add</td>
<td>Deprecated</td>
</tr>
</tbody>
</table>

### Attached Entities

Use this pane to create links to other objects in the perspective viewport. This pane is visible for certain entities.

#### Attached Entity Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick</td>
<td>Links two selected objects. You will see the link in the viewport and the object name in the target window.</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes a link between two objects.</td>
</tr>
<tr>
<td>Select</td>
<td>Selects an object from the target window. You can also double-click the object name in the target window to select the object.</td>
</tr>
</tbody>
</table>

### Shape Parameters

Use this pane to edit the effect area for a shape and create links to other objects in the viewport. This pane is visible for certain entities.

#### Shape Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Num Points</td>
<td>Relates to the number of points the shape contains in the perspective viewpoint.</td>
</tr>
<tr>
<td>Edit Shape</td>
<td>Allows you to edit the selected shape.</td>
</tr>
<tr>
<td>Use Transform Gizmo</td>
<td>Enables the Transform Gizmo helper.</td>
</tr>
<tr>
<td>Reverse Path</td>
<td>Used with objects like AIPath and reverses the AI path. The arrow onscreen points in the opposite direction to show the new path direction.</td>
</tr>
<tr>
<td>Split</td>
<td>Click two parts of your shape to split your shape and create a new independent shape.</td>
</tr>
<tr>
<td>Reset Height</td>
<td>Flattens the shape and all other points to the height of the selected point.</td>
</tr>
</tbody>
</table>
### Property Reference

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick</td>
<td>Links a shape to an object. You will see the link in the viewport and the object name in the target window.</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes a link between the selected shape and an object.</td>
</tr>
<tr>
<td>Select</td>
<td>Selects an object from the target window. You can also double-click the object name in the target window to select the object.</td>
</tr>
</tbody>
</table>

### Entity Reference

The following is a complete list of the entities in the Entity system.

#### Topics
- Actor Entity (p. 538)
- AI Control Objects (p. 538)
- Anim Entities (p. 543)
- Archetype Entity (p. 543)
- Area Entities (p. 544)
- Audio Entities (p. 551)
- Boid Entity (p. 554)
- Camera Entity (p. 557)
- Geom Entities (p. 558)
- Light Entities (p. 559)
- Lightning Arc Entity (p. 563)
- Miscellaneous Entities (p. 565)
- Particle Entities (p. 567)
- Physics Entities (p. 568)
- Rain Entity (p. 577)
- Render Entities (p. 578)
- River Entity (p. 579)
- Road Entity (p. 579)
- Rope Entity (p. 580)
- Snow Entity (p. 582)
- Tornado Entity (p. 583)
- Trigger Entities (p. 583)

### Actor Entity

This is a specialized entity that is the basis for characters in a game.

### AI Control Objects

The following AI entities are provided:
- AI Anchor
- AI Horizontal Occlusion Plane
AI Anchor

An AI Anchor is a positional point object that can be used to define specific behaviors for an AI with reference to the location and/or direction of the anchor.

AI Horizontal Occlusion Plane

AI agents above and below an AI Horizontal Occlusion Plane will not be able to see through it. It can be used, for example, to restrict an AI on a high ledge from being able to see below the ledge.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Specifies how wide the entity is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
<tr>
<td>Closed</td>
<td>Sets if the area should be closed or if it should be just a line.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>DisplaySoundInfo</td>
<td>Enable to expand Sound Obstruction options.</td>
</tr>
<tr>
<td>Agent_height</td>
<td>When Render_voxel_grid is enabled this determines the height - along the y axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Agent_width</td>
<td>When Render_voxel_grid is enabled this determines the height - along the x axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Render_voxel_grid</td>
<td>If true, voxel grid will be rendered when helpers are enabled.</td>
</tr>
<tr>
<td>voxel_offset_x</td>
<td>Offset voxel grid on the X axis.</td>
</tr>
<tr>
<td>voxel_offset_y</td>
<td>Offset voxel grid on the Y axis.</td>
</tr>
</tbody>
</table>
**AI Path**

An AI path is an object which can be used to guide your AI agent along a specific route from point to point in your level.

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road</td>
<td>Defines if the path is to be used by vehicles as a preferred path.</td>
</tr>
<tr>
<td>PathNavType</td>
<td>Sets the AI navigation type of the path. Types of paths available:</td>
</tr>
<tr>
<td></td>
<td>• Flight</td>
</tr>
<tr>
<td></td>
<td>• Free 2D</td>
</tr>
<tr>
<td></td>
<td>• Road</td>
</tr>
<tr>
<td></td>
<td>• Smart Object</td>
</tr>
<tr>
<td></td>
<td>• Triangular</td>
</tr>
<tr>
<td></td>
<td>• Unset</td>
</tr>
<tr>
<td></td>
<td>• Volume</td>
</tr>
<tr>
<td></td>
<td>• Waypoint 3D Surface</td>
</tr>
<tr>
<td></td>
<td>• Waypoint Human</td>
</tr>
<tr>
<td>AnchorType</td>
<td>Sets an AI behavior for any AI using the path.</td>
</tr>
<tr>
<td>ValidatePath</td>
<td>Used for 3D Volume paths only, checks and displays path validity in the editor.</td>
</tr>
<tr>
<td>Width</td>
<td>Specifies how wide the entity is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
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<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
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<tr>
<td>Closed</td>
<td>Sets if the area should be closed or if it should be just a line.</td>
</tr>
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<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>DisplaySoundInfo</td>
<td>Enable to expand Sound Obstruction options.</td>
</tr>
<tr>
<td>Agent_height</td>
<td>When Render_voxel_grid is enabled this determines the height - along the y axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Agent_width</td>
<td>When Render_voxel_grid is enabled this determines the height - along the x axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Render_voxel_grid</td>
<td>If true, voxel grid will be rendered when helpers are enabled.</td>
</tr>
<tr>
<td>voxel_offset_x</td>
<td>Offset voxel grid on the X axis.</td>
</tr>
<tr>
<td>voxel_offset_y</td>
<td>Offset voxel grid on the Y axis.</td>
</tr>
</tbody>
</table>
### AI Perception Modifier

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>Closed</td>
<td>Sets if the area should be closed or if it should be just a line.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
</tbody>
</table>

### AI Point

An AI Point is an object that represents a named AI waypoint in your level.

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
</table>
| Type               | • Waypoint  
                    • Hide  
                    • Sec Hide  
                    • Entry/Exit  
                    • Exit-only |
| Nav Type           | • Human  
                    • 3D Surface |
| Removable          | Allows AI points to be removed, may be useful for adding entrances for easier traversing. |
| Regen Links        | Prompts a regeneration of all links in the same navigation region as this one. |
| Linked Waypoints   | Displays the list of waypoints that are connected to this point.            |
| Pick               | Allows the user to pick a second waypoint to create a permanent AI link.    |
| Pick impass        | Allows the user to pick a second waypoint to create a permanent non-passable link. |
| Select             | Selects the currently highlighted link in the linked waypoints box.          |
| Remove             | Removes the currently highlighted waypoint links.                           |
| Remove all         | Removes all waypoint links from the AI Point.                               |
| Remove all in area | Removes all waypoint links in the nav area.                                 |

### AI Reinforcement Spot

Defines a point which any relevant AI can use to trigger their reinforcement behavior.
AI Shape

An AI shape is an object which can be used to define an area which AI will use for combat and will search for anchors within.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnchorType</td>
<td>Affects AI behaviors in the same way as the anchors do. The main usage is to check if a point (AI position, target position, etc) is inside a shape of a given AnchorType, in the same way as checking the proximity to an anchor of a given type.</td>
</tr>
<tr>
<td>LightLevel</td>
<td>Affects AI's ability to see (including sight range and speed of detection).</td>
</tr>
<tr>
<td>Width</td>
<td>Specifies how wide the entity is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
<tr>
<td>Closed</td>
<td>Sets if the area should be closed or if it should be just a line.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>DisplaySoundInfo</td>
<td>Enable to expand Sound Obstruction options.</td>
</tr>
<tr>
<td>Agent_height</td>
<td>When Render_voxel_grid is enabled this determines the height - along the y axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Agent_width</td>
<td>When Render_voxel_grid is enabled this determines the height - along the x axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Render_voxel_grid</td>
<td>If true, voxel grid will be rendered when helpers are enabled.</td>
</tr>
<tr>
<td>voxel_offset_x</td>
<td>Offset voxel grid on the X axis.</td>
</tr>
<tr>
<td>voxel_offset_y</td>
<td>Offset voxel grid on the Y axis.</td>
</tr>
</tbody>
</table>

Cover Surface

Cover surfaces can be used to allow the AI agent to take cover in combat situations.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Limit Left</td>
<td>The generated cover path to the left side of the cover surface object will be limited to this length.</td>
</tr>
</tbody>
</table>
### Anim Entities

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Limit Right</td>
<td>The generated cover path to the right side of the cover surface object will be limited to this length.</td>
</tr>
<tr>
<td>Limit Height</td>
<td>The resulting height of all cover surfaces will be limited to this value.</td>
</tr>
</tbody>
</table>

**Navigation Area**

For more information, see Navigation (p. 453).

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>The height of the navigation area.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
</tbody>
</table>

**Smart Object**

An AI Anchor is a point or collection of points which can be used by AI to perform a specific action or event, such as an animation or behavior. Certain smart objects can have special geometry assigned to them, to assist with object placement.

**Tag Point**

An AI Tagpoint is an object used to define a location.

**Anim Entities**

**MannequinObject Entity**

**Entity Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActionController</td>
<td>The root object controlling mannequin for a character. It is configured using a controller definition (defining the fragmentIDs, scopes, and scope contexts). It schedules actions onto scopes and holds the global tagstate.</td>
</tr>
</tbody>
</table>

**Archetype Entity**

An Archetype entity is based on a regular entity and specifies individual parameter values for that entity. If the value of an Archetype parameter is changed, all instances of that Archetype in the level are updated automatically.

As such, you can predefine variations of entity classes as Archetype Entities that can be used throughout the game. For global changes affecting all instances, the Archetype Entity just needs to be changed once.
Entity Archetype Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outdoor Only</td>
<td>When set, the object will not be rendered when inside a visarea.</td>
</tr>
<tr>
<td>Cast Shadow MinSpec</td>
<td>When set, the object will cast a shadow.</td>
</tr>
<tr>
<td>LodRatio</td>
<td>Defines how far from the current camera position, the different Level Of Detail models for the object are used.</td>
</tr>
<tr>
<td>ViewDistanceMultiplier</td>
<td>Defines how far from the current camera position, the object can be seen.</td>
</tr>
<tr>
<td>HiddenInGame</td>
<td>When set, this object is not shown in the pure game mode.</td>
</tr>
<tr>
<td>Receive Wind</td>
<td>When set, this object will be influenced by any wind setup in the level.</td>
</tr>
</tbody>
</table>

Area Entities

Area entities are used to create three dimensional zones in the level that can be used to trigger events.

The following area entities can be accessed from the Area button on the Objects tab of the Rollup Bar.

- AreaBox
- AreaSolid
- AreaSphere
- ClipVolume
- OccluderArea
- OccluderPlane
- Portal
- Shape
- VisArea
- WaterVolume

AreaBox

This entity lets you create a box to which you can link triggers and other entities that should be enabled when the player enters or leaves the box.

Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>FadeInZone</td>
<td>Specifies in meters how big the zone around the box is that is used to fade in the effect attached to the box. Only when the player is inside the box the effect is rendered at 100%, at the beginning of the FadeInZone its rendered at 0%.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Width</td>
<td>Specifies how wide the box is.</td>
</tr>
<tr>
<td>Length</td>
<td>Defines how long the box is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>DisplaySoundInfo</td>
<td>Enable to expand Sound Obstruction options.</td>
</tr>
</tbody>
</table>

**AreaSolid**

The AreaSolid is for defining complex range of sound obstructions with the Designer tool that is used for geometry editing.

**AreaSphere**

The AreaSphere object is used to link triggers and other entities that should be enabled when the player enters or leaves the sphere.

**Parameter Table**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>FadeInZone</td>
<td>Specifies in meters how big the zone around the box is that is used to fade in the effect attached to the box. Only when the player is inside the box the effect is rendered at 100%, at the beginning of the fadeinzone its rendered at 0%.</td>
</tr>
<tr>
<td>Radius</td>
<td>Specifies how big the sphere should be.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
<tr>
<td>Filled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
</tbody>
</table>

**Clip Volume**

ClipVolumes define geometric shapes that can restrict the influence of lights and cubemaps in a level.
Lights can be associated with ClipVolumes by either placing the light directly inside the object or by creating an entity link from the light to the ClipVolume. Once an association has been established, the `AffectsThisAreaOnly` property on the light source will clip the light's influence to the geometry inside the ClipVolume.

Here are some restrictions on the use of ClipVolume objects:

- The Clip Volume mesh needs to be watertight.
- Clip Volume mesh complexity has an impact on performance.
- ClipVolumes must not overlap.
- Due to performance reasons, forward rendered objects perform the inside test based on their pivot only.
- Each light can be linked to a maximum of two ClipVolumes.

## OccluderArea

The OccluderArea object prevents Lumberyard from rendering everything that is behind it. It is used for performance optimization in areas where automatic occlusion from brushes and terrain don't work very well. This object allows you to create an occlusion plane out of a custom shape with multiple edges, unlike an OccluderPlane object which can only be a square shape.

### Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>CullDistRatio</td>
<td>Specifies at what distance the culling effect should stop occurring.</td>
</tr>
<tr>
<td>UseIndoors</td>
<td>Specifies if the occluder area should be working inside an indoor visarea.</td>
</tr>
</tbody>
</table>

## OccluderPlane

The OccluderPlane object is used to occlude objects behind the plane. Like with the OccluderArea object, this typically isn't required because occlusion is done automatically. This object can be used as a fallback method.

### Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Specifies how high the occluder plane is.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the plane should be rendered as filled or not.</td>
</tr>
<tr>
<td>CullDistRatio</td>
<td>Specifies at what distance the culling effect should stop occurring.</td>
</tr>
<tr>
<td>UseIndoors</td>
<td>Specifies if the occluder plane should work inside a visarea.</td>
</tr>
<tr>
<td>DoubleSide</td>
<td>Specifies if the occluder plane should work from both sides.</td>
</tr>
</tbody>
</table>
Portal

With Portals you can cut holes inside a VisArea to create an entrance into a VisArea. Portals have to be smaller than the VisArea Shape but thick enough to protrude both the inside and outside of the VisArea, like a door.

You can enable and disable Portals using Flow Graph and you can have multiple Portals in one VisArea.

Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Specifies how high the portal is.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>AffectedBySun</td>
<td>Specifies if shadows from the world outside the visarea can travel inside.</td>
</tr>
<tr>
<td>IgnoreSkyColor</td>
<td>If this option is turned off the ambient color (sky color in time of day window) is not used indoors.</td>
</tr>
<tr>
<td>IgnoreGI</td>
<td>If true, Global Illumination won't be used inside this object.</td>
</tr>
<tr>
<td>ViewDistRatio</td>
<td>Specifies how far the visarea is rendered.</td>
</tr>
<tr>
<td>SkyOnly</td>
<td>Lets you choose to see only the skybox when you look outside the visarea. If you don't render terrain and outside brushes the performance can be faster so use this option when it is appropriate.</td>
</tr>
<tr>
<td>OceanIsVisible</td>
<td>Specifies if the ocean rendering should be visible inside the visarea.</td>
</tr>
<tr>
<td>UseDeepness</td>
<td>Specifies if the portal should be working from both sides.</td>
</tr>
<tr>
<td>DoubleSide</td>
<td>Specifies if the portal should be working from both sides.</td>
</tr>
</tbody>
</table>

Shape

The Shape object lets you create a shape to which you can link triggers and other entities that should be enabled when the player enters or leaves the area shape.

Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Specifies how wide the entity is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
</tbody>
</table>
VisArea

The VisArea object is used to define indoor areas for culling and optimization purposes, as well as lighting. Objects inside a VisArea won’t be rendered from outside and vice versa, this can help with performance immensely.

VisAreas also can be setup to occlude certain lighting elements such as the sun, which gives flexibility in setting up lighting for your indoor areas.

1. In Rollup Bar, on the Objects tab, click Area, VisArea.
2. Place the VisArea object around the desired area in your level and set the Height parameter value. Keep the shape of the VisArea as simple as possible.
3. Ensure everything related is inside the VisArea.
4. Enable Snap To Grid.

Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Specifies how high the visarea is.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>AffectedBySun</td>
<td>Specifies if shadows from the world outside the visarea can travel inside.</td>
</tr>
<tr>
<td>IgnoreSkyColor</td>
<td>If this option is turned off the ambient color (sky color in time of day window) is not used indoors.</td>
</tr>
<tr>
<td>IgnoreGI</td>
<td>If true, Global Illumination won’t be used inside this object.</td>
</tr>
<tr>
<td>ViewDistRatio</td>
<td>Specifies how far the visarea is rendered.</td>
</tr>
</tbody>
</table>
Area Entities

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SkyOnly</td>
<td>Lets you choose to see only the skybox when you look outside the visarea. If you don't render terrain and outside brushes the performance can be faster so use this option when it is appropriate.</td>
</tr>
<tr>
<td>OceanIsVisible</td>
<td>Specifies if the ocean rendering should be visible inside the visarea.</td>
</tr>
</tbody>
</table>

WaterVolume

The WaterVolumes object is used for rivers, lakes, pools, puddles, and oceans. For more information about WaterVolumes, see WaterVolume Shader (p. 1217).

Parameter Table

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Specifies how wide the entity is.</td>
</tr>
<tr>
<td>Height</td>
<td>Specifies how high the shape area should be (0 means infinite height).</td>
</tr>
<tr>
<td>AreaId</td>
<td>Sets up the ID of the area, so areas with another ID can overlap.</td>
</tr>
<tr>
<td>GroupId</td>
<td>Sets up the Group ID of the area, so areas with another group ID can overlap.</td>
</tr>
<tr>
<td>Priority</td>
<td>Defines the Priority so areas with a higher priority will be processed first.</td>
</tr>
<tr>
<td>Closed</td>
<td>Sets if the area should be closed or if it should be just a line.</td>
</tr>
<tr>
<td>DisplayFilled</td>
<td>Just for visibility in the editor this option defines if the area should be rendered as filled or not.</td>
</tr>
<tr>
<td>DisplaySoundInfo</td>
<td>Enable to expand Sound Obstruction options.</td>
</tr>
<tr>
<td>Agent_height</td>
<td>When Render_voxel_grid is enabled this determines the height - along the y axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Agent_width</td>
<td>When Render_voxel_grid is enabled this determines the height - along the x axis - of the grid cells rendered.</td>
</tr>
<tr>
<td>Render_voxel_grid</td>
<td>If true, voxel grid will be rendered when helpers are enabled.</td>
</tr>
<tr>
<td>voxel_offset_x</td>
<td>Offset voxel grid on the X axis.</td>
</tr>
<tr>
<td>voxel_offset_y</td>
<td>Offset voxel grid on the Y axis.</td>
</tr>
<tr>
<td>Depth</td>
<td>Sets the depth of the river.</td>
</tr>
<tr>
<td>Speed</td>
<td>Defines how fast physicalized objects move along the river. Use negative values to move in the opposite direction.</td>
</tr>
<tr>
<td>UScale</td>
<td>Sets the texture tiling on the U axis.</td>
</tr>
<tr>
<td>VScale</td>
<td>Sets the texture tiling on the V axis.</td>
</tr>
<tr>
<td>View Distance Multiplier</td>
<td>Sets the distance from the current view at which the object renders.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Caustics</td>
<td>Enables optical caustics effects.</td>
</tr>
<tr>
<td>CausticIntensity</td>
<td>Scales the intensity of the caustics for the water surface normals.</td>
</tr>
<tr>
<td>CausticTiling</td>
<td>Scales the caustic tiling applied to the water surface normals. It allows the scaling of caustics independently from the surface material.</td>
</tr>
<tr>
<td>CausticHeight</td>
<td>Sets the height above the water surface at which caustics become visible. Use this to make caustics appear on overhanging landforms or vegetation and other nearby objects.</td>
</tr>
<tr>
<td>FixedVolume</td>
<td>Traces a ray down to find a 'vessel' entity and 'spill' the requested amount of water into it. For static entities, it attempts to boolean-merge any surrounding static that intersects with the first vessel (use the No Dynamic Water flag on brushes that do not need that).</td>
</tr>
<tr>
<td>VolumeAccuracy</td>
<td>Water level is calculated until the resulting volume is within this (relative) difference from the target volume (if set to 0 it runs up to a hardcoded iteration limit).</td>
</tr>
<tr>
<td>ExtrudeBorder</td>
<td>Extrudes the border by this distance. This is particularly useful if wave simulation is enabled as waves can raise the surface and reveal open edges if they lie exactly on the vessel geometry.</td>
</tr>
<tr>
<td>ConvexBorder</td>
<td>Takes convex hull of the border. This is useful if the border would otherwise have multiple contours, which areas do not support.</td>
</tr>
<tr>
<td>ObjectSizeLimit</td>
<td>Only objects with a volume larger than this number takes part in water displacement (set in fractions of FixedVolume).</td>
</tr>
<tr>
<td>WaveSimCell</td>
<td>Size of cell for wave simulation (0 means no waves). Can be enabled regardless of whether FixedVolume is used.</td>
</tr>
<tr>
<td>WaveSpeed</td>
<td>Sets how &quot;fast&quot; the water appears.</td>
</tr>
<tr>
<td>WaveDamping</td>
<td>Standard damping.</td>
</tr>
<tr>
<td>WaveTimestep</td>
<td>This setting may need to be decreased to maintain stability if more aggressive values for speed are used.</td>
</tr>
<tr>
<td>MinWaveVel</td>
<td>Sleep threshold for the simulation.</td>
</tr>
<tr>
<td>DepthCells</td>
<td>Sets the depth of the moving layer of water (in WaveSimCell units). Larger values make waves more dramatic.</td>
</tr>
<tr>
<td>HeightLimit</td>
<td>Sets a hard limit on wave height (in WaveSimCell units).</td>
</tr>
<tr>
<td>Resistance</td>
<td>Sets how strongly moving objects transfer velocity to the water.</td>
</tr>
<tr>
<td>SimAreaGrowth</td>
<td>If changing water level is expected to make the area expand, the wave simulation grid should take it into account from the beginning. This sets the projected growth in fractions of the original size. If wave simulation is not used, this setting has no effect.</td>
</tr>
</tbody>
</table>
Audio Entities

There are four Audio entities, as follows:

- Audio Trigger Spot Entity
- Audio Area Entity
- Audio Area Ambience Entity
- Audio Area Random Entity

Audio Trigger Spot

The AudioTriggerSpot triggers an event on a specific position. This position can be automatically randomized on each axis or with time delays.

Audio Trigger Spot Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Defines whether the Entity is enabled (playing) or disabled (not playing).</td>
</tr>
<tr>
<td>MaxDelay</td>
<td>The maximum delay in seconds that it takes to trigger the sound when PlayRandom is enabled.</td>
</tr>
<tr>
<td>MinDelay</td>
<td>The minimum delay in seconds that it takes to trigger the sound when PlayRandom is enabled.</td>
</tr>
<tr>
<td>PlayOnX</td>
<td>Defines whether the sound gets positioned randomly on the X-axis when PlayRandom is enabled.</td>
</tr>
<tr>
<td>PlayOnY</td>
<td>Defines whether the sound gets positioned randomly on the Y-axis when PlayRandom is enabled.</td>
</tr>
<tr>
<td>PlayOnZ</td>
<td>Defines whether the sound gets positioned randomly on the Z-axis when PlayRandom is enabled.</td>
</tr>
<tr>
<td>PlayRandom</td>
<td>When the check box is enabled: The sound is triggered at random intervals between the MinDelay and MaxDelay settings used and on the PlayOnX, PlayOnY, or PlayOnZ axis that has been selected. When the check box is not enabled, the sound is played immediately on the entity.</td>
</tr>
<tr>
<td>PlayTriggerName</td>
<td>Name of the play event.</td>
</tr>
<tr>
<td>RadiusRandom</td>
<td>The radius in meters in which the sound gets positioned randomly when PlayRandom is enabled.</td>
</tr>
<tr>
<td>SerializePlayState</td>
<td>Defines whether the play state of the entity gets saved and loaded at checkpoints.</td>
</tr>
<tr>
<td>SoundObstructionType</td>
<td>Sets the number of ray casts that are used to calculate the obstruction. More ray casts used equals a greater performance requirement, but creates a more accurate result.</td>
</tr>
<tr>
<td></td>
<td>• Ignore – No raycasts are applied and the sound is unaffected by other objects in the game.</td>
</tr>
</tbody>
</table>
**Properties** | **Description**
--- | ---
- **Single Ray** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.
- **Multiple Rays** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.

| StopTriggerName | Name of the stop event. |

## Audio Area Entity

Audio Area Entities are used to play ambient sounds in an area, and are linked to Area Shapes, Area Boxes, and Area Spheres.

These entities are an advanced method of setting up ambient sounds in levels and require Flow Graph logic to play and control the sounds. This opens up many possibilities and gives advanced control over the ambience. When setting up a basic ambient sound, use the **Audio Area Ambience** entity instead, which does not require any Flow Graph logic.

### Audio Area Entity Properties

| Properties | Description |
--- | ---
Enabled | Defines whether the Entity is enabled (playing) or disabled (not playing). |
Environment | Defines the name of the ATL environment used inside the connected shape. |
EnvironmentDistance | The distance in meters from the edge of the assigned shape where the fading of the Environment begins. |
FadeDistance | The distance in meters from the edge of the assigned shape where the flow graph node is starting to output values. |
SoundObstructionType | Sets the number of ray casts that are used to calculate the obstruction. More ray casts used equals a greater performance requirement, but creates a more accurate result. |
- **Ignore** – No raycasts are applied and the sound is unaffected by other objects in the game.
- **Single Ray** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.
- **Multiple Rays** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.

## Audio Area Ambience

Audio Area Ambience entities are used to set up ambiances without having to define their functionality in Flow Graph. They are used when setting up basic ambient shapes in levels that do not require a more complex functionality.
### Audio Area Ambience Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Defines whether the Entity is enabled (playing) or disabled (not playing).</td>
</tr>
<tr>
<td>Environment</td>
<td>Defines the name of the ATL environment used inside the connected shape.</td>
</tr>
<tr>
<td>EnvironmentDistance</td>
<td>The distance in meters from the edge of the assigned shape where the fading of the environment begins.</td>
</tr>
<tr>
<td>PlayTrigger</td>
<td>Name of the play event.</td>
</tr>
<tr>
<td>Rtpc</td>
<td>Sets the RTPC that is controlling the playing of the sound object.</td>
</tr>
<tr>
<td>RtpcDistance</td>
<td>The distance in meters from the edge of the assigned shape where the connected RTPC is starting to receive values. The values sent to the RTPC are always from 0 to 1.</td>
</tr>
<tr>
<td>SoundObstructionType</td>
<td>Sets the number of ray casts that are used to calculate the obstruction. More ray casts used equals a greater performance requirement, but creates a more accurate result.</td>
</tr>
<tr>
<td>StopTrigger</td>
<td>Name of the stop event.</td>
</tr>
</tbody>
</table>

- **Ignore** – No raycasts are applied and the sound is unaffected by other objects in the game.
- **Single Ray** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.
- **Multiple Rays** – Used to calculate the treatment the sound receives depending on the position and physical properties of the objects found between the source and the listener.

### Audio Area Random

Audio Area Random entities trigger randomized shots in a confined area. The Entity needs to be linked to Area Shapes, Area Boxes, or Area Spheres. The sound is randomly triggered and positioned in a radius around the listener, providing they are inside the connected area.

### Audio Area Random Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Defines whether the entity is enabled (playing) or disabled (not playing).</td>
</tr>
<tr>
<td>MaxDelay</td>
<td>The maximum delay in seconds it takes to trigger the sound.</td>
</tr>
<tr>
<td>MinDelay</td>
<td>The minimum delay in seconds it takes to trigger the sound.</td>
</tr>
<tr>
<td>MoveWithEntity</td>
<td>When enabled, the sound moves in relation to the listener after it has spawned; otherwise, it stays at its initial position.</td>
</tr>
<tr>
<td>PlayTrigger</td>
<td>Name of the play event.</td>
</tr>
</tbody>
</table>
### Boid Entity

Boid entities simulate animals exhibiting group behavior, obstacle avoidance, animations, and sound. Their complex behavior arises from the interaction of an individual agent boid with other boids and the environment in which they move.

Not all parameters are available for all boid classes. For example, Behavior classes are needed only for the Bugs boid class and do not appear in other Boid properties.

#### Boid Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model1-5</td>
<td>Additional geometry for the boid; this can be a character (.CHR) or static geometry (.CGF). If you specify more than one option, the geometry is selected at random.</td>
</tr>
<tr>
<td>Model</td>
<td>Geometry for the boid; this can be a character (.CHR) or static geometry (.CGF).</td>
</tr>
<tr>
<td>Mass</td>
<td>Mass of each individual boid.</td>
</tr>
</tbody>
</table>

---

**Note**

For each audio object, it is a good practice to see which `SoundObstructionType` works best and to select **Ignore** when there is no advantage gained from having obstruction and occlusion values calculated. Select **MultipleRays** only if the accuracy of the single raycast is not sufficient, or if you want the entity to be able to calculate both the occlusion and obstruction values separately.

Raycasts are skipped for entities that do not have an active playing trigger, even when the `SoundObstructionType` is set to **SingleRay** or **MultipleRays**.
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Boid Entity

### Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invulnerable</td>
<td>Specifies whether the boid can be killed or not.</td>
</tr>
<tr>
<td>gravity_at_death</td>
<td>Gravity acceleration that affects the body of the killed boid.</td>
</tr>
<tr>
<td>Count</td>
<td>Specifies how many individual objects are spawned.</td>
</tr>
<tr>
<td>Behavior</td>
<td>Movement behavior for the boid entity:</td>
</tr>
<tr>
<td></td>
<td>• 0 = Generic ground bugs, such as beetles</td>
</tr>
<tr>
<td></td>
<td>• 1 = Flying insects, such as dragonflies</td>
</tr>
<tr>
<td></td>
<td>• 2 = Leaping insects, such as grasshoppers</td>
</tr>
</tbody>
</table>

### Flocking Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AttractDistMax</td>
<td>Maximum distance at which one boid can see another boid. Boids that are too far away are not interacted with.</td>
</tr>
<tr>
<td>AttractDistMin</td>
<td>Minimum distance that boids are comfortable with to stay close to each other before the separation force starts to affect them.</td>
</tr>
<tr>
<td>EnableFlocking</td>
<td>When enabled, the rules of the emergent flocking behavior is calculated on the whole flock of boids.</td>
</tr>
<tr>
<td>FactorAlign</td>
<td>Steer towards the average heading of local flock-mates.</td>
</tr>
<tr>
<td>FactorCohesion</td>
<td>Steer to move toward the average position of local flock-mates.</td>
</tr>
<tr>
<td>FactorSeparation</td>
<td>Steer to avoid crowding local flock-mates, only when closer then AttractDistMin.</td>
</tr>
<tr>
<td>FieldOfViewAngle</td>
<td>Field of vision of the boid to consider other boids as flock-mates.</td>
</tr>
</tbody>
</table>

**Note**
The following Ground properties apply only when boids are walking on the ground. Boids are able to land only in game mode and not while editing.

### Ground Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WalkToIdleDuration</td>
<td>Time it takes for boids to transition from walking to idle state.</td>
</tr>
<tr>
<td>WalkSpeed</td>
<td>Walk speed when boids land.</td>
</tr>
<tr>
<td>OnGroundWalkDurationMin</td>
<td>Minimum time that boids can spend in walk state.</td>
</tr>
<tr>
<td>OnGroundWalkDurationMax</td>
<td>Maximum time that boids can spend in walk state.</td>
</tr>
<tr>
<td>OnGroundIdleDurationMin</td>
<td>Minimum time that boids can spend in idle state.</td>
</tr>
<tr>
<td>OnGroundIdleDurationMax</td>
<td>Maximum time that boids can spend in idle state.</td>
</tr>
<tr>
<td>HeightOffset</td>
<td>Vertical offset of boids from the ground.</td>
</tr>
</tbody>
</table>
# Boid Entity

## Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FactorSeparation</td>
<td>Tries to ensure that boids avoid one another.</td>
</tr>
<tr>
<td>FactorOrigin</td>
<td>Controls how much boids are attracted to their point of origin.</td>
</tr>
<tr>
<td>FactorCohesion</td>
<td>Tries to ensure that boids group together.</td>
</tr>
<tr>
<td>FactorAlign</td>
<td>Tries to ensure that all boids move in roughly the same direction.</td>
</tr>
</tbody>
</table>

## Movement Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FactorAvoidLand</td>
<td>Force coefficient to divert boid from the land or water.</td>
</tr>
<tr>
<td>FactorHeight</td>
<td>Controls the force that is applied to keep boids at the original height for the flock.</td>
</tr>
<tr>
<td>FactorOrigin</td>
<td>Controls the force that attract boids to the origin point of the flock.</td>
</tr>
<tr>
<td>FactorTakeOff</td>
<td>Vertical movement speed scale during take-off.</td>
</tr>
<tr>
<td>FlightTime</td>
<td>Approximate flight time before attempting to land.</td>
</tr>
<tr>
<td>HeightMax</td>
<td>Maximal height boids can fly to (height above land).</td>
</tr>
<tr>
<td>HeightMin</td>
<td>Minimal height boid can fly at (height above land).</td>
</tr>
<tr>
<td>LandDecelerationHeight</td>
<td>Height at which boids start to decelerate when landing.</td>
</tr>
<tr>
<td>MaxAnimSpeed</td>
<td>If the boid had animations, then use this variable to control the speed of the animation.</td>
</tr>
<tr>
<td>SpeedMax</td>
<td>Maximum speed for boid movement.</td>
</tr>
<tr>
<td>SpeedMin</td>
<td>Minimum speed for boid movement.</td>
</tr>
</tbody>
</table>

## Options Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>When checked, active boids are visible and move from the start of the level; alternatively, boids can be activated at a later stage with the activate event.</td>
</tr>
<tr>
<td>AnimationDist</td>
<td>Maximum distance from camera at which animations update.</td>
</tr>
<tr>
<td>FollowPlayer</td>
<td>When checked, boids wrap around only current player position, and the flock origin point becomes the player position. If the boid flies too far away from the player, it reappears on the opposite side.</td>
</tr>
<tr>
<td>NoLanding</td>
<td>Turns landing for birds flocks on and off.</td>
</tr>
<tr>
<td>ObstacleAvoidance</td>
<td>Boids sense the physical environment and can be diverted from the physical obstacles. This option adds heavier physical checks on the boids and should be used carefully (only when really needed).</td>
</tr>
</tbody>
</table>
**Camera Entity**

You can use the (legacy) **Camera** entity to place a camera in your level. In addition to placing a camera, you can also place a 'LookAt' target, which automatically determines where the camera faces. For more information about this legacy camera entity, see Rendering Cameras (p. 1275).

To use the newer **Camera** components, see Camera (p. 401) and Camera Rig (p. 402).

To add a render camera to your level

1. In the Rollup Bar, on the **Objects** tab, click **Misc, Camera**.
2. Hover your pointer in your level, and then click to position the camera.
3. To create a 'LookAt' target (determines what the camera looks at), when placing the camera in your level, hover your pointer to determine its position, then click and drag to the 'LookAt' target, or the view that you want your camera to see. A 'LookAt' target is created where the drag ended. This object is named with your original camera name, with **Target** appended.
4. Adjust the values of the following parameters as needed.

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOV</td>
<td>The vertical field of view of the camera</td>
</tr>
<tr>
<td>NearZ</td>
<td>The cut off point closest to the camera</td>
</tr>
<tr>
<td>FarZ</td>
<td>The max cut off point of the camera</td>
</tr>
<tr>
<td><strong>Shake Parameters</strong></td>
<td></td>
</tr>
<tr>
<td>Amplitude A</td>
<td>Strength of the effect on each axis</td>
</tr>
<tr>
<td>Amplitude A Multiplier</td>
<td>Multiplier for the amplitude.</td>
</tr>
</tbody>
</table>

---

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**Camera Entity**

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Radius</strong></td>
<td>Maximum radius that the boid can move from the flock origin point.</td>
</tr>
<tr>
<td><strong>SpawnFromPoint</strong></td>
<td>If true, all the boids spawn at the boid entity position.</td>
</tr>
<tr>
<td><strong>StartOnGround</strong></td>
<td>If true, boids spawn on the ground; otherwise, they spawn in the air.</td>
</tr>
<tr>
<td><strong>VisibilityDist</strong></td>
<td>Maximum distance from which the whole flock can be visible. If player camera is further away from the flock origin point than VisibilityDist, boids are not simulated and rendered.</td>
</tr>
</tbody>
</table>

**ParticleEffect Properties**

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EffectScale</strong></td>
<td>Scale of the particle effect to be played.</td>
</tr>
<tr>
<td><strong>waterJumpSplash</strong></td>
<td>Particle effect to be played when the boid splashes into the water.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>Frequency A</td>
<td>How often the effect plays on each axis</td>
</tr>
<tr>
<td>Frequency A Multiplier</td>
<td>Multiplier for the frequency</td>
</tr>
<tr>
<td>Noise A Amplitude Multiplier</td>
<td>Adds some noise to the amplitude value</td>
</tr>
<tr>
<td>Noise A Frequency Multiplier</td>
<td>Adds some noise to the frequency value</td>
</tr>
<tr>
<td>Time Offset A</td>
<td>A time offset</td>
</tr>
<tr>
<td>Amplitude B</td>
<td>Strength of the effect on each axis.</td>
</tr>
<tr>
<td>Amplitude B Multiplier</td>
<td>Multiplier for the amplitude</td>
</tr>
<tr>
<td>Frequency B</td>
<td>How often the effect plays on each axis</td>
</tr>
<tr>
<td>Frequency B Multiplier</td>
<td>Multiplier for the frequency</td>
</tr>
<tr>
<td>Noise B Amplitude Multiplier</td>
<td>Adds some noise to the amplitude value</td>
</tr>
<tr>
<td>Noise B Frequency Multiplier</td>
<td>Adds some noise to the frequency value</td>
</tr>
<tr>
<td>Time Offset B</td>
<td>A time offset</td>
</tr>
<tr>
<td>Random Seed</td>
<td>Apply some random variation to the noise</td>
</tr>
</tbody>
</table>

**Geom Entities**

A Geom Entity is a very simple entity that takes its physical parameters from its assigned geometry. They are interactive entities with physical values, so they behave like real life objects. It is similar to a Basic Entity, but simpler, more efficient, and has fewer configurable parameters. Geom Entities that have physical properties set in the asset will get pushed away or break up in explosions, for example.

Navigate through the object library browser and drag the desired object to your level.
Light Entities

Light Entity

Entity Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Turns the light on/off.</td>
</tr>
<tr>
<td>AttenuationBulbSize</td>
<td>See Attenuation and Falloff for more information. When using AmbientLights, setting this value to '0' reverts to the older, non-physical attenuation model.</td>
</tr>
<tr>
<td>Color</td>
<td></td>
</tr>
<tr>
<td>Diffuse</td>
<td>Specify the RGB diffuse color of the light.</td>
</tr>
<tr>
<td>DiffuseMultiplier</td>
<td>Control the strength of the diffuse color.</td>
</tr>
<tr>
<td>SpecularMultiplier</td>
<td>Control the strength of the specular brightness.</td>
</tr>
</tbody>
</table>
## Lumberyard User Guide

### Light Entities

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Options</strong></td>
<td></td>
</tr>
<tr>
<td>AffectThisAreaOnly</td>
<td>Set this parameter to false to make light cast in multiple visareas.</td>
</tr>
<tr>
<td>AffectVolumetricFogOnly</td>
<td>Enables the light to only affect volumetric fog and not meshes.</td>
</tr>
<tr>
<td>AmbientLight</td>
<td>Makes the light behave like an ambient light source, with no point of origin.</td>
</tr>
<tr>
<td>FakeLight</td>
<td>Disables light projection, useful for lights which you only want to have Flare effects from.</td>
</tr>
<tr>
<td>FogRadialLobe</td>
<td>Adjusts the blend ratio of the main radial lobe (parallel to the eye ray) and side radial lobe (perpendicular to the eye ray). The direction of the main radial lobe depends on the Anisotropic parameter value used in the Time of Day Editor.</td>
</tr>
<tr>
<td>ForceDisableCheapLight</td>
<td>Forces the engine to de-classify the light as a “CheapLight”, which is a memory optimization done on export for Pure Game mode. Lights are automatically de-classified as needed, based on whether they’re used in a FG, trackview, etc, so this option should never need to be used, but provided as a fail-safe.</td>
</tr>
<tr>
<td>IgnoresVisAreas</td>
<td>Controls whether the light should respond to visareas.</td>
</tr>
<tr>
<td>VolumetricFog</td>
<td>Enables the light to affect volumetric fog.</td>
</tr>
<tr>
<td><strong>Projector</strong></td>
<td></td>
</tr>
<tr>
<td>ProjectorFov</td>
<td>Specifies the Angle on which the light texture is projected.</td>
</tr>
<tr>
<td>ProjectorNearPlane</td>
<td>Set the near plane for the projector, any surfaces closer to the light source than this value will not be projected on.</td>
</tr>
<tr>
<td>Texture</td>
<td>Here a texture can be specified that will be projected in the direction of the Y axis of the light entity. A light projector texture must use the LightProjector CryTif preset, be 512*512px resolution, and contain no alpha channel.</td>
</tr>
<tr>
<td><strong>Shadows</strong></td>
<td></td>
</tr>
<tr>
<td>CastShadows</td>
<td>Makes the light cast a shadow based on the minimum selected config spec. “High” won’t work on Low/Medium, for example. To ensure shadows are always cast, set this to ‘Low Spec’. This setting is often confused as a ‘Quality’ setting for the shadows, it is not a quality setting. It’s a method to control what system spec the shadows should be cast on. With tiled shading, the amount of shadow-casting lights on screen is limited by default to ‘12’. This is because each 4 lights requires an additional 8MB of video memory for shadow texture mapping. The limit can be controlled with the r_ShadowCastingLightsMaxCount CVar.</td>
</tr>
<tr>
<td>ShadowBias</td>
<td>Moves the shadow cascade toward or away from the shadow-casting object.</td>
</tr>
<tr>
<td>ShadowMinResPercent</td>
<td>Specify, per-light, the percentage of the shadow pool the light should use for its shadows. Unless otherwise needed, “default” should be used for best performance vs quality.</td>
</tr>
</tbody>
</table>
## Light Entities

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShadowSlopeBias</td>
<td>Allows you to adjust the gradient (slope-based) bias used to compute the shadow bias.</td>
</tr>
<tr>
<td>ShadowUpdateMinRadius</td>
<td>Define the minimum radius from the light source to the player camera that the ShadowUpdateRatio setting will be ignored. i.e; If set to 10 and the camera is less than 10m from the light source, the shadow will update normally. If further than 10m, the shadow will update as per ShadowUpdateRatio setting. This will not work in Very High spec as Shadow Caching is disabled.</td>
</tr>
<tr>
<td>ShadowUpdateRatio</td>
<td>Define the update ratio for shadow maps cast from this light. The lower the value (example 0.01), the less frequent the updates will be and the more &quot;stuttering&quot; the shadow will appear. This setting is enabled or disabled, depending on the ShadowUpdateMinRadius value and how far the player camera is from the light source. This will not work in Very High spec as Shadow Caching is disabled.</td>
</tr>
</tbody>
</table>

### Shape

- **PlanarLight**: Used to turn the selected light entity into an Area Light. Was previously called "AreaLight". To use Area/Planar Lights, ensure r_DeferredShadingAreaLights is set to '1'.

### Style

- **AnimationPhase**: This will start the light animation, specified with the light style property, at a different point along the sequence. This is typically used when you have multiply lights using the same animation in the same scene, using this property will make the animations play asynchronously.
- **AnimationSpeed**: Specifies the speed at which the light animation should play.
- **AttachToSun**: When enabled, sets the Sun to use the Flare properties for this light.
- **Flare**: Specify the path to the Flare Library item.
- **FlareEnable**: Used by the Flare Editor system.
- **FlareFOV**: Control the FOV for the flare. This control needs to be enabled in the properties for the flare itself.
- **LightAnimation**: Trackview sequence used to animate the light.
- **LightStyle**: Specifies the a preset animation for the light to play. Styles are defined through Light.cfx shader. Valid values are 0-48. 40-48 are Testing/Debug styles.

## Environment Probe Entity

With environment probes, also called light probes, you have the ability to place cubemaps throughout a level just as you would a light. It is very useful especially with reflective materials because it will automatically assign the cubemap to anything within its radius.
## Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Active</strong></td>
<td>Enables and disables the probe.</td>
</tr>
<tr>
<td><strong>BoxSizeX, BoxSizeY, BoxSizeZ</strong></td>
<td>Specifies the XYZ dimensions of the probe's area of effect. Probes are projected as cubes in the level. For a global probe, set values large enough to span the entire level.</td>
</tr>
<tr>
<td><strong>Diffuse</strong></td>
<td>Sets the diffuse color of the light. Set to 255,255,255.</td>
</tr>
<tr>
<td><strong>DiffuseMultiplier</strong></td>
<td>Makes the light brighter. Set to 1.</td>
</tr>
<tr>
<td><strong>SpecularMultiplier</strong></td>
<td>Multiplies the specular color brightness. Set to 1.</td>
</tr>
<tr>
<td><strong>AffectsThisAreaOnly</strong></td>
<td>Set parameter to False to make lights cover other VisAreas.</td>
</tr>
<tr>
<td><strong>AttenuationFalloffMax</strong></td>
<td>Controls the falloff amount (0–1) to create smoother transitions or hard edges. A value of 0.8 means that falloff begins at 80% at the boundaries of the box. Set value to 0 for a global probe (no falloff).</td>
</tr>
<tr>
<td><strong>IgnoresVisAreas</strong></td>
<td>Controls whether the light should respond to VisAreas. Set value to True for a global probe.</td>
</tr>
<tr>
<td><strong>SortPriority</strong></td>
<td>Gives control over which probe has more visual interest and therefore a higher priority. Set the value to 0 for a global probe, then increase the value for local probes, where higher values indicate more localized probes.</td>
</tr>
<tr>
<td><strong>deferred_cubemap</strong></td>
<td>Specifies the file location of the cubemap texture.</td>
</tr>
<tr>
<td><strong>BoxHeight</strong></td>
<td>Adjusts the height of cubemap box.</td>
</tr>
<tr>
<td><strong>BoxLength</strong></td>
<td>Adjusts the length of cubemap box.</td>
</tr>
<tr>
<td><strong>BoxProject</strong></td>
<td>When enabled, Lumberyard factors in the size of the cubemap box.</td>
</tr>
<tr>
<td><strong>BoxWidth</strong></td>
<td>Adjusts the width of cubemap box.</td>
</tr>
</tbody>
</table>

## Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>cubemap_resolution</strong></td>
<td>The size of the cubemap.</td>
</tr>
<tr>
<td><strong>preview_cubemap</strong></td>
<td>Set to see the cubemap in your level.</td>
</tr>
<tr>
<td><strong>Outdoor Only</strong></td>
<td>When set, object will not be rendered when inside a VisArea.</td>
</tr>
<tr>
<td><strong>Cast Shadow MinSpec</strong></td>
<td>When set, object casts a shadow on the selected quality setting and above.</td>
</tr>
<tr>
<td><strong>LodRatio</strong></td>
<td>Defines how far from the current camera position that different Level Of Detail (LOD) models for the object are used.</td>
</tr>
<tr>
<td><strong>ViewDistanceMultiplier</strong></td>
<td>Defines how far from the current camera position that the object is rendered.</td>
</tr>
<tr>
<td><strong>HiddenInGame</strong></td>
<td>When set, object is not shown in game mode.</td>
</tr>
</tbody>
</table>
Lightning Arc Entity

You can use the Lightning Arc entity to create realistic electric arcing and sparking effects in your Track View cinematics and levels.

Material Setup

It is recommended to use a diffuse texture, transparency = 99, additive mode, with a slight glow, and using the Illum shader. The arc warps around the U coordinate and uses the V coordinate as a multi-frame animation.

Lightning Arc Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>If set to true, it automatically starts sparking after jumping into the game.</td>
</tr>
<tr>
<td>ArcPreset</td>
<td>A valid preset must be given. This defines how the lightning arc looks.</td>
</tr>
<tr>
<td>Delay</td>
<td>Delay in seconds between sparks.</td>
</tr>
<tr>
<td>Delay Variation</td>
<td>Time randomization in seconds.</td>
</tr>
</tbody>
</table>

To set up the ArcPreset visual effect, open the \Libs\LightningArc\LightningArcEffects.xml file and make desired changes. When finished, reload the g_reloadGameFx console variable.

ArcPreset Parameters

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>lightningDeviation</td>
<td>The smooth snaky effect given to the lightning in meters.</td>
</tr>
<tr>
<td>lightningFuzzyness</td>
<td>The noisy effect given to the lightning in meters.</td>
</tr>
<tr>
<td>lightningVelocity</td>
<td>After a spark is triggered, it starts to shift from its original position upwards.</td>
</tr>
<tr>
<td>branchMaxLevel</td>
<td>Should be kept at either 0 or 1, but either value can be used. However, it also allows child branches to strike out of the main beam and child sparks to branch out of other child beams if this value is 2 or higher.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>branchProbability</td>
<td>Probability that a child sparks from another beam segment. If set to 0, no branch is generated, 0.5 is a 50% probability of sparking a branch, 2.0 is a probability of sparking 2 per beam, and so on.</td>
</tr>
<tr>
<td>maxNumStrikes</td>
<td>Hard limit on the number of beam segments that can be generated regardless of previous parameters.</td>
</tr>
<tr>
<td>strikeTimeMin</td>
<td>Minimum time a spark is kept alive.</td>
</tr>
<tr>
<td>strikeTimeMax</td>
<td>Maximum time a spark is kept alive.</td>
</tr>
<tr>
<td>strikeFadeOut</td>
<td>When the spark dies, it takes this time to fade out into oblivion. It decreases beamSize to 0 instead of actually fading via transparency.</td>
</tr>
<tr>
<td>strikeNumSegments</td>
<td>Number of snaky segments generated.</td>
</tr>
<tr>
<td>strikeNumPoints</td>
<td>The number of actual segments generated is defined by strikeNumSegments<em>strikeNumPoint. When the code generates the geometry, it creates a camera/beam-aligned quad with exactly 2 triangles. This means that the number of triangles per strike is going to be strikeNumSegments</em>strikeNumPoint<em>2. Because maxNumStrikes is the hard limit of potential number of sparks active at any time, the potential number poly count of a given lightning effect is going to be strikeNumSegments</em>strikeNumPoint<em>2</em>maxNumStrike. However, remember that every time the LightningArc entity strikes, a new lightning effect is going to be triggered and therefore the total poly count of a given effect can go higher. The game has a internal hard limit for the total amount of lightning effects, lightning strikes, and poly count that cannot be surpassed; otherwise, geometry starts to disappear.</td>
</tr>
<tr>
<td>beamSize</td>
<td>Width of the beam being generated. Child beams have half the width.</td>
</tr>
<tr>
<td>beamTexTiling</td>
<td>Texture tiling depends on the world size of the actual beam being mapped. A value of 2.0 means the texture wraps around twice every meter. A value of 0.25 means the texture warps around every 4 meters. Only the U coordinate of the texture map is affected by this parameter.</td>
</tr>
<tr>
<td>beamTexShift</td>
<td>The U coordinate moves in a given direction at this value's rate. While beamTexTiling only affects the U coordinate, the V coordinate is automatically calculated to select one of the texture's frames.</td>
</tr>
<tr>
<td>beamTexFrames</td>
<td>Number of frames in the animation.</td>
</tr>
<tr>
<td>beamTexFPS</td>
<td>Frames per second of the multi-frame animation.</td>
</tr>
</tbody>
</table>

**Using Flow Graph**

The entity:LightningArc node is used for creating special arcing effects.
entity: LightningArc node I/O ports

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable/Disable</td>
<td>Allows to dynamically enable or disable the internal timer.</td>
</tr>
<tr>
<td>Strike</td>
<td>Allows to manually trigger a spark even when the entity is disabled. This allows synchronization of the spark effect with other level events.</td>
</tr>
<tr>
<td>EntityId</td>
<td>The entity that was last struck.</td>
</tr>
<tr>
<td>StrikeTime</td>
<td>The time the last spark takes to fade out.</td>
</tr>
</tbody>
</table>

Parameter Reload

Since the lightning effect is implemented using the Game Effects gem, it is possible to reload all parameters during runtime using the `g_reloadGameFx` console command.

Miscellaneous Entities

Miscellaneous entities are commonly used in level design.

The following area objects and entities can be accessed from the Misc button on the Objects tab of the Rollup Bar.

- CharAttachHelper
- Comment
- GravityVolume
- ReferencePicture
- SplineDistributor

CharAttachHelper

The CharAttachHelper object can be used to attach any arbitrary object to any bone of a character. The CharAttachHelper object must be linked to the target character, as well as the object to the CharAttachHelper. Use the Link Object button located in the toolbar to link objects.

Comment

The comment object allows the adding of comments anywhere inside a level. Comments can be used as a communication device if multiple people work on the same level.

To show comments in game, go to the Console window and type `cl_comment 1`.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CharsPerLine</td>
<td>Maximum number of characters per line of text</td>
</tr>
<tr>
<td>Diffuse</td>
<td>Set the color of the text</td>
</tr>
<tr>
<td>Fixed</td>
<td>When using comments to indicate problems/bugs/issues in the level, this field can be used to mark them as &quot;fixed&quot;. The text and icon color changes to green</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>Hidden</td>
<td>Hides the text.</td>
</tr>
<tr>
<td>MaxDist</td>
<td>Maximum distance where the comment is shown. If camera is further than this, the comment is hidden</td>
</tr>
<tr>
<td>Size</td>
<td>Size of the text</td>
</tr>
<tr>
<td>Text</td>
<td>Text to display</td>
</tr>
</tbody>
</table>

**GravityVolume**

The GravityVolume entity can be used to create tunnels through which the player is getting pushed by an invisible force. It does so by modifying the global gravity variable so that the player stays afloat while maintaining momentum.

Place a GravityVolume entity in the level and in a similar way to placing out a road or river, draw the gravity volume out. Once you have your shape finished double-click the left mouse to finalize the shape.

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Radius</td>
<td>Defines the radius how wide the tube is.</td>
</tr>
<tr>
<td>Gravity</td>
<td>Defines how fast objects are getting pushed through the tube.</td>
</tr>
<tr>
<td>Falloff</td>
<td>Sets up how the gravity should be decreased at the edge of the tube.</td>
</tr>
<tr>
<td>Damping</td>
<td>Specifies the damping amount.</td>
</tr>
<tr>
<td>StepSize</td>
<td>Defines how fine the subdivision of the tube geometry segments should be.</td>
</tr>
<tr>
<td>DontDisableInvisible</td>
<td>Active this property so that invisible ones don't get disabled.</td>
</tr>
<tr>
<td>Enabled</td>
<td>Turns the gravity effect on/off.</td>
</tr>
</tbody>
</table>

**ReferencePicture**

The ReferencePicture object is used with the ReferencImage shader and does not receive light or other shader information from within the level. It keeps the image at its pure source.

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>File</td>
<td>The image file used as the reference picture.</td>
</tr>
</tbody>
</table>
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Geometry</td>
<td>This option specifies the geometry that needs to be used for the object.</td>
</tr>
<tr>
<td>Step Size</td>
<td>Sets the distance between each point along the spline. Smaller values increase the polygon count of the surface but also smooths out corners.</td>
</tr>
<tr>
<td>OutdoorOnly</td>
<td>When set, the object will not be rendered when inside a visarea.</td>
</tr>
<tr>
<td>RainOccluder</td>
<td>Set the brush to occlude rain, this works in conjunction with Rain Entity.</td>
</tr>
<tr>
<td>SupportSecondVisArea</td>
<td>Normally, objects are considered to be in only one visarea. This option allows them to be added to multiple visareas if their bounding box overlaps them, at the cost of some performance. Without this option, some large objects may not be displayed when viewed through portals in certain situations.</td>
</tr>
<tr>
<td>Hideable</td>
<td>When this option is set, AI will use this object as a hiding spot, using the specified hide point type.</td>
</tr>
<tr>
<td>LodRatio</td>
<td>Defines how far from the current camera position, the different Level Of Detail models for the object are used.</td>
</tr>
<tr>
<td>ViewDistanceMultiplier</td>
<td>Sets the distance from the current view at which the object renders.</td>
</tr>
<tr>
<td>NotTriangulate</td>
<td>Deprecated</td>
</tr>
<tr>
<td>NoStaticDecals</td>
<td>When this option is set, decals will not project onto the object.</td>
</tr>
<tr>
<td>RecvWind</td>
<td>When this option is set, the object will be affected by the level wind.</td>
</tr>
<tr>
<td>Occluder</td>
<td>Used for the construction of a level occlusion mesh.</td>
</tr>
</tbody>
</table>

Particle Entities

Particle effect entities act as a container for particle effects and can be attached to any object using the link feature. Particle entity properties become available after dragging a particle effect into a level or by selecting it.

Entity Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Sets the initially active or inactive. Can be toggled in the editor for testing.</td>
</tr>
<tr>
<td>AttachForm</td>
<td>If AttachType is not empty, this property determines where particles emit from the attached geometry. Set to Vertices, Edges, Surface, or Volume.</td>
</tr>
</tbody>
</table>
## Physics Entities

Physics entities are used to simulate physical events such as explosions, gravity fields, or wind, or to physicalize objects such as cloth, breakable entities, or ropes. Physical entities that are related to a body instead of an event are connected to an object.

The following entities can be accessed by clicking **Entity**, then expanding **Physics** on the Objects tab of Rollup Bar **Entity**.

- AnimObject

### Property | Description
--- | ---
AttachType | If this entity is attached to a parent entity, this field can be used to cause particles to emit from the entity’s geometry. Set to BoundingBox, Physics, or Render to emit from the applicable geometry.
CountPerUnit | If AttachType is not empty, this multiples the particle count by the “extent” of the attached geometry. Depending on AttachForm, the extent is either total vertex count, edge length, surface area, or volume.
CountScale | Multiplies the particle counts of the entire emitter.
ParticleEffect | Use to generate the following effects:
Prime | If true, and the assigned ParticleEffect is immortal, causes the emitter to start “primed” to its equilibrium state, rather than starting up from scratch. Very useful for placed effects such as fires or waterfalls, which are supposed to be already running when the level starts. Applies only to immortal, not mortal effects.
PulsePeriod | If not 0, restarts the emitter repeatedly at this time interval. Should be used to create emitters that pulse on and off at somewhat large intervals, a second or so. Do not set a low value such as 0.1 to try to make an instant effect into a continuous one. Make sure the actual library effect is set Continuous and has an appropriate Count.
RegisterByBBox | Uses the emitter’s (automatically computed) bounding box to determine which VisAreas it is visible in. If this is disabled (the default), the emitter's origin alone determines VisArea membership, as the bounding box is hard to exactly control by the designer.
Scale | Multiplies the overall size and velocity of the entire emitter.
SpeedScale | Multiplies the particle emission speed of the entire emitter.
Strength | Used by effect parameters to modify their value. If a parameter has a Strength Over Emitter Life curve, and the emitter entity's Strength property is not negative, then Strength will be used as input to this curve.
TimeScale | Multiplies the elapsed time used to simulate the emitter. Less than 1 achieves a show-motion effect.
EnableAudio | Toggles sound emission on any sub-effects with an Audio parameter set.
• BasicEntity
• Constraint
• DeadBody
• GravityBox
• GravitySphere
• GravityValve
• LivingEntity
• ParticlePhysics
• RigidBodyEx
• Wind
• WindArea

**AnimObject**

An AnimObject extends the functionality of a BasicEntity by the ability of playing pre-baked animations and physicalizing parts of the object afterwards.

**AnimObject Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActivatePhysicsDist</td>
<td>Used for objects with pre-baked physical animations (requires Articulated to be on and ActivatePhysicsThreshold to be greater than 0). Specifies the distance from the pivot after which parts automatically detach themselves from the animation and become fully physicalized. 0 disables distance-based detachment.</td>
</tr>
<tr>
<td>ActivatePhysicsThreshold</td>
<td>Greater than 0 values are used for objects with pre-baked physical animations (requires Articulated to be on). Specifies the amount of force (in fractions of gravity) that needs to be exerted on a part for it to become detached and fully controlled by the physics.</td>
</tr>
<tr>
<td>CanTriggerAreas</td>
<td>Triggers when this entity enters/exits. Only applicable to AreaTriggers; ProximityTriggers triggers regardless.</td>
</tr>
<tr>
<td>DmgFactorWhenCollidingAI</td>
<td>Multiplier applied when dealing damage to AI.</td>
</tr>
<tr>
<td>Faction</td>
<td>Entity faction.</td>
</tr>
<tr>
<td>InteractLargeObject</td>
<td>Players can trigger large object interactions (such as grab and kick) with the entity.</td>
</tr>
<tr>
<td>MissionCritical</td>
<td>Entity is not be hidden by explosions.</td>
</tr>
<tr>
<td>Model</td>
<td>Defines the CGA model to be used.</td>
</tr>
<tr>
<td>Pickable</td>
<td>Defines whether or not the object can be picked up.</td>
</tr>
<tr>
<td>SmartObjectClass</td>
<td>Specifies the smart object type of the object.</td>
</tr>
<tr>
<td>Usable</td>
<td>Defines whether or not the object can be used.</td>
</tr>
<tr>
<td>UseMessage</td>
<td>The message displayed when the object is in the crosshairs for use.</td>
</tr>
</tbody>
</table>

**Animation**
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation</td>
<td>Defines the animation to be played.</td>
</tr>
<tr>
<td>Loop</td>
<td>Defines whether the animation is looped.</td>
</tr>
<tr>
<td>PhysicalizeAfterAnimation</td>
<td>Defines whether the object is physicalized after the animation has reached its end.</td>
</tr>
<tr>
<td>playerAnimationState</td>
<td>If set, the animation plays immediately.</td>
</tr>
<tr>
<td>Playing</td>
<td>If set, the animation plays immediately.</td>
</tr>
<tr>
<td>Speed</td>
<td>Playback speed of the animation sequence.</td>
</tr>
<tr>
<td>Health</td>
<td></td>
</tr>
<tr>
<td>Invulnerable</td>
<td>Object does not receive damage, but registers &quot;Hit&quot; output when applicable.</td>
</tr>
<tr>
<td>MaxHealth</td>
<td>Health of the entity, how much damage can it take before being considered &quot;Dead&quot; and triggering the output.</td>
</tr>
<tr>
<td>OnlyEnemyFire</td>
<td>Takes damage from enemy (Faction-based) fire, only if a faction is set.</td>
</tr>
<tr>
<td>MultiplayerOptions</td>
<td></td>
</tr>
<tr>
<td>Networked</td>
<td>Physics is simulated on the server and serialized over the network; otherwise, simulated on the client.</td>
</tr>
<tr>
<td>Physics</td>
<td></td>
</tr>
<tr>
<td>Articulated</td>
<td>Physicalizes the character as an articulated physical entity (i.e., with bendable joints).</td>
</tr>
<tr>
<td>Density</td>
<td>Can be used instead of Mass (if mass is -1) to set the density of each node.</td>
</tr>
<tr>
<td>Mass</td>
<td>The overall mass for the entire model.</td>
</tr>
<tr>
<td>Physicalize</td>
<td>Selects whether or not the model can become physicalized.</td>
</tr>
<tr>
<td>PushableByPlayers</td>
<td>Allows the object to be pushed by players.</td>
</tr>
<tr>
<td>Rigidbody</td>
<td>If deselected, the object is static. Pre-baked physics objects must have it selected.</td>
</tr>
</tbody>
</table>

**BasicEntity**

A BasicEntity provides the simplest way of controlling objects physically. Once a model has been set, several properties can be set, defining its physical behavior. It is possible to specify either density or mass of the object. If one is specified, the other one must be set to a negative value (-1, or -0.01). Mass and density affect the way objects interact with other objects and float in the water (they sink if their density is more than that of the water). A zero-mass rigid body (with both mass and density 0) is a special case which means an "animated" rigid body (moved from outside the physics system).

The difference from a static entity is that the physics is aware that this object is actually dynamic, although it cannot simulate it directly. Note that both values describe the same physical property. When you specify mass, density is computed automatically, and vice versa. The relationship mass = density x
volume is used. These computations imply that the object is solid. If a box is used to model an empty crate, one can assume that its density is a weighted average between wood density and inside air density.

**BasicEntity Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CanTriggerAreas</td>
<td>Areas trigger when this entity enters/exits them. Only applicable to AreaTriggers; ProximityTriggers trigger regardless.</td>
</tr>
<tr>
<td>DmgFactorWhenCollidingAI</td>
<td>Multiplier applied when dealing damage to AI.</td>
</tr>
<tr>
<td>Faction</td>
<td>Entity faction.</td>
</tr>
<tr>
<td>InteractLargeObject</td>
<td>Players can trigger large object interactions (such as grab and kick) with the entity.</td>
</tr>
<tr>
<td>MissionCritical</td>
<td>Entity is not be hidden by explosions. The threshold for hiding/removal is defined via the CVar g_ec_removeThreshold which is set to 20 by default. If an explosion occurs and more than 20 entities are hit by it, it keeps 20 and hides the rest for better performance. See GameRulesClientServer.cpp for more information.</td>
</tr>
<tr>
<td>Model</td>
<td>Defines the model to be used.</td>
</tr>
<tr>
<td>Pickable</td>
<td>Players can grab or pick up the object.</td>
</tr>
<tr>
<td>SmartObjectClass</td>
<td>Can be used to define AI interaction capabilities on code-side.</td>
</tr>
<tr>
<td>Usable</td>
<td>Entity is usable by players.</td>
</tr>
<tr>
<td>UseMessage</td>
<td>If <strong>useable</strong> is true, this message is displayed when players are in range. Can be a localized string such as @use_object.</td>
</tr>
</tbody>
</table>

**Health**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invulnerable</td>
<td>Object does not receive damage, but registers &quot;Hit&quot; output when applicable.</td>
</tr>
<tr>
<td>MaxHealth</td>
<td>Health of the entity, how much damage can it take before being considered &quot;Dead&quot; and triggering the output.</td>
</tr>
<tr>
<td>OnlyEnemyFire</td>
<td>Takes damage from enemy (faction-based) fire, only if a faction is set.</td>
</tr>
</tbody>
</table>

**MultiplayerOptions**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Networked</td>
<td>Physics is simulated on the server and serialized over the network; otherwise, simulates on the client.</td>
</tr>
</tbody>
</table>

**Physics**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Density</td>
<td>(= Mass / Volume) Density affects the way objects interact with other objects and float in the water (they sink if their density is more than that of the water). Note that both density and mass can be overridden in the asset file.</td>
</tr>
<tr>
<td>Mass</td>
<td>(= Density * Volume) Mass is the weight of the object (the density of the object multiplied by its volume).</td>
</tr>
<tr>
<td>Physicalize</td>
<td>If false, the object is not taken into account by physics.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PushableByPlayers</td>
<td>It true, the player pushes the object by walking/running into it.</td>
</tr>
<tr>
<td>RigidBody</td>
<td>False means a static entity, true - a simulated rigid body. Note that a rigid body can still behave like a static entity if it has mass 0 (set either explicitly or by unchecking RigidBodyActive). The main difference between these rigid bodies and pure statics is that the physics system knows that they can be moved by some other means (such as the trackview) and expects them to do so. This means that objects that are supposed to be externally animated should be mass-0 rigid bodies in order to interact properly with pure physicalized entities.</td>
</tr>
</tbody>
</table>

**Constraint**

A constraint entity can create a physical constraint between two objects. The objects are selected automatically during the first update, by sampling the environment in a sphere around the constraint object's world position with a specified radius. The "first" object (the one that will own the constraint information internally) is the lightest among the found objects, and the second is the second lightest (static objects are assumed to have infinite mass, so a static object is always heavier than a rigid body).

Constraints operate in a special "constraint frame." It can be set to be either the frame of the first constraint object (if UseEntityFrame is checked), or the frame of the constraint entity itself. In that frame, the constraint can operate either as a hinge around the x axis, or as a ball-in-a-socket around y and z axes (that is, with the x axis as the socket's normal). If x limits are set to a valid range (max>min) and the yz limits are identical (such as both ends are 0), it is the former and, if the yz limits are set and not x limits, it's the latter. If all limits are identical (remain 0, for instance), the constraint operates in a 3 degrees of freedom mode (does not constrain any rotational axes). If all limits are set, no axes are locked initially, but there are rotational limits for them.

**Constraint Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>damping</td>
<td>Sets the strength of the damping on an object's movement. Most objects can work with 0 damping; if an object has trouble coming to rest, try values like 0.2-0.3. Values of 0.5 and higher appear visually as overdamping. Note that when several objects are in contact, the highest damping is used for the entire group.</td>
</tr>
<tr>
<td>max_bend_torque</td>
<td>The maximum bending torque (Currently it's only checked against for hinge constraints that have reached one of the x limits).</td>
</tr>
<tr>
<td>max_pull_force</td>
<td>Specifies the maximum stretching force the constraint can withstand.</td>
</tr>
<tr>
<td>NoSelfCollisions</td>
<td>Disables collision checks between the constrained objects (To be used if the constraint is enough to prevent inter-penetrations).</td>
</tr>
<tr>
<td>radius</td>
<td>Defines spherical area to search for attachable objects.</td>
</tr>
<tr>
<td>UseEntityFrame</td>
<td>Defines whether to use the first found object or the constraint itself as a constraint frame.</td>
</tr>
</tbody>
</table>

**Limits**
### Physics Entities

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x_max</td>
<td>If set greater than x_min, the constraint only rotates the object along its x-axis within the defined angle.</td>
</tr>
<tr>
<td>x_min</td>
<td>See x_max.</td>
</tr>
<tr>
<td>yz_max</td>
<td>If set greater than yz_min, the constraint only rotates the object along its yz-axis within the defined angle.</td>
</tr>
<tr>
<td>yz_min</td>
<td>See yz_max.</td>
</tr>
</tbody>
</table>

#### DeadBody

A DeadBody entity can ragdollize characters assigned to it. As soon as a character is intended not to act any more, but to only react passively on external impacts, as if it were dead, this physical entity provides the necessary model.

A typical usage is to create the entity as non-resting, simulate it in the editor, and then save the settled physics state. Note that the entity does not react to collisions with the player, bullets, or explosions.

### DeadBody Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CollidesWithPlayers</td>
<td>Defines whether the ragdoll of the entity may collide with the player (does not override the non-interactive ragdoll legal restriction)</td>
</tr>
<tr>
<td>ExtraStiff</td>
<td>Uses the main solver to apply stiffness instead of joint springs. It can handle a lot higher stiffness values, but the downside is that the same stiffness is applied to all joint axes, including locked and limited ones.</td>
</tr>
<tr>
<td>lying_damping</td>
<td>(0..1..10) Defines damping in the &quot;lying&quot; mode (which is when the ragdoll has enough contacts with the ground). Note that this is an overall damping, and there also exist per-joint dampings, set based on the asset.</td>
</tr>
<tr>
<td>mass</td>
<td>The mass of the object.</td>
</tr>
<tr>
<td>MaxTimeStep</td>
<td>As with other entities, decreasing it makes the simulation more stable, but makes this entity and all all entities it contacts with more expensive to simulate. Can be especially useful when higher stiffness is needed.</td>
</tr>
<tr>
<td>Model</td>
<td>Character model to be physicalized.</td>
</tr>
<tr>
<td>NoFriendlyFire</td>
<td>If set, the entity does not react on bullet impacts from friendly units.</td>
</tr>
<tr>
<td>PoseAnim</td>
<td>Allows to use the first frame of the specified animation as an initial pose</td>
</tr>
<tr>
<td>PushableByPlayers</td>
<td>If set, the entity does not react on bullet impacts from friendly units.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PushableByPlayers</td>
<td>See BasicEntity (does not override the non-interactive ragdoll legal restriction)</td>
</tr>
<tr>
<td>Resting</td>
<td>If set, object do not spawn in a physically 'awake' state. Instead it waits until physically interacted with first.</td>
</tr>
<tr>
<td>SmartObjectClass</td>
<td>Specifies the smart object type of the object.</td>
</tr>
<tr>
<td>Stiffness</td>
<td>Stiffness with which the ragdoll tries to maintain the original pose (set either in the model or from PoseAnim). For SDK character values around 2000 are practical. Higher values can lead to stability issues, which can be overcome by either decreasing MaxTimeStep (which makes it more expensive to simulate), or using ExtraStiff mode.</td>
</tr>
</tbody>
</table>

**Bouyancy**

| water_damping       | A cheaper alternative/addition to water resistance (applies uniform damping when in water). Sets the strength of the damping on an object's movement as soon as it is situated underwater. Most objects can work with 0 damping; if an object has trouble coming to rest, try values like 0.2-0.3. Values of 0.5 and higher appear visually as overdamping. Note that when several objects are in contact, the highest damping is used for the entire group. |

<p>| water_density       | Can be used to override the default water density (1000). Lower values assume that the body is floating in the water that's less dense than it actually is, and thus it sinks easier. (100..1000) This parameter could be used to specify that the object's physical geometry can leak. For instance, ground vehicles usually have quite large geometry volumes, but they are not waterproof; thus Archimede\n\n|                    | an force acting on them is less than submerged_volume 1000 (with 1000 being the actual water density). Decreasing per-object effective water density allows such objects to sink while still having large-volume physical geometry. Important note: If you are changing the default value (1000), it is highly recommended that you also change water_resistance in the same way (a rule of thumb might be to always keep them equal). |</p>
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>water_resistance</td>
<td>Can be used to override the default water resistance (1000). Sets how strongly the water affects the body (this applies to both water flow and neutral state). (0..2000) Water resistance coefficient. If non-0, precise water resistance is calculated. Otherwise only water_damping (proportional to the submerged volume) is used to uniformly damp the movement. The former is somewhat slower, but not prohibitively, so it is advised to always set the water resistance. Although water resistance is not too visible on a general object, setting it to a suitable value prevents very light objects from jumping in the water, and water flow affects things more realistically. Note that water damping is used regardless of whether water resistance is 0, so it is better to set damping to 0 when resistance is turned on.</td>
</tr>
<tr>
<td>GravitySphere</td>
<td>A GravitySphere is a spherical area, which replaces the gravitational parameters of the environment. Objects reaching this area moved along the entities' Gravity vector and their own physical impact can be damped by a certain factor.</td>
</tr>
<tr>
<td>GravitySphere Properties</td>
<td></td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>Active</td>
<td>Defines whether the entity affects its environment.</td>
</tr>
<tr>
<td>Damping</td>
<td>Damps physical impact of entities inside the sphere.</td>
</tr>
<tr>
<td>Radius</td>
<td>Size of the sphere.</td>
</tr>
<tr>
<td>Gravity</td>
<td>x,y, z vector of the gravity applied to objects within the sphere.</td>
</tr>
<tr>
<td>GravityValve</td>
<td>A GravityValve entity performs an additional gravity into an upwards showing direction, relative to the entity.</td>
</tr>
<tr>
<td>GravityValve Properties</td>
<td></td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>Active</td>
<td>Defines whether the entity affects its environment.</td>
</tr>
<tr>
<td>Radius</td>
<td>Size of the affected area.</td>
</tr>
<tr>
<td>Strength</td>
<td>Gravitational force.</td>
</tr>
</tbody>
</table>
Wind

A wind entity is used to simulate wind in a local position. This should not be used to create the global wind in your level.

Wind Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>vVelocity</td>
<td>x,y,z vector sets the direction and strength of the wind.</td>
</tr>
<tr>
<td>FadeTime</td>
<td>The time the wind entity uses to fade between disabled and enabled states.</td>
</tr>
</tbody>
</table>

WindArea

A WindArea simulates air moving with an arbitrary speed in a specific direction. It affects the flow direction of all objects and aero-form substances within the defined area, as well as vegetation bending depending on density and resistance values. If no direction is set, the wind-source moves omni-directionally from the center of the WindArea.

WindArea Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Defines whether wind is blowing or not.</td>
</tr>
<tr>
<td>AirDensity</td>
<td>Causes physicalized objects moving through the air to slow down, if &gt; 0.</td>
</tr>
<tr>
<td>AirResistance</td>
<td>Causes very light physicalized objects to experience a buoyancy force, if &gt; 0.</td>
</tr>
<tr>
<td>Ellipsoidal</td>
<td>Forcs an ellipsoidal falloff.</td>
</tr>
<tr>
<td>FalloffInner</td>
<td>Distance after which the distance-based falloff begins.</td>
</tr>
<tr>
<td>Speed</td>
<td>Wind-speed in units per second.</td>
</tr>
<tr>
<td>Dir XYZ</td>
<td>x,y,z vector of normalized wind direction.</td>
</tr>
<tr>
<td>Size XYZ</td>
<td>x,y,z vector of affected area.</td>
</tr>
</tbody>
</table>

Useful Console Variables

The following console variables are useful for debugging physics entity issues:

**p_draw_helpers**

Same as p_draw_helpers_num, but encoded in letters
Usage [Entity_Types]_[Helper_Types] - [t|s|r|R|l|i|g|a|y|e]_[g|c|b|l|t(#)]
Entity Types:
t - show terrain
s - show static entities
r - show sleeping rigid bodies
R - show active rigid bodies

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Rain Entity

You can use the Rain entity to add realistic rain effects to your level.

Entity Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amount</td>
<td>Sets the amount of rain and rain effects in a level. AttenAmount is multiplied by the amount, and is used to set the current amount.</td>
</tr>
<tr>
<td>DiffuseDarkening</td>
<td>Modifies the albedo of the rain effect, such as for horizontal water puddles.</td>
</tr>
<tr>
<td>DisableOcclusion</td>
<td>Blocks rain for selected objects in your level. Don't select for objects that are protected (under cover) from rain.</td>
</tr>
<tr>
<td>Enabled</td>
<td>Enables or disables the rain effects.</td>
</tr>
<tr>
<td>FakeGlossiness</td>
<td>Sets the amount of glossiness for wet surfaces.</td>
</tr>
<tr>
<td>FakeReflectionsAmount</td>
<td>Sets the amount of reflection from wet surfaces.</td>
</tr>
<tr>
<td>IgnoreVisAreas</td>
<td>Renders rain even when player is inside a VisArea.</td>
</tr>
<tr>
<td>PuddlesAmount</td>
<td>Sets the depth and brightness of water puddles generated by the rain.</td>
</tr>
<tr>
<td>PuddlesMaskAmount</td>
<td>Sets the strength of the water puddle mask to balance different puddle results.</td>
</tr>
<tr>
<td>PuddlesRipplesAmount</td>
<td>Sets the strength and frequency of ripples in water puddles.</td>
</tr>
<tr>
<td>Radius</td>
<td>Sets the coverage area of rain around the entity.</td>
</tr>
<tr>
<td>RainDropsAmount</td>
<td>Sets the amount of rain drops that can be seen in the air.</td>
</tr>
<tr>
<td>RainDropsLighting</td>
<td>Sets the brightness or backlighting of the rain drops.</td>
</tr>
<tr>
<td>RainDropsSpeed</td>
<td>Sets the speed at which rain drops travel.</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Render Entities

**Render Entities**

You can use the following Render entities in your level.

**FogVolume Entity**

**Entity Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>If true, fog volume will be enabled.</td>
</tr>
<tr>
<td>Color</td>
<td>Specifies the RGB diffuse color of the fog volume</td>
</tr>
<tr>
<td>DensityOffset</td>
<td>Used in conjunction with the <strong>GlobalDensity</strong> parameter to offset the density.</td>
</tr>
<tr>
<td>FallOffDirLati</td>
<td>Controls the latitude falloff direction of the fog. A value of 90° means the falloff direction is upwards.</td>
</tr>
<tr>
<td>FallOffDirLong</td>
<td>Controls the longitude falloff direction of the fog, where 0° represents east. Rotation is counterclockwise.</td>
</tr>
<tr>
<td>FallOffScale</td>
<td>Scales the density distribution along the falloff direction. Higher values make the fog fall off more rapidly and generate thicker fog layers along the negative falloff direction.</td>
</tr>
<tr>
<td>FallOffShift</td>
<td>Controls how much to shift the fog density distribution along the falloff direction in world units (m). Positive values move thicker fog layers along the falloff direction into the fog volume.</td>
</tr>
<tr>
<td>GlobalDensity</td>
<td>Controls the density of the fog. The higher the value the more dense the fog.</td>
</tr>
<tr>
<td>HDRDynamic</td>
<td>Specifies how much brighter than the default white (RGB 255,255,255) the fog is.</td>
</tr>
<tr>
<td>NearCutoff</td>
<td>Stops rendering the object depending on camera distance to object.</td>
</tr>
<tr>
<td>SoftEdges</td>
<td>Factor used to soften the edges of the fog volume when viewed from outside. A value of 0.0 produces hard edges. Increasing this value up to 1.0 gradually softens the edges. This property currently has no effect on box type fog volumes as specified in the <strong>VolumeType</strong> parameter.</td>
</tr>
<tr>
<td>UseGlobalFogColor</td>
<td>If selected, ignores the <strong>Color</strong> parameter and uses the global (Time Of Day) fog color instead.</td>
</tr>
<tr>
<td>VolumeType</td>
<td>Produces a box volume for values above 1.0 or a spherical volume for lower values.</td>
</tr>
<tr>
<td>Size x, y, z</td>
<td>Specifies the height, width, and depth of the fog volume in meters.</td>
</tr>
</tbody>
</table>
River Entity

You can customize your rivers with a number of different parameters. Many of the settings are the same as those of the WaterVolume Shader (p. 1217).

**Note**
The Speed parameter listed below specifies the speed at which objects float down the river. The speed of the river itself is specified using the Flow speed parameter for the WaterVolume Shader (p. 1217).

### Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Sets the width of the river. This is set much wider than the actual river (water) width, as the complete river is defined by the river bed and surrounding terrain.</td>
</tr>
<tr>
<td>BorderWidth</td>
<td>Used in conjunction with Align Height Map, creates a smooth edge for the river bed geometry if this value is greater than the Width value.</td>
</tr>
<tr>
<td>StepSize</td>
<td>Sets the distance between each point along the river spline. Smaller values increase the polygon count of the river surface but also smooths out corners.</td>
</tr>
<tr>
<td>ViewDistanceMultiplier</td>
<td>Sets the distance from the current view at which the river renders.</td>
</tr>
<tr>
<td>TileLength</td>
<td>Length of the river texture. Use in conjunction with StepSize to avoid stretching textures.</td>
</tr>
<tr>
<td>Depth</td>
<td>Sets the depth of the river.</td>
</tr>
<tr>
<td>Speed</td>
<td>Defines how fast physicalized objects move along the river. Use negative values to move in the opposite direction.</td>
</tr>
<tr>
<td>UScale</td>
<td>Sets the texture tiling on the U axis.</td>
</tr>
<tr>
<td>VScale</td>
<td>Sets the texture tiling on the V axis.</td>
</tr>
<tr>
<td>Caustics</td>
<td>Enables optical caustics effects.</td>
</tr>
<tr>
<td>CausticIntensity</td>
<td>Scales the intensity of the caustics for the water surface normals.</td>
</tr>
<tr>
<td>CausticTiling</td>
<td>Scales the caustic tiling applied to the water surface normals. It allows the scaling of caustics independently from the surface material.</td>
</tr>
<tr>
<td>CausticHeight</td>
<td>Sets the height above the water surface at which caustics become visible. Use this to make caustics appear on overhanging landforms or vegetation and other nearby objects.</td>
</tr>
</tbody>
</table>

Road Entity

You can modify any of several road parameters to customize your road.
Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Width of the road.</td>
</tr>
<tr>
<td>BorderWidth</td>
<td>Used in conjunction with <strong>Align Height Map</strong>, creates a smooth edge for the road if this value is greater than the Width value.</td>
</tr>
<tr>
<td>StepSize</td>
<td>Sets the distance between each point along the road spline. Smaller values increase the polygon count for the road surface but also smooths out corners.</td>
</tr>
<tr>
<td>ViewDistanceMultiplier</td>
<td>Specifies the distance at which the road renders.</td>
</tr>
<tr>
<td>TileLength</td>
<td>Length of the road texture. Used in conjunction with <strong>StepSize</strong> to avoid stretching textures.</td>
</tr>
<tr>
<td>SortPriority</td>
<td>Determines the rendering order. Higher values are rendered above lower values.</td>
</tr>
<tr>
<td>IgnoreTerrainHoles</td>
<td>If enabled, renders the road texture over holes created with the terrain Holes brush.</td>
</tr>
</tbody>
</table>

Rope Entity

The Rope entity is used to create realistic ropes in your level.

Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Radius</td>
<td>The radius, or thickness, of the rope.</td>
</tr>
<tr>
<td>Smooth</td>
<td>Defines if the rope will be smoothed out or not.</td>
</tr>
<tr>
<td>Num Segments</td>
<td>The number of segments of geometry used in the rope along its length.</td>
</tr>
<tr>
<td>Num Sides</td>
<td>The number of sides around the circumference of the rope. 4 sides would make it a diamond shaped tube, 8 sides would make it much smoother, etc.</td>
</tr>
<tr>
<td>Texture U Tiling</td>
<td>Texture tiling in the U direction.</td>
</tr>
<tr>
<td>Texture V Tiling</td>
<td>Texture tiling in the V direction.</td>
</tr>
<tr>
<td>CastShadows</td>
<td>Enable shadow casting from the rope.</td>
</tr>
<tr>
<td>Bind Ends Radius</td>
<td>Specifies whether the ends will be automatically attached.</td>
</tr>
<tr>
<td>Bind Radius</td>
<td>The environment around the ends of the rope will be tested using a box of this radius to find places for the rope to attached to. Note that if bind radius is greater than 0.05 the ends are snapped to the colliding surface.</td>
</tr>
</tbody>
</table>

Physics Params

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subdivide</td>
<td>Maximum number of subdivided vertices per segment.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Max Subdiv Verts</td>
<td>Maximum number of subdivided vertices per segment.</td>
</tr>
<tr>
<td>Physical Segments</td>
<td>Number of rope segments in physics (can be different from the number of segments used for rendering). For colliding ropes, make sure that there are enough physical segments so that segment length is at least two times smaller than the dimensions of the objects the rope collides with.</td>
</tr>
<tr>
<td>Tension</td>
<td>Specifies tension in the original state. A positive value will cause the rope ends to pull together, negative will add slack to the rope (&lt;0.02 is a good starting point for experiments).</td>
</tr>
<tr>
<td>Friction</td>
<td>The friction effective in a non-strained mode. In a strained mode with dynamic tessellation, this that prevents the rope from slipping until it tilts too much.</td>
</tr>
<tr>
<td>Wind</td>
<td></td>
</tr>
<tr>
<td>Wind Variation</td>
<td>How much the wind varies. Basically a randomization multiplier on top of the base Wind XYZ values.</td>
</tr>
<tr>
<td>Air Resistance</td>
<td>Must be set in order for global environment wind to take effect. Not necessary for simulated Wind XYZ values.</td>
</tr>
<tr>
<td>Water Resistance</td>
<td>How the rope interacts with water effectively damping when under water.</td>
</tr>
<tr>
<td>Check Collisions</td>
<td>Ignore collisions from other objects.</td>
</tr>
<tr>
<td>Ignore Attachment Collisions</td>
<td>Ignore collisions with the object it is attached to.</td>
</tr>
<tr>
<td>Ignore Player Collisions</td>
<td>Ignore collisions with players.</td>
</tr>
<tr>
<td>Non-shootable</td>
<td>Rope cannot be broken by shooting. Rope will still react to physical impulses from bullets.</td>
</tr>
<tr>
<td>Disabled</td>
<td>Simulation is completely disabled.</td>
</tr>
<tr>
<td>StaticAttachStart</td>
<td>Attach start point to the level.</td>
</tr>
<tr>
<td>StaticAttachEnd</td>
<td>Attach end point to the level.</td>
</tr>
<tr>
<td>Advanced</td>
<td></td>
</tr>
<tr>
<td>Mass</td>
<td>This affects how strongly the rope will react to bullet hits. When interacting with solid physicalized objects, it is always treated as weightless.</td>
</tr>
<tr>
<td>Friction Pull</td>
<td>The friction effective in a non-strained mode. In a strained mode with dynamic tessellation, this that prevents the rope from slipping until it tilts too much.</td>
</tr>
<tr>
<td>Max Force</td>
<td>The rope will detach itself when this strain limit is breached.</td>
</tr>
<tr>
<td>Solver Iterations</td>
<td>Ropes with very large segment counts (40+) might need this increased (values up to 10k are still viable).</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Max Timestamp</td>
<td>Sets the maximum time step the entity is allowed to make (defaults to 0.01). Smaller time steps increase stability (can be required for long and thin objects, for instance), but are more expensive. Each time the physical world is requested to make a step, the objects that have their maxsteps smaller than the requested one slice the big step into smaller chunks and perform several substeps. If several objects are in contact, the smallest max_time_step is used.</td>
</tr>
<tr>
<td>Stiffness</td>
<td>Rope's stiffness against stretching. Might need tweaking for longer ropes. Note the in most cases ropes will use exact length enforcement (meaning 'infinite' stiffness), but internally stiffness will still be used to compute the dynamics.</td>
</tr>
<tr>
<td>ContactHardness</td>
<td>Hardness of contacts and length enforcement in subdivision mode, when strained and potentially touching other objects in the middle. Higher values make it potentially less stable.</td>
</tr>
<tr>
<td>Damping</td>
<td>Sets the strength of the damping on an object's movement. Most objects can work with 0 damping; if an object has trouble coming to rest, try values like 0.2 - 0.3. Values of 0.5 and higher appear visually as overdamping. Note that when several objects are in contact, the highest damping is used for all associated contacts.</td>
</tr>
<tr>
<td>Sleep Speed</td>
<td>If the object's kinetic energy falls below some limit over several frames, the object is considered &quot;sleeping&quot;. This limit is proportional to the square of the sleep speed value. A sleep speed of 0.01 loosely corresponds to the object's center moving at a velocity of the order of 1 cm/s.</td>
</tr>
<tr>
<td>Sound Data</td>
<td></td>
</tr>
<tr>
<td>Name</td>
<td>Name of the sound to be attached.</td>
</tr>
<tr>
<td>Segment</td>
<td>Number of rope segments in physics (can be different from the number of segments used for rendering). For colliding ropes, make sure that there are enough physical segments so that segment length is at least two times smaller than the dimensions of the objects the rope collides with.</td>
</tr>
<tr>
<td>PosOffset</td>
<td>The position offset indicates how far a sound is moved away from its original attachment point. The number (0-1) moves the sound along the length of the segment to which the sound is attached.</td>
</tr>
</tbody>
</table>

**Snow Entity**

You can use the Snow entity to add realistic snow effects to your level.
### Entity Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Select to enable snow.</td>
</tr>
<tr>
<td>Radius</td>
<td>Sets the coverage area of snow on the ground. Has no effect on the distance that snow in the air spawns at.</td>
</tr>
<tr>
<td>Brightness</td>
<td>The brightness of snowflakes in the air.</td>
</tr>
<tr>
<td>GravityScale</td>
<td>Controls how fast snow falls.</td>
</tr>
<tr>
<td>SnowFlakeCount</td>
<td>Sets the number of snowflakes in the air.</td>
</tr>
<tr>
<td>SnowFlakeSize</td>
<td>Sets the size of snowflakes in the air.</td>
</tr>
<tr>
<td>TurbulenceFreq</td>
<td>Frequency of air turbulence on falling snowflakes.</td>
</tr>
<tr>
<td>TurbulenceStrength</td>
<td>Strength of air turbulence on falling snowflakes.</td>
</tr>
<tr>
<td>WindScale</td>
<td>How strongly wind in a level effects falling snowflakes.</td>
</tr>
<tr>
<td>FrostAmount</td>
<td>Amount of frost that appears on a surface.</td>
</tr>
<tr>
<td>SnowAmount</td>
<td>Amount of snow that appears on a surface.</td>
</tr>
<tr>
<td>SurfaceFreezing</td>
<td>Strength of the visual freezing effect on a surface.</td>
</tr>
</tbody>
</table>

### Tornado Entity

You can create realistic-looking tornadoes in your level.

### Entity Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AttractorImpulse</td>
<td>The gravitational pull of the tornado on nearby objects.</td>
</tr>
<tr>
<td>CloudHeight</td>
<td>The height of the cloud above the tornado.</td>
</tr>
<tr>
<td>FunnelEffect</td>
<td>Specifies the particular particle effect.</td>
</tr>
<tr>
<td>Radius</td>
<td>Radius of the tornado's influence.</td>
</tr>
<tr>
<td>SpinImpulse</td>
<td>The rotational speed of the tornado.</td>
</tr>
<tr>
<td>UpImpulse</td>
<td>The upward speed of the tornado.</td>
</tr>
<tr>
<td>WanderSpeed</td>
<td>The speed that the tornado is moving along the ground.</td>
</tr>
</tbody>
</table>

### Trigger Entities

There are two Trigger entities you can use in your level.

**AreaTrigger Entity**
Lumberyard User Guide
Trigger Entities

**Entity Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>trigger-proximity</td>
<td>Turns the entity on or off.</td>
</tr>
<tr>
<td>InVehicleOnly</td>
<td>Sets up that the trigger can only be activated when player is inside vehicle.</td>
</tr>
<tr>
<td>OnlyLocalPlayer</td>
<td>Sets the trigger to be only triggerable by the local player entity.</td>
</tr>
<tr>
<td>OnlyPlayers</td>
<td>Sets the trigger to be only triggerable by players entities.</td>
</tr>
<tr>
<td>PlaySequence</td>
<td>Plays the Trackview sequence with the name specified in here.</td>
</tr>
<tr>
<td>ScriptCommand</td>
<td>Executes a script command when the trigger has been activated.</td>
</tr>
<tr>
<td>TriggerOnce</td>
<td>Disables the trigger after it has been triggered once.</td>
</tr>
</tbody>
</table>

**MultiplayerOptions**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Networked</td>
<td>If true physics will be simulated on the server and serialized over the network, otherwise they will be simulated on the client.</td>
</tr>
</tbody>
</table>

**ProximityTrigger Entity**

**Entity Properties**

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActivateWithUseButton</td>
<td>Specifies if the trigger is activated by pressing use.</td>
</tr>
<tr>
<td>DimX</td>
<td>Specifies how big the trigger is (x-axis).</td>
</tr>
<tr>
<td>DimY</td>
<td>Specifies how big the trigger is (y-axis).</td>
</tr>
<tr>
<td>DimZ</td>
<td>Specifies how big the trigger is (z-axis).</td>
</tr>
<tr>
<td>Enabled</td>
<td>Specifies if the trigger can be activated or not.</td>
</tr>
<tr>
<td>EnterDelay</td>
<td>Sets up a delay (in seconds) before the enter node of the trigger is activated.</td>
</tr>
<tr>
<td>ExitDelay</td>
<td>Sets up a delay (in seconds) before the exit node of the trigger is activated.</td>
</tr>
<tr>
<td>InVehicleOnly</td>
<td>Sets up that the trigger can only be activated when player is inside vehicle.</td>
</tr>
<tr>
<td>OnlyAI</td>
<td>Sets the trigger to be only triggerable by AI entities.</td>
</tr>
<tr>
<td>OnlyMyPlayer</td>
<td>Sets the trigger to be only triggerable by the local player.</td>
</tr>
<tr>
<td>OnlyOneEntity</td>
<td>Sets the trigger to be only triggerable by one entity. First one who triggers it has to leave it in order to be triggerable again.</td>
</tr>
<tr>
<td>OnlyPlayer</td>
<td>Sets the trigger to be only triggerable by player entities.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OnlySelectedEntity</td>
<td>Sets the trigger to be only triggerable by the entity with the name specified in this field. Wildcard matches can be used such as RigidBodyEx*, will allow all entities with that name, regardless of number suffix, etc.</td>
</tr>
<tr>
<td>OnlySpecialAI</td>
<td>Sets the trigger to be only triggerable by the special AI entities.</td>
</tr>
<tr>
<td>PlaySequence</td>
<td>Plays the Trackview sequence with the name specified in here.</td>
</tr>
<tr>
<td>RemoveOnTrigger</td>
<td>Similar to the deprecated &quot;KillOnTrigger&quot; param, if true, any entities (except player) which trigger this will be removed.</td>
</tr>
<tr>
<td>ScriptCommand</td>
<td>Executes a script command when the trigger has been activated</td>
</tr>
<tr>
<td>TriggerOnce</td>
<td>Disables the trigger after it has been triggered once.</td>
</tr>
<tr>
<td><strong>MultiplayerOptions</strong></td>
<td></td>
</tr>
<tr>
<td>Networked</td>
<td>If true physics will be simulated on the server and serialized over the network, otherwise they will be simulated on the client.</td>
</tr>
</tbody>
</table>
Flow Graph System

Flow Graph is a visual scripting system that allows you to implement complex game logic without having to touch any code. Complex logic can be created with only a few clicks and an extensive library of nodes provides everything needed to fully control entities and AI agents in a level.

Flow Graph can also be used to prototype gameplay, effects, and sound design, with a level containing multiple flow graphs performing different tasks at the same time.

Flow graphs consist of nodes and links. Nodes can represent level entities (entity node) or actions (component node) that may perform a specific action on a target entity. Links are used to connect nodes, and are represented as lines that connect the inputs and outputs between nodes.

Flow Graph logic is stored in XML files and can be exported for use in other levels. As a flow graph is associated with a specific entity, the graph is always exported along with the entity. Layers are supported.

Topics
- Using Flow Graph Editor (p. 586)
- Flow Graph Scripts (p. 587)
- Managing Flow Graphs (p. 588)
- Using Flow Graph Nodes (p. 590)
- Creating Flow Graph Nodes (p. 593)
- Flow Graph Node Reference (p. 599)
- Using Flow Graph Links (p. 889)
- Using Flow Graph Tokens (p. 890)
- Managing Flow Graph Modules (p. 891)
- Debugging Flow Graph (p. 892)
- Placing Cached Shadows (p. 894)

Using Flow Graph Editor

Flow Graph editor uses drag-and-drop modules and connection links to various inputs and outputs to perform visual scripting. The following shows the components of the Flow Graph editor:

- **Node graph** - main window grid for displaying flow graph nodes and connections
- **Components** - browser tree pane for nodes
- **Graphs** - browser tree pane for graphs and entities
Flow Graph Scripts

Flow Graph scripts are organized into four different categories, and contained in the Graphs folder tree in the Flow Graph Editor.
Level Flowgraphs

This directory contains script files that are specific to the level that is currently open, and is organized as follows:

- **Entities** – Entity files are the flow graphs created and associated with an entity that has been placed in the level.
- **Components** – Component files are the flow graphs created and associated with a component that has been placed in the level.
- **Modules** – Modules that are specific to the level that is currently open.

Global Flowgraphs

- **UI Actions** - Used to encapsulate UI logic for easy debugging and maintenance.

Flow Graph Prefabs

Using Flow Graph, you can communicate directly to and from a prefab instance just like an entity by using prefab events. Simply create an event inside a prefab, give it a name, and then reference the prefab instance as you normally do for an entity.

External Files

These are Flow Graph scripts that have been imported.

Managing Flow Graphs

Each flow graph is associated with a specific entity and is stored as a property of the entity. The name of the flow graph is the name of the entity for which it has been created. When the entity name is changed, the name in the flow graph is also automatically changed. When the entity is saved or exported, the flow graph belonging to it is also automatically saved.

There are two types of flow graphs: global flow graphs, which are used in multiple levels, and level flow graphs, which are associated with a single level.
To create a flow graph for an entity

1. In Rollup Bar, on the **Objects** tab, for an entity previously created, under **Flow Graph**, click **Create**.
2. Alternatively, right-click the entity in the viewport, then click **Create Flow Graph**. If this is the first flow graph in a level, you need to select a group to place the flow graph with, or click **New** to create a new group name for the flow graph. The **Flow Graphs** window displays the new flow graph in the tree.

To manage flow graphs

- In Flow Graph Editor, right-click the applicable flow graph in the **Flow Graphs** tree, then do the following as needed:
  - To delete a flow graph, click **Delete Graph**.

  **Note**
  When an entity is deleted from a level, the associated flow graph is also deleted.

  - To enable or disable a flow graph, toggle **Enable** or **Disable**.
  - To enable or disable all flow graphs in a group, right-click the parent folder, then click **Enable All** or **Disable All** as needed. A disabled flow graph is displayed as crossed out, which means that all nodes in the flow graph are ignored when the game is running.
  - To move a flow graph to another group, right-click the parent folder, click **RenameFolder/MoveGraphs**, then select a group from the list or click **New** to move it to its own new group and name it.

When a level is exported with some flow graphs disabled, their disabled state is also exported to the game.

**Saving Flow Graphs**

The method of saving flow graphs differ depending on whether it is a global flow graph or a level flow graph.

Global flow graphs, which are listed under **Graphs, Global**, are saved by selecting the flow graph and then clicking **File, Save**.

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Level flow graphs, which are listed under **Graphs, Level**, are saved automatically when either the level they are in is saved or the layer that they are on is saved. A layer gets saved whenever the corresponding level is saved.

**Grouping Flow Graphs**

**To create a flow graph group**

1. In the graph pane, select two or more flow graph nodes by CTRL+ click on each one.
2. Right-click the graph pane, and click **Group**. A box appears around the nodes.
3. Type a name for the group.

You can rename, move, add to, and remove a group.

**To manage flow graph groups**

1. To rename a group, double-click the group's name and type a new name.
2. To collapse a group to save space, click the down-arrow icon for the group. To expand the group back, click on the icon again.
3. To move a node within a group, click on the node's title bar and drag it to the desired location.
4. To move a group, click on an empty space in the group and drag it to the desired location.
5. To add a node to a group, click to select the group, Ctrl+click on the applicable node, right-click the graph pane, then click **Add group**. The group's box now encloses the new node.
6. To remove a node from a group, click to select it, right-click on an empty space in the group, then click **Ungroup**. The nodes selected are removed from the group. If the group as a whole is selected, the group is removed entirely.
7. To remove a group entirely, right-click the group's name and click in the **Ungroup**.

**Importing and Exporting Flow Graphs**

Flow graphs are saved as XML files and can be exported and imported.

**To export a flow graph**

- Select the nodes for export by Ctrl+Click each node, then right-click the final node, click **Selection**, **Export Selected Nodes**, then enter a file name for it.

You can import a previously exported flow graph's nodes into another flow graph as follows:

**To import a flow graph**

- Open the target flow graph you want to import to add the exported flow graph nodes to, right-click anywhere in the graph pane, click **Import**, then enter the name of file you want to import.

The imported flow graph is positioned relative to the old flow graph.

**Using Flow Graph Nodes**

Nodes can represent level entities (entity node) or actions (component node) that may perform a specific action on a target entity. A node is represented in Flow Graph as a box with inputs and outputs.
Node Input/Output Ports

A node consists of input ports on the left side for receiving information and output ports on the right side for transmitting information. Output ports are activated depending on the function of the node. Ports can have the following different data types.

Node Port Data Types

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Color</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Any</td>
<td>n/a</td>
<td>Unspecified, any data type can be received</td>
</tr>
<tr>
<td>Boolean</td>
<td>Blue</td>
<td>True or false value</td>
</tr>
<tr>
<td>EntityID</td>
<td>Green/Red</td>
<td>Value that uniquely identifies any entity in a level</td>
</tr>
<tr>
<td>Float</td>
<td>White</td>
<td>Floating-point 32-bit value</td>
</tr>
<tr>
<td>Integer</td>
<td>Red</td>
<td>Positive or negative 32-bit number</td>
</tr>
<tr>
<td>Uint64</td>
<td>n/a</td>
<td>Positive or negative 64-bit number</td>
</tr>
<tr>
<td>String</td>
<td>Turquoise</td>
<td>Array of characters used for storing text</td>
</tr>
<tr>
<td>Vec3</td>
<td>Yellow</td>
<td>3D vector consisting of three floating-point values. Used for storing positions, angles, or color values</td>
</tr>
<tr>
<td>Void</td>
<td>Green</td>
<td>Used for ports that do not accept any value but are instead triggered to pass the flow of control through a flow graph</td>
</tr>
</tbody>
</table>

Differing colors for node backgrounds and links indicate the following:

- Nodes with a red background and a yellow title bar are debugging nodes and are not functional in release builds.
- Links that connect debugging nodes are yellow.
Adding Entity Nodes

Values whose data type don't match the input port data type are automatically converted to match the type of the port connected to, if possible. Any output port can be connected to any input port, no matter what data type. An integer with the value 1 can be fed in a Boolean input port and converted to a True value to match the data type of the port. For some component nodes, there is an input port at the top of the entity that is used for setting the target entity of the node.

**Note**
Mixing node port types or data types can result in unexpected behavior. For example while a Math:SetColor node input port is a Vec3 data type, it treats input from a Vec3:SetVec3 node differently than from a Math:SetColor node, both of which output a Vec3 data type. While the port types for both nodes are vector, the Vec3:SetVec3 are a group of three floating-point values whereas the Math:SetColor data type are a group of colors that range from 0-255.

Adding Entity Nodes

Entity nodes require that a level entity first be selected. To add an entity node, select an entity and open the graph where you want to add the entity. Next, open the graph context menu by right-clicking the main editing pane.

**To add an Entity node**

1. In the left-side Flow Graphs tree, expand Entities\fg and select the applicable entity.
2. Right-click anywhere in the graph pane and click Add Selected Entity.
3. Or, right-click anywhere in the graph pane and click Add Graph Default Entity, which always adds the entity to the flow graph to which it is attached.

Adding Component Nodes

Component nodes can be added from within the graph and don't require any selected entity. There are three ways to add these nodes, the context menu, the component node list window and the QuickSearchNode (keyboard shortcut: Q).

To add a new component node, open the context menu by right-clicking the main editing pane, and then select Add Node. A long list of sub-folders are displayed, and a node can be selected from any directory. Select Entity to open the folder with the entity-related component nodes. Select EntityPos to complete the procedure.

**To add a Component node**

- Right-click anywhere in the graph pane, click Add Node, and select a node from the list.

Managing Nodes

You can easily move, copy, edit, and delete Flow Graph nodes as follows. All links between selected nodes are also moved when the nodes are moved and automatically rearrange themselves.

**To move a node**

1. Click and drag the node on the graph pane. Multiple nodes can be moved by holding down the Ctrl key and clicking the applicable nodes.
2. Or, use the mouse to draw a box around all the applicable nodes that need to be moved.

**To copy a node**

1. Right-click the node, click **Copy**, then click **Paste** at the desired location in the graph pane. Click **Paste With Links** to also copy all connected links.
2. Or, click the node, press `Ctrl+C`, then press `Ctrl+V` at the desired location.

**To edit a node**

There are two ways to edit a node’s properties.

1. Double-click the applicable node input and change the property.
2. Or, change the property as listed under **Inputs** in the right-side panel of Flow Graph Editor.

**To delete a node**

There are two ways to delete a node. Once a node has been deleted, all the connected links are also automatically removed.

1. Right-click the node and click **Delete**.
2. Or, click the node and press the keyboard **Delete** key.

---

## Creating Flow Graph Nodes

You can use a `.cpp` file to create new flow graph nodes. For multiple flow graph nodes that will belong to the same group, use a single `.cpp` file. Headers aren’t needed except for some specialized nodes.

Use the following code template for your `.cpp` file and save the file to the `dev\Code\CryEngine\CryAction\FlowSystem\Nodes` directory.

In the template you can choose between an `eNCT_Instanced` node and a `eNCT_Singleton`. A singleton node creates one instance with a small memory footprint, although you can still use multiple nodes in your flow graph. Use singleton whenever you are not saving state data such as member variables.

```cpp
#include "StdAfx.h"
#include "FlowBaseNode.h"

class CFlowNode_your_flow_node_name : public CFlowBaseNode<eNCT_Instanced>
{
    public:
        CFlowNode_your_flow_node_name(SActivationInfo* pActInfo)
        {
        }

        virtual IFlowNodePtr Clone(SActivationInfo *pActInfo)
        {
            return new CFlowNode_your_flow_node_name(pActInfo);
        }

        virtual void GetMemoryUsage(ICrySizer* s) const
        {
            s->Add(*this);
        }
};
```

---

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virtual void GetConfiguration(SFlowNodeConfig& config)
{
    static const SInputPortConfig in_config[] = {
        {0}
    };
    static const SOutputPortConfig out_config[] = {
        {0}
    };
    config.sDescription = _HELP("your_flow_node_tool-tip-description");
    config.pInputPorts = in_config;
    config.pOutputPorts = out_config;
    config.SetCategory(EFLN_APPROVED);
}

virtual void ProcessEvent(EFlowEvent event, SActivationInfo* pActInfo)
{
    switch (event)
    {
    }
};

REGISTER_FLOW_NODE("your_flow_node_group:your_flow_node_name",
    CFlowNode_your_flow_node_name);

For your flow node group, create a corresponding subfolder in the Flow Graph editor node selector where this node will be placed in the hierarchy.

Output Ports

You can add an output port by modifying the GetConfiguration function as shown in the following example:

class CFlowNode_your_flow_node_name : public CFlowBaseNode<eNCT_Instanced>
{
public:
    // ...

    virtual void GetConfiguration(SFlowNodeConfig& config)
    {
        static const SInputPortConfig in_config[] = {
            {0}
        };
        static const SOutputPortConfig out_config[] = {
            OutputPortConfig<int>("your_output", _HELP("your_help_text")),
            {0}
        };
        config.sDescription = _HELP("your_flow_node_tool-tip-description");
        config.pInputPorts = in_config;
        config.pOutputPorts = out_config;
        config.nFlags = 0;
    }
    // ...
};

OutputPortConfig is a helper function that is useful for filling a small structure with appropriate data.

Available data types for this function include SFlowSystemVoid, Int, Float, EntityId, Vec3, String, and Bool. SFlowSystemVoid is a special data type that represents "no value".
OutputPortConfig takes the following parameters:

- Port name that is used internally and for saving the flow graph. Do not change this parameter later as doing so will break script compatibility for all flow graphs that use this node.

  Note
  Do not use the underscore "_" character as this was used in previous versions to specify a specialized editor for the port.

- Description used to display tooltip help text on mouse hover in the Flow Graph editor.

- Human-readable name used to display the name of the port in the Flow Graph editor. This is used to visually override a port name without breaking script compatibility.

To emit a value from the output port, use the function `CFlowBaseNode::ActivateOutput(pActInfo, nPort, value)`. This function takes a `pActInfo`, which is typically passed to `ProcessEvent()`, the `nPort` port identifier (count starts at zero from the top of `out_config`), and a value of the same type as the port.

**Input Ports**

You can add an input port by modifying the `GetConfiguration` function as shown in the following example:

```cpp
class CFlowNode_your_flow_node_name : public CFlowBaseNode<eNCT_Instanced>
{
public:
    // ...

    virtual void GetConfiguration( SFlowNodeConfig& config )
    {
        static const SInputPortConfig in_config[] = {
            InputPortConfig<int>("your_input", _HELP("your_help_text")),
            {0}
        };
        static const SOutputPortConfig out_config[] = {
            {0}
        };
        config.sDescription = _HELP( "your_flow_node_tooltip_description" );
        config.pInputPorts = in_config;
        config.pOutputPorts = out_config;
        config.nFlags = 0;
    }
    // ...
};
```

`InputPortConfig` is a helper function that is useful for filling a small structure with appropriate data.

Available data types for this function include `SFlowSystemVoid`, `Int`, `Float`, `EntityId`, `Vec3`, `String`, and `Bool`. `SFlowSystemVoid` is a special data type that represents "no value".

`InputPortConfig` takes the following parameters:

- Port name used internally and for saving the flow graph. Do not change this parameter later as doing so will break script compatibility for all flow graphs that use this node.

  Note
  Do not use the underscore "_" character as this was used in previous versions to specify a specialized editor for the port.

- Default value of the port when a new node is created.
- Description used to display tooltip help text on mouse hover in the Flow Graph editor.
- Human-readable name used to display the name of the port in the Flow Graph editor. Use to visually override a port name without breaking script compatibility.
- Formatted string that specifies how the UI should function when setting the port value. You can choose a specialized widget or modify the allowed value range of the input.

**Input Port UI Configuration**

You can define the interface for setting the input port value by passing a series of options in the form of a string with key–value pairs in `InputPortConfig`.

**Setting the input value range**

This will limit the widget's arrows and ramp and clamp manually-inserted values as shown in the figure:

```
_UICONFIG("v_min=0, v_max=10")
```

**Setting the Dropdown List**

There are several types of enums that you can use to display a dropdown list of readable strings. Each string maps to a value that is used by the node and that persists when the flow graph is saved. Enums can be of type `int` or `float` as shown in the following figure and code example.

```
_UICONFIG("enum_int:Relaxed=0,Alert=1,Combat=2,Crouch=3")
```

An enum can also be of type `string` with or without mapping to another value:

```
_UICONFIG("enum_string:a,b,c")
_UICONFIG("enum_string:DisplayA=a,DisplayB=b,DisplayC=c")
```

Enums can also refer to the global and dynamic UI enums defined in `InitUIEnums`.

Optionally, the enum can depend on another port to affect the available selection:

```
_UICONFIG("enum_global:ENUM_NAME")
_UICONFIG("enum_global:vehicleLightTypes")
_UICONFIG("enum_global_def:ENUM_NAME")
_UICONFIG("enum_global_ref:ENUM_NAME_FORMAT_STRING:REF_PORT")
```

**Setting a Specialized Property Editor**

You can indicate a dedicated property editor with the `dt` keyword followed by parameters optionally needed by the editor as shown in the following code example:

```
_UICONFIG("dt=editorName") _UICONFIG("dt=entityProperties, ref_entity=entityId")
_UICONFIG("dt=matparamslot,
```
There is a set of available editors that can be referenced in the following table:

<table>
<thead>
<tr>
<th>Editor Name</th>
<th>Editor Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>snd</td>
<td>IVariable::DT_SOUND</td>
</tr>
<tr>
<td>sound</td>
<td>IVariable::DT_SOUND</td>
</tr>
<tr>
<td>clr</td>
<td>IVariable::DT_COLOR</td>
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<td>IVariable::DT_FILE</td>
</tr>
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<td>text</td>
<td>IVariable::DT_LOCAL_STRING</td>
</tr>
<tr>
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</tr>
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<tr>
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<td>IVariable::DT_AI_CHARACTER</td>
</tr>
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<td>IVariable::DT_AI_PFPROPERTIESLIST</td>
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<tr>
<td>soanimhelper</td>
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<tr>
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<td>Editor Type</td>
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<tr>
<td>------------------</td>
<td>--------------------------</td>
</tr>
<tr>
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<tr>
<td>mat</td>
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<td>animstate</td>
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</tr>
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</tr>
<tr>
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</tr>
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</tr>
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</tr>
<tr>
<td>formation</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>communicationVariable</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
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<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiActions</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiVariables</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiArrays</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiMovieclips</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiVariablesTmpl</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>uiArraysTmpl</td>
<td>IVariable::DT_USERITEMCB</td>
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<tr>
<td>uiMovieclipsTmpl</td>
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<td>uiTemplates</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>vehicleParts</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>vehicleSeatViews</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>entityProperties</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>actionFilter</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
<tr>
<td>actionMaps</td>
<td>IVariable::DT_USERITEMCB</td>
</tr>
</tbody>
</table>
**Trigger Ports**

It can be useful to have a trigger signal as an input or output port. You can implement these ports using the `Input/OutputPortConfig_Void` or `Input/OutputPortConfig_AnyType` data types. Do not use the `Boolean` data type.

**Update Event**

If you want an update loop for your node instead of having it react on ports, you can use the following code to add your node to the list of regularly updated nodes. You can also choose to enable the update event temporarily.

The following code adds your node to the list of regularly updated nodes:

```cpp
pActInfo->pGraph->SetRegularlyUpdated( pActInfo->myID, true);
```

You will get a single `ProcessEvent(eFE_Updated)` call per game update call.

To remove it from this list, call the same function with `false` as the second parameter.

**Flow Graph Node Reference**

This section provides a listing of the flow graph nodes, including the various types of nodes, input and output ports, and their uses. The most commonly-used and important nodes include Entity (and `ComponentEntity`), Interpolate, Logic, Math, Mission, Time, Vec3, and Debug nodes.

For a list of UI, VR and Cloud Canvas flow graph nodes, see UI Flow Graph Nodes (p. 1411), Setting Up Virtual Reality with Flow Graph (p. 1571), and Cloud Canvas Flow Graph Node Reference.

**Note**

Node input/output port descriptions are also available as tool tip text when you mouseover a port in the node graph or in the Properties pane in the Flow Graph editor.
• Actor Nodes (p. 601)
• AI Nodes (p. 605)
• AISequence Nodes (p. 626)
• Animations Nodes (p. 633)
• Audio Nodes (p. 642)
• Camera Nodes (p. 647)
• ComponentEntity Nodes (p. 649)
• CustomAction Nodes (p. 658)
• Debug Nodes (p. 662)
• Dialog Nodes (p. 674)
• Dynamic Response Nodes (p. 676)
• Engine Nodes (p. 679)
• Entity Nodes (p. 681)
• Environment Nodes (p. 695)
• FeatureTest Nodes (p. 700)
• Force Feedback Nodes (p. 702)
• Game Nodes (p. 706)
• Helicopter Nodes (p. 712)
• Image Nodes (p. 714)
• Input Nodes (p. 726)
• Interpolate Nodes (p. 745)
• Intersection Tests Nodes (p. 751)
• Iterator Nodes (p. 752)
• JSON Nodes (p. 755)
• Kinect Nodes (p. 758)
• Logic Nodes (p. 759)
• Material Nodes (p. 770)
• MaterialFX Nodes (p. 773)
• Math Nodes (p. 774)
• Mission Nodes (p. 793)
• Module Nodes (p. 798)
• Movement Nodes (p. 802)
• Physics Nodes (p. 804)
• Prefab Nodes (p. 811)
• ProceduralMaterial Nodes (p. 812)
• Stereo Nodes (p. 824)
• String Nodes (p. 825)
• System Nodes (p. 829)
• Time Nodes (p. 830)
• Twitch Nodes (p. 840)
• Vec3 Nodes (p. 848)
• Vehicle Nodes (p. 855)
• Video Nodes (p. 866)
• VideoPlayback Nodes (p. 867)
• Virtual Reality (VR) Nodes (p. 869)
• Weapon Nodes (p. 874)
• XML Nodes (p. 877)

**Actor Nodes**

You can use the following flow graph nodes to configure various actor behaviors and settings.

**Note**
These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

**Topics**
• Damage node (p. 601)
• EnslaveCharacter node (p. 601)
• GrabObject node (p. 602)
• HealthCheck node (p. 603)
• HealthGet node (p. 603)
• HealthSet node (p. 603)
• LocalPlayer node (p. 604)
• PlayMannequinFragment node (p. 604)
• ProcClipEventListener node (p. 605)

**Damage node**

Used to damage the chosen entity using the **Damage** input value when the **Trigger** input is activated.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Damage</td>
<td>Integer</td>
<td>Type of damage to inflict</td>
</tr>
<tr>
<td>DamageRelative</td>
<td>Integer</td>
<td>Level of relative damage</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Location the damage will occur</td>
</tr>
</tbody>
</table>

**EnslaveCharacter node**

Used to enslave one character to another character.
Actor Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enslave</td>
<td>Any</td>
<td>Enslaves the character</td>
</tr>
<tr>
<td>Unenslave</td>
<td>Any</td>
<td>Unenslaves the character</td>
</tr>
<tr>
<td>Slave</td>
<td>Any</td>
<td>Character to enslave</td>
</tr>
<tr>
<td>ScopeContext</td>
<td>String</td>
<td>Context of the scope</td>
</tr>
<tr>
<td>DB</td>
<td>String</td>
<td>Optional database name</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
<td>Tiggers if enslaving succeeded</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggers if enslaving failed</td>
</tr>
</tbody>
</table>

### GrabObject node

Used by the chosen entity to grab an object, then to drop or throw the object.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>objectId</td>
<td>Any</td>
<td>ID of the object to grab</td>
</tr>
<tr>
<td>grab</td>
<td>Any</td>
<td>Grabs the object</td>
</tr>
<tr>
<td>drop</td>
<td>Any</td>
<td>Drops the object</td>
</tr>
<tr>
<td>throw</td>
<td>Boolean</td>
<td>Throws the object</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>success</td>
<td>Boolean</td>
<td>True if the object was successfully dropped or thrown</td>
</tr>
<tr>
<td>grabbedObjId</td>
<td>Any</td>
<td>ID of the grabbed object</td>
</tr>
</tbody>
</table>
HealthCheck node

Used to check the health of the chosen actor entity. When the node is triggered the health of the entity is checked and if it is within the defined MinHealth and MaxHealth values, a True will be output on theInRange port.

![HealthCheck node diagram]

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the port</td>
</tr>
<tr>
<td>MinHealth</td>
<td>Float</td>
<td>Lower limit of health range</td>
</tr>
<tr>
<td>MaxHealth</td>
<td>Float</td>
<td>Upper limit of health range</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InRange</td>
<td>Boolean</td>
<td>True if health is between the MinHealth and MaxHealth values</td>
</tr>
</tbody>
</table>

HealthGet node

Used to get the health of an actor entity.

![HealthGet node diagram]

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activate this port to get the current health of the chosen entity</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Health</td>
<td>Integer</td>
<td>Current health of the chosen entity</td>
</tr>
</tbody>
</table>

HealthSet node

Used to set the health of the actor entity.

![HealthSet node diagram]
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activate this port to set the current health of the chosen entity</td>
</tr>
<tr>
<td>Value</td>
<td>Float</td>
<td>Health value to the set for the chosen entity</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Health</td>
<td>Integer</td>
<td>Current health of the chosen entity</td>
</tr>
</tbody>
</table>

LocalPlayer node

Used to update and output the ID of the local player entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>update</td>
<td>Any</td>
<td>Updates the ID of the local player entity. Required for multiplayer games</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>entityId</td>
<td>Any</td>
<td>Outputs the ID of the local player entity</td>
</tr>
</tbody>
</table>

PlayMannequinFragment node

Used to play a Mannequin fragment for the chosen entity with the specified Mannequin tags.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play</td>
<td>Any</td>
<td>Plays the fragment</td>
</tr>
<tr>
<td>Fragment</td>
<td>String</td>
<td>Name of the fragment</td>
</tr>
<tr>
<td>Tags</td>
<td>String</td>
<td>List of &quot;+&quot;-separated Mannequin tags</td>
</tr>
</tbody>
</table>
### AI Nodes

You can use these flow graph nodes to configure AI agent behaviors and settings.

**Note**

These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

**Topics**

- ActionAbort node (p. 606)
- ActiveCount node (p. 607)
• ActionEnd node (p. 607)
• ActionStart node (p. 607)
• ActiveCountInFaction node (p. 608)
• ActiveCountMonitor node (p. 608)
• AIGlobalPerceptionScaling node (p. 609)
• AlertMe node (p. 610)
• AttentionTarget node (p. 610)
• AutoDisable node (p. 610)
• Communication node (p. 611)
• EventListener node (p. 611)
• Execute node (p. 612)
• Faction node (p. 613)
• FactionReaction node (p. 613)
• GroupAlertness node (p. 614)
• GroupCount node (p. 615)
• GroupIDGet node (p. 615)
• GroupIDSet node (p. 615)
• IgnoreState node (p. 616)
• IsAliveCheck node (p. 616)
• LookAt node (p. 617)
• NavCostFactor node (p. 617)
• ObjectDrop node (p. 618)
• ObjectGrab node (p. 619)
• ObjectUse node (p. 619)
• PerceptionScale node (p. 620)
• RayCastMNM node (p. 620)
• RegenerateMNM node (p. 621)
• RequestReinforcementReadability node (p. 621)
• SetCommunicationVariable node (p. 622)
• SetFaction node (p. 622)
• SetState node (p. 623)
• ShapeState node (p. 623)
• Signal node (p. 623)
• SmartObjectEvent node (p. 624)
• SmartObjectHelper node (p. 625)
• Stance node (p. 625)

**ActionAbort node**

Used to define a "clean-up" procedure that is run when an AI action is aborted.
### Lumberyard User Guide

#### AI Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abort</td>
<td>Any</td>
<td>Aborts execution of AI action</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UserId</td>
<td>Any</td>
<td>ID of agent that is performing the action</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>ID of the object on which the agent is executing on</td>
</tr>
</tbody>
</table>

### ActiveCount node

Used to count how many AI agents are active.

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td>Integer</td>
<td>How many total agents are active</td>
</tr>
<tr>
<td>Enemy</td>
<td>Integer</td>
<td>How many enemies there are</td>
</tr>
</tbody>
</table>

### ActionEnd node

Used to end an AI action.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>End</td>
<td>Any</td>
<td>Ends the AI action</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the action</td>
</tr>
</tbody>
</table>

### ActionStart node

Used to start an AI action.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UserId</td>
<td>Any</td>
<td>User ID of agent starting the action</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Object ID of the object on which the action is executed on</td>
</tr>
<tr>
<td>Position</td>
<td>Any</td>
<td>Position at which the action starts</td>
</tr>
</tbody>
</table>
### ActiveCountInFaction node

Used to count how many AI factions are active.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faction</td>
<td>String</td>
<td>Faction to be counted</td>
</tr>
<tr>
<td>IncludedHumanPlayers</td>
<td>Boolean</td>
<td>Include human players when counting active AI agents in the faction</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Number of active agents in the faction</td>
</tr>
<tr>
<td>Changed</td>
<td>Any</td>
<td>Triggers when the number of active agents in the faction changes</td>
</tr>
</tbody>
</table>

### ActiveCountMonitor node

Used to monitor the active AI count against a limit and then periodically output the current state. When the condition is met, the monitor loop will stop automatically. This will then need to be restarted manually.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts monitoring</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>---------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>Stops</td>
<td>Any</td>
<td>Stops monitoring</td>
</tr>
<tr>
<td>MaxActiveAIs</td>
<td>Integer</td>
<td>Maximum number of active AIs limit</td>
</tr>
<tr>
<td>Loop</td>
<td>Boolean</td>
<td>Enables loop monitoring</td>
</tr>
<tr>
<td>LoopPeriod</td>
<td>Float</td>
<td>Period of time between checks if Loop is enabled</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SlotsFree</td>
<td>Any</td>
<td>Triggers when the number of active agents drops below MaxActiveAIs</td>
</tr>
<tr>
<td>SlotsFull</td>
<td>Any</td>
<td>Triggers when the number of active agents is equal to or above MaxActiveAIs</td>
</tr>
<tr>
<td>CurrentActiveAIs</td>
<td>Integer</td>
<td>Current number of active AI agents</td>
</tr>
</tbody>
</table>

**AIGlobalPerceptionScaling node**

Used to specify a global scale for AI perception.

<table>
<thead>
<tr>
<th>Input Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables perception scaling</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables perception scaling</td>
</tr>
<tr>
<td>AudioScale</td>
<td>Float</td>
<td>Auditory perception scaling factor</td>
</tr>
<tr>
<td>VisualScale</td>
<td>Float</td>
<td>Visual perception scaling factor</td>
</tr>
<tr>
<td>FilterAI</td>
<td>Integer</td>
<td>Filter which AI agents are used</td>
</tr>
<tr>
<td>Faction</td>
<td>String</td>
<td>Faction</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Any</td>
<td>Triggers when node is enabled</td>
</tr>
<tr>
<td>Disabled</td>
<td>Any</td>
<td>Triggers when node is disabled</td>
</tr>
</tbody>
</table>
AlertMe node
A generic AI signal.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Generic AI signal</td>
</tr>
</tbody>
</table>

AttentionTarget node
Used to output an AI agent's attention target.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Boolean</td>
<td>Activates the node</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the attention target</td>
</tr>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>Entity ID of attention target</td>
</tr>
<tr>
<td>None</td>
<td>Any</td>
<td>Triggers when there is no attention target</td>
</tr>
</tbody>
</table>

AutoDisable node
Used to control auto-disabling.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>On</td>
<td>Any</td>
<td>Enables auto-disabling</td>
</tr>
<tr>
<td>Off</td>
<td>Any</td>
<td>Disables auto-disabling</td>
</tr>
</tbody>
</table>
**Communication node**

Used to specify the communication that an AI agent plays.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts communication</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops communication</td>
</tr>
<tr>
<td>Communication</td>
<td>String</td>
<td>Name of communication to play</td>
</tr>
<tr>
<td>Channel</td>
<td>String</td>
<td>Name of channel to play the communications in</td>
</tr>
<tr>
<td>ContextExpiry</td>
<td>Float</td>
<td>How much time must elapse before communication can be played again</td>
</tr>
<tr>
<td>SkipSound</td>
<td>Boolean</td>
<td>Skips sound component</td>
</tr>
<tr>
<td>SkipAnim</td>
<td>Boolean</td>
<td>Skips animation component</td>
</tr>
<tr>
<td>TargetId</td>
<td>Any</td>
<td>(Optional) Target ID to play communication at</td>
</tr>
<tr>
<td>TargetPos</td>
<td>Vec3</td>
<td>(Optional) Target position to play communication at</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when communication has finished playing</td>
</tr>
<tr>
<td>Started</td>
<td>Any</td>
<td>Triggers if communication is started</td>
</tr>
<tr>
<td>Stopped</td>
<td>Any</td>
<td>Triggers if communication is stopped</td>
</tr>
<tr>
<td>Finished</td>
<td>Any</td>
<td>Triggers if communication has finished playing</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if communication has failed</td>
</tr>
</tbody>
</table>

**EventListener node**

Used to listen for an event.
**AI:EventListener**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the listener</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Listening radius of the listener</td>
</tr>
<tr>
<td>ThresholdSound</td>
<td>Float</td>
<td>Sensitivity of the sound output</td>
</tr>
<tr>
<td>ThresholdCollision</td>
<td>Float</td>
<td>Sensitivity of the collision output</td>
</tr>
<tr>
<td>ThresholdBullet</td>
<td>Float</td>
<td>Sensitivity of the bullet output</td>
</tr>
<tr>
<td>ThresholdExplosion</td>
<td>Float</td>
<td>Sensitivity of the explosion output</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sound</td>
<td>Any</td>
<td>Triggers for a sound event</td>
</tr>
<tr>
<td>Collision</td>
<td>Any</td>
<td>Triggers for a collision event</td>
</tr>
<tr>
<td>Bullet</td>
<td>Any</td>
<td>Triggers for a bullet event</td>
</tr>
<tr>
<td>Explosion</td>
<td>Any</td>
<td>Triggers for an explosion event</td>
</tr>
</tbody>
</table>

**Execute node**

Used to execute an AI action.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td><strong>Port</strong></td>
<td><strong>Type</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>-----------</td>
<td>----------</td>
<td>--------------------------------------------------------</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>ID of the entity that receives the action that is executed</td>
</tr>
<tr>
<td>Action</td>
<td>String</td>
<td>Action to be executed</td>
</tr>
<tr>
<td>MaxAlertness</td>
<td>Integer</td>
<td>Maximum alertness that allows execution</td>
</tr>
<tr>
<td>HighPriority</td>
<td>Boolean</td>
<td>Action priority level</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th><strong>Port</strong></th>
<th><strong>Type</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the action has been executed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if the action is executed</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if the action is not executed</td>
</tr>
</tbody>
</table>

**Faction node**

Used to trigger an AI faction.

**Inputs**

<table>
<thead>
<tr>
<th><strong>Port</strong></th>
<th><strong>Type</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the output</td>
</tr>
<tr>
<td>Faction</td>
<td>String</td>
<td>Name of faction to trigger</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th><strong>Port</strong></th>
<th><strong>Type</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Faction</td>
<td>String</td>
<td>Outputs the faction that was triggered</td>
</tr>
</tbody>
</table>

**FactionReaction node**

Used to set or get AI faction reaction information.
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Source</td>
<td>String</td>
<td>Source faction</td>
</tr>
<tr>
<td>Target</td>
<td>String</td>
<td>Target faction</td>
</tr>
<tr>
<td>Reaction</td>
<td>Integer</td>
<td>Source faction reaction to target faction</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the faction reaction and triggers output</td>
</tr>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sets the faction reaction and triggers output</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neutral</td>
<td>Boolean</td>
<td>Triggers if source faction reaction to target faction is neutral</td>
</tr>
<tr>
<td>Friendly</td>
<td>Boolean</td>
<td>Triggers if source faction reaction to target faction is friendly</td>
</tr>
<tr>
<td>Hostile</td>
<td>Boolean</td>
<td>Triggers if source faction reaction to target faction is hostile</td>
</tr>
</tbody>
</table>

## GroupAlertness node

Used to output the alertness level of any AI agent in a group.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupId</td>
<td>Integer</td>
<td>ID of group to set alertness level for</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alertness</td>
<td>Integer</td>
<td>Alertness level of the group</td>
</tr>
<tr>
<td>Green</td>
<td>Any</td>
<td>Triggers if alertness level is green</td>
</tr>
<tr>
<td>Orange</td>
<td>Any</td>
<td>Triggers if alertness level is orange</td>
</tr>
<tr>
<td>Red</td>
<td>Any</td>
<td>Triggers if alertness level is red</td>
</tr>
<tr>
<td>PlayerSighted</td>
<td>Any</td>
<td>Triggers if the player has been sighted</td>
</tr>
</tbody>
</table>
**GroupCount node**

Used to output the AI agent count in a group.

```
AI:GroupCount
  groupID=0  count
  empty
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupId</td>
<td>Integer</td>
<td>Agent group ID</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Number of agents in the group</td>
</tr>
<tr>
<td>Empty</td>
<td>Any</td>
<td>Triggers if no agents are in the group</td>
</tr>
</tbody>
</table>

**GroupIDGet node**

Used to output the group ID for an AI agent.

```
AI:GroupIDGet
  Choose Entity
  Sync  groupID
  groupID=0
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Triggers the output</td>
</tr>
<tr>
<td>GroupId</td>
<td>Integer</td>
<td>Group ID</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GroupId</td>
<td>Integer</td>
<td>Outputs agent group ID</td>
</tr>
</tbody>
</table>

**GroupIDSet node**

Used to set the group ID for an AI agent.

```
AI:GroupIDSet
  Sync
  fromID=0
  toID=0
  enableFromGroup=1
```

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Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Triggers the output</td>
</tr>
<tr>
<td>FromId</td>
<td>Integer</td>
<td>The group to be merged</td>
</tr>
<tr>
<td>ToId</td>
<td>Integer</td>
<td>The group to merge to</td>
</tr>
<tr>
<td>EnabledFromGroup</td>
<td>Boolean</td>
<td>Enables members of the FromID group</td>
</tr>
</tbody>
</table>

IgnoreState node

Used to make an AI agent ignore enemies or to be ignored.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hostile</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Ignore</td>
<td>Any</td>
<td>Agent will ignore enemies</td>
</tr>
<tr>
<td>ResetPerception</td>
<td>Any</td>
<td>Resets Ignore state</td>
</tr>
</tbody>
</table>

IsAliveCheck node

Used to check which AI actors of a group are active.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>AliveCount</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Actor 0</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 1</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 2</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 3</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 4</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 5</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 6</td>
<td>AliveId</td>
<td></td>
</tr>
<tr>
<td>Actor 7</td>
<td>AliveId</td>
<td></td>
</tr>
</tbody>
</table>

Input

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Actor 0 - 7</td>
<td>Any</td>
<td>Specific actors to check</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
AI Nodes

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AliveCount</td>
<td>Integer</td>
<td>Number of actors that are alive</td>
</tr>
<tr>
<td>Aliveld0 - 7</td>
<td>Any</td>
<td>Triggers if specific actor is alive</td>
</tr>
</tbody>
</table>

LookAt node

Used to make an AI agent look at a specific location, an entity, or a direction.

<table>
<thead>
<tr>
<th>AI:LookAt</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Choose Entity</td>
<td></td>
</tr>
<tr>
<td>Sync</td>
<td>done</td>
</tr>
<tr>
<td>cancel</td>
<td>success</td>
</tr>
<tr>
<td>Point=0,0,0</td>
<td>fail</td>
</tr>
<tr>
<td>Direction=0,0,0</td>
<td></td>
</tr>
<tr>
<td>ObjectId</td>
<td></td>
</tr>
<tr>
<td>Duration=0</td>
<td></td>
</tr>
<tr>
<td>Force=No</td>
<td></td>
</tr>
</tbody>
</table>

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td>Point</td>
<td>Vec3</td>
<td>Point for agent to look at</td>
</tr>
<tr>
<td>Direction</td>
<td>Vec3</td>
<td>Direction for agent to look along</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>ID of object for agent to look at</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Time in seconds for agent to look</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when agent is done looking</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if agent is looking</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if agent is not looking</td>
</tr>
</tbody>
</table>

NavCostFactor node

Used to set the AI navigation cost factor for traveling through a region.
### AI:NavCostFactor

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Factor</td>
<td>Float</td>
<td>Navigation cost factor</td>
</tr>
<tr>
<td>NavModifierName</td>
<td>String</td>
<td>Name of the cost factor navigation modifier</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Integer</td>
<td>Triggers when cost factor for travelling through a region has been set</td>
</tr>
</tbody>
</table>

### ObjectDrop node

Used to have an AI agent drop a grabbed object.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td>Impulse</td>
<td>Vec3</td>
<td>Impulse strength for dropping object</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when object has been dropped</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if object is dropped</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if object is not dropped</td>
</tr>
</tbody>
</table>
ObjectGrab node

Used to make an AI agent grab an object.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Object to be grabbed</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when object has been grabbed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if object is grabbed</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if object is not grabbed</td>
</tr>
</tbody>
</table>

ObjectUse node

Used to make an AI agent use an object.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Object to be used</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>
 Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when object has been used</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if object is used</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if object is not used</td>
</tr>
</tbody>
</table>

**PerceptionScale node**

Used to scale the perception for an AI agent.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Visual</td>
<td>Float</td>
<td>Visual perception scale factor</td>
</tr>
<tr>
<td>Audio</td>
<td>Float</td>
<td>Auditory perception scale factor</td>
</tr>
</tbody>
</table>

**RayCastMNM node**

Performs a raycast to the AI multilayer navigation mesh relative to an entity.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choose Entity</td>
<td>Any</td>
<td>Changes the attached entity dynamically</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Direction</td>
<td>Vec3</td>
<td>The direction of the raycast</td>
</tr>
<tr>
<td>MaxLength</td>
<td>Float</td>
<td>The maximum length of the raycast</td>
</tr>
</tbody>
</table>
### AI Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>The ray start position, relative to the entity</td>
</tr>
<tr>
<td>TransformDirection</td>
<td>Boolean</td>
<td>Whether the direction is transformed by entity orientation</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NoHit</td>
<td>Any</td>
<td>Activated if no object was hit by the raycast</td>
</tr>
<tr>
<td>Hit</td>
<td>Any</td>
<td>Activated if an object was hit by the raycast</td>
</tr>
<tr>
<td>RayDirection</td>
<td>Vector</td>
<td>Actual direction of the cast ray, possibly transformed by entity rotation (assumes Hit)</td>
</tr>
<tr>
<td>HitDistance</td>
<td>Float</td>
<td>Distance to the hit object (assumes Hit)</td>
</tr>
<tr>
<td>HitPoint</td>
<td>Vector</td>
<td>Position of the hit (assumes Hit)</td>
</tr>
<tr>
<td>MeshId</td>
<td>Integer</td>
<td>The mesh ID of the navigation mesh hit</td>
</tr>
</tbody>
</table>

#### RegenerateMNM node

Used to regenerate the AI multi-navigation mesh.

```
AI:RegenerateMNM
  ➤ Start
  ➤ Min=0,0,0
  ➤ Max=0,0,0
```

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Triggers recalculation of MNM data for the bounding box</td>
</tr>
<tr>
<td>Min</td>
<td>Vec3</td>
<td>Minimum limit of bounding box</td>
</tr>
<tr>
<td>Max</td>
<td>Vec3</td>
<td>Maximum limit of bounding box</td>
</tr>
</tbody>
</table>

#### RequestReinforcementReadability node

Used to make an AI agent request reinforcements. There is no guarantee that the action will be performed however.

```
AI:RequestReinforcementReadability
  ➤ Trigger
  ➤ GroupId=0
```

---

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Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>GroupId</td>
<td>Integer</td>
<td>ID of the group that is notified</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when group has been notified</td>
</tr>
</tbody>
</table>

SetCommunicationVariable node

Used to set the communication variable that an AI agent uses to communicate their intentions.

```
AI:SetCommunicationVariable
  ➤ Set
  ➤ VariableName=
  ➤ VariableValue=1
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sets the variable</td>
</tr>
<tr>
<td>VariableName</td>
<td>String</td>
<td>Variable to be set</td>
</tr>
<tr>
<td>VariableValue</td>
<td>Boolean</td>
<td>Value of variable</td>
</tr>
</tbody>
</table>

SetFaction node

Used to set the faction that an AI agent belongs to.

```
AI:SetFaction
  ➤ Choose Entity
  ➤ Faction=
  ➤ SetToDefault=0
  ➤ Set
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faction</td>
<td>String</td>
<td>Faction to be set</td>
</tr>
<tr>
<td>SetToDefault</td>
<td>Boolean</td>
<td>Set to default faction</td>
</tr>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sets the faction for the agent</td>
</tr>
</tbody>
</table>
SetState node

Used to set the Smart Object state for an AI agent.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>State</td>
<td>String</td>
<td>Smart object state to be set</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when state has been set</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if state has been set</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if state has not been set</td>
</tr>
</tbody>
</table>

ShapeState node

Use to enable or disable an AI shape.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the AI shape</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the AI shape</td>
</tr>
<tr>
<td>ShapeName</td>
<td>String</td>
<td>Name of the AI shape</td>
</tr>
</tbody>
</table>

Signal node

Sends an AI agent a signal.
**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Signal</td>
<td>String</td>
<td>Name of the signal to be sent</td>
</tr>
<tr>
<td>PosValue</td>
<td>Vec3</td>
<td>Position value 1 of the signal</td>
</tr>
<tr>
<td>PosValue2</td>
<td>Vec3</td>
<td>Position value 2 of the signal</td>
</tr>
<tr>
<td>IValue</td>
<td>Integer</td>
<td>Integer value of the signal</td>
</tr>
<tr>
<td>FValue</td>
<td>Float</td>
<td>Floating point value of the signal</td>
</tr>
<tr>
<td>SValue</td>
<td>String</td>
<td>String value of the signal</td>
</tr>
<tr>
<td>Id</td>
<td>Any</td>
<td>ID of the signal</td>
</tr>
<tr>
<td>Force</td>
<td>Boolean</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the signal has been sent</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Triggers if the signal is sent</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggers if the signal is not sent</td>
</tr>
</tbody>
</table>

**SmartObjectEvent node**

Used to trigger a smart object event.

```plaintext
AI:SmartObjectEvent
  event= userId
  trigger objectId
  userId start
  objectId noRule
```
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event</td>
<td>String</td>
<td>Smart object event to be triggered</td>
</tr>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the event</td>
</tr>
<tr>
<td>UserId</td>
<td>Any</td>
<td>Limits event to specific user ID</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Limits event to specific object</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UserId</td>
<td>Any</td>
<td>ID of the user that receives the event</td>
</tr>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>ID of the object that receives the event</td>
</tr>
<tr>
<td>Start</td>
<td>Any</td>
<td>Triggers if matching rule is found</td>
</tr>
<tr>
<td>NoRule</td>
<td>Any</td>
<td>Triggers if no matching rule is found</td>
</tr>
</tbody>
</table>

SmartObjectHelper node

Used to output an AI agent's attention target parameter.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
<td>String</td>
<td>Class of smart object helper</td>
</tr>
<tr>
<td>Helper</td>
<td>String</td>
<td>Name of smart object helper</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of smart object helper</td>
</tr>
<tr>
<td>Fwd</td>
<td>Vec3</td>
<td>Forward direction of smart object helper</td>
</tr>
<tr>
<td>Up</td>
<td>Vec3</td>
<td>Up direction of smart object helper</td>
</tr>
</tbody>
</table>

Stance node

Used to control an AI agent's body stance.
## AISequence Nodes

You can use these flow graph nodes to configure AI sequence behaviors and settings. All AI sequence nodes must be executed with the **AISequence:Start** node.

**Note**
These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at [Lumberyard Downloads](https://www.amazon.com/Lumberyard-Game-Development-Software-Development/dp/B089BZ92QZ).

### Topics
- [Animation node](#) (p. 626)
- [ApproachAndEnterVehicle node](#) (p. 627)
- [Bookmark node](#) (p. 628)
- [End node](#) (p. 628)
- [HoldFormation node](#) (p. 629)
- [JoinFormation node](#) (p. 629)
- [Move node](#) (p. 630)
- [MoveAlongPath node](#) (p. 630)
- [Shoot node](#) (p. 631)
- [Stance node](#) (p. 631)
- [Start node](#) (p. 632)
- [VehicleRotateTurret node](#) (p. 632)
- [Wait node](#) (p. 633)

### Animation node

Used to make an AI agent move to a specific location and play an animation.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the animation</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the animation</td>
</tr>
<tr>
<td>Animation</td>
<td>String</td>
<td>Name of the animation</td>
</tr>
<tr>
<td>DestinationEntity</td>
<td>Any</td>
<td>Destination to move to</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Position to move to</td>
</tr>
<tr>
<td>Direction</td>
<td>Vec3</td>
<td>Direction to move along</td>
</tr>
<tr>
<td>Speed</td>
<td>Integer</td>
<td>Speed of movement</td>
</tr>
<tr>
<td>Stance</td>
<td>Integer</td>
<td>Stance while moving</td>
</tr>
<tr>
<td>OneShot</td>
<td>Boolean</td>
<td>True for a one-shot animation, false for a looping animation</td>
</tr>
<tr>
<td>StartRadius</td>
<td>Float</td>
<td>Start radius</td>
</tr>
<tr>
<td>DirectionTolerance</td>
<td>Float</td>
<td>Direction tolerance</td>
</tr>
<tr>
<td>LoopDuration</td>
<td>Float</td>
<td>Duration of the looping animation; ignored for a one-shot animation</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Outputs when the animation has completed</td>
</tr>
</tbody>
</table>

ApproachAndEnterVehicle node

Used to make an AI agent approach and then enter a vehicle.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Allows the AI agent to move to, and enter the specified vehicle</td>
</tr>
<tr>
<td>VehicleID</td>
<td>Any</td>
<td>Vehicle to be entered</td>
</tr>
<tr>
<td>Seat</td>
<td>Integer</td>
<td>Seat to be entered</td>
</tr>
<tr>
<td>Speed</td>
<td>Integer</td>
<td>Speed the AI agent approaches the vehicle at</td>
</tr>
<tr>
<td>Stance</td>
<td>Integer</td>
<td>Stance while approaching the vehicle</td>
</tr>
<tr>
<td>Fast</td>
<td>Boolean</td>
<td>Skip the approaching animation</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Outputs when the AI agent has completed entering the vehicle</td>
</tr>
</tbody>
</table>

Bookmark node

Used to define a bookmark in a sequence of AI actions from which the sequence will resume after being interrupted.

Input

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sets a bookmark for the AI sequence from which to resume from</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link</td>
<td>Any</td>
<td>Link to other nodes</td>
</tr>
</tbody>
</table>

End node

Used to define the end of a sequence of AI actions. This frees the AI agent to resume typical behaviors.
## AISequence Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>End</td>
<td>Any</td>
<td>Triggers to end the AI sequence</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Outputs when the AI sequence has ended</td>
</tr>
</tbody>
</table>

### HoldFormation node

Use to create a formation to have an AI agent hold to.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start formation hold</td>
</tr>
<tr>
<td>FormationName</td>
<td>String</td>
<td>Name of the formation</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when the formation is complete</td>
</tr>
</tbody>
</table>

### JoinFormation node

Use to have an AI agent join a formation.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start formation join</td>
</tr>
<tr>
<td>LeaderId</td>
<td>Any</td>
<td>ID of the leader</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when formation join is complete</td>
</tr>
</tbody>
</table>

## Move node

Use to command an AI agent to move to a location.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start movement</td>
</tr>
<tr>
<td>Speed</td>
<td>Integer</td>
<td>Movement speed</td>
</tr>
<tr>
<td>Stance</td>
<td>Integer</td>
<td>Stance while moving</td>
</tr>
<tr>
<td>DestinationEntity</td>
<td>Any</td>
<td>Destination entity to move to</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Position to move to</td>
</tr>
<tr>
<td>Direction</td>
<td>Vec3</td>
<td>Direction to move along</td>
</tr>
<tr>
<td>EndDistance</td>
<td>Float</td>
<td>End distance to move to</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when movement is complete</td>
</tr>
</tbody>
</table>

## MoveAlongPath node

Use to have an AI agent move along a path.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Begins AI agent movement</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>----------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>Speed</td>
<td>Integer</td>
<td>Speed of the agent</td>
</tr>
<tr>
<td>Stance</td>
<td>Integer</td>
<td>Stance of the agent used while following the path</td>
</tr>
<tr>
<td>PathName</td>
<td>String</td>
<td>Name of the path the agent will follow</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when the agent has completed the path</td>
</tr>
</tbody>
</table>

**Shoot node**

 Use to make an AI agent shoot at an entity or a location for a specified length of time.

![Shoot node diagram]

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the AI agent shooting</td>
</tr>
<tr>
<td>TargetEntity</td>
<td>Any</td>
<td>Entity the agent will shoot at</td>
</tr>
<tr>
<td>TargetPosition</td>
<td>Vec3</td>
<td>Position the agent will shoot at</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Length of time to shoot for</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when shooting is finished</td>
</tr>
</tbody>
</table>

**Stance node**

 Use to control the stance of an AI agent.

![Stance node diagram]
AISequence Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the stance</td>
</tr>
<tr>
<td>Stance</td>
<td>Integer</td>
<td>Name of the stance the AI agent will use</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the stance is complete</td>
</tr>
</tbody>
</table>

Start node

Use to define the start of an AI sequence of actions. All AI sequence nodes must be executed using this node.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the AI sequence</td>
</tr>
<tr>
<td>Interruptible</td>
<td>Boolean</td>
<td>The agent will automatically stop when not in the Idle state.</td>
</tr>
<tr>
<td>ResumeAfterInterruption</td>
<td>Boolean</td>
<td>AI sequence will automatically resume from the start or from the bookmark ID the agent returns to from the Idle state</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Typified</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link</td>
<td>Any</td>
<td>Link to other nodes</td>
</tr>
</tbody>
</table>

VehicleRotateTurret node

Use to rotate a vehicle turret to an aiming position.
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts turret rotation</td>
</tr>
<tr>
<td>AimPos</td>
<td>Vec3</td>
<td>Position to aim at with the turret</td>
</tr>
<tr>
<td>ThresholdPitch</td>
<td>Float</td>
<td>Threshold of the pitch angle before triggering the output port. Must be used with the ThresholdYaw port</td>
</tr>
<tr>
<td>ThresholdYaw</td>
<td>Float</td>
<td>Threshold of the yaw angle before triggering the output port. Must be used with the ThresholdPitch port</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Starts turret rotation</td>
</tr>
</tbody>
</table>

## Wait node

Used to make the AI agent wait for a specified length of time.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start waiting</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Duration to wait for</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when wait has completed</td>
</tr>
</tbody>
</table>

## Animations Nodes

You can use these flow graph nodes to configure animation-related settings.

### Topics

- [AnimationEventListener node (p. 634)](#)
- [AttachmentControl node (p. 634)](#)
- BonelInfo node (p. 635)
- CheckAnimPlaying node (p. 635)
- CooperativeAnimation node (p. 636)
- LookAt node (p. 638)
- NoAiming node (p. 638)
- PlayAnimation node (p. 638)
- PlayCGA node (p. 639)
- PlaySequence node (p. 640)
- StopAnimation node (p. 641)
- SynchronizeTwoAnimations node (p. 641)
- TriggerOnKeyTime node (p. 642)

### AnimationEventListener node

Use to listen for a specific animation event and trigger the output.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Start listening for animation events</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Stop listening for animation events</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
<td>Name of the animation event to listen for</td>
</tr>
<tr>
<td>Once</td>
<td>Boolean</td>
<td>If set to True, the node will be disabled after the event has been received.</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Any</td>
<td>Triggered when listening has started</td>
</tr>
<tr>
<td>Disabled</td>
<td>Any</td>
<td>Triggered when listening has stopped</td>
</tr>
<tr>
<td>EventTriggered</td>
<td>Any</td>
<td>Triggered when the animation event is received</td>
</tr>
</tbody>
</table>

### AttachmentControl node

Use to add and control an attachment for a character.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attachment</td>
<td>String</td>
<td>Name of the attachment</td>
</tr>
<tr>
<td>Show</td>
<td>Any</td>
<td>Show the attachment</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hide the attachment</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shown</td>
<td>Any</td>
<td>Triggered when the attachment is shown</td>
</tr>
<tr>
<td>Hidden</td>
<td>Any</td>
<td>Triggered when the attachment is hidden</td>
</tr>
</tbody>
</table>

**BoneInfo node**

Use to specify and output character bones to create attachments or link objects.

```
BoneInfo node
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BoneName</td>
<td>String</td>
<td>Name of the bone to get information for</td>
</tr>
<tr>
<td>Enabled</td>
<td>Boolean</td>
<td>Enables and disables the node</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LocalPos</td>
<td>Vec3</td>
<td>Position of the bone in local space</td>
</tr>
<tr>
<td>LocalRot</td>
<td>Vec3</td>
<td>Rotation of the bone in local space</td>
</tr>
<tr>
<td>WorldPos</td>
<td>Vec3</td>
<td>Position of the bone in world space</td>
</tr>
<tr>
<td>WorldRot</td>
<td>Vec3</td>
<td>Rotation of the bone in world space</td>
</tr>
</tbody>
</table>

**CheckAnimPlaying node**

Use to check whether a defined animation is playing or not.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check</td>
<td>Any</td>
<td>Checks once whether the animation is playing</td>
</tr>
<tr>
<td>CheckAlways</td>
<td>Boolean</td>
<td>Checks each frame whether the animation is playing</td>
</tr>
<tr>
<td>Animation</td>
<td>String</td>
<td>Name of the animation</td>
</tr>
<tr>
<td>Layer</td>
<td>Integer</td>
<td>Which layer the animation should be playing on</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Playing</td>
<td>Any</td>
<td>Triggers when the animation is playing on the layer</td>
</tr>
<tr>
<td>NotPlaying</td>
<td>Any</td>
<td>Triggers when the animation is not playing on the layer</td>
</tr>
<tr>
<td>TopOfStack</td>
<td>Any</td>
<td>Triggers when the animation is at the top of the stack, meaning it is not currently blended out</td>
</tr>
</tbody>
</table>

**CooperativeAnimation node**

Use to allow the playing of a positioned and aligned animation for one or more characters.
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the animation</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the animation</td>
</tr>
<tr>
<td>ForceStart</td>
<td></td>
<td>Force the animation to start</td>
</tr>
<tr>
<td>AdjustToTerrain</td>
<td></td>
<td>Makes sure the character is at terrain level</td>
</tr>
<tr>
<td>IgnoreCharactersDeath</td>
<td></td>
<td>If false and any of the actors die, stops the animation for all the actors</td>
</tr>
<tr>
<td>NoCollisionBetween</td>
<td></td>
<td>If true, the first actor won't collide with the other actors</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td>Starts the animation at a specific location</td>
</tr>
<tr>
<td>Rotation</td>
<td></td>
<td>Starts the animation at a specific rotation</td>
</tr>
<tr>
<td>Alignment</td>
<td></td>
<td>Alignment type:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• <strong>WildMatch</strong>: Move both characters the least amount</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• <strong>FirstActor</strong>: First actor can be rotated but not moved</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• <strong>FirstActorNoRot</strong>: First actor can neither be moved or rotated</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• <strong>FirstActorPosition</strong>: Slides the actor so that the first one is at the specified Location</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• <strong>Location</strong>: Moves both characters until the reference point of the animation is at the specified location</td>
</tr>
<tr>
<td>Entity_01 - Entity_04</td>
<td></td>
<td>Name of the specific entity</td>
</tr>
<tr>
<td>AnimationName_01 - AnimationName_4</td>
<td></td>
<td>Name of the specific animation</td>
</tr>
<tr>
<td>SlideDuration_01 - SlideDuration_04</td>
<td></td>
<td>Time in seconds to slide the entity into position</td>
</tr>
<tr>
<td>HPhysics1 - HPhysics4</td>
<td></td>
<td>Prohibits the character from being pushed through solid objects</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finished_01 - Finished_04</td>
<td>Any</td>
<td>Activates when the specific actor is done</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Activates when all actors are done</td>
</tr>
</tbody>
</table>
LookAt node

Use to make a character look at a position.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Character begins looking at a target</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Character stops looking at a target</td>
</tr>
<tr>
<td>FieldOfView</td>
<td>Float</td>
<td>Field of view for the character</td>
</tr>
<tr>
<td>Blending</td>
<td>Float</td>
<td></td>
</tr>
<tr>
<td>Target</td>
<td>Any</td>
<td>The target for the character to look at</td>
</tr>
<tr>
<td>TargetPos</td>
<td>Vec3</td>
<td>The target look position</td>
</tr>
<tr>
<td>LookAtPlayer</td>
<td>Boolean</td>
<td>Character looks at player</td>
</tr>
</tbody>
</table>

NoAiming node

Use to suppress aiming for a character.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Don't Aim!</td>
<td>Any</td>
<td>Suppresses aiming for a character</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when aiming has ceased</td>
</tr>
</tbody>
</table>

PlayAnimation node

Use to play an animation on the character's skeleton, bypassing the AnimationGraph. The animation name can be specified directly as mapped in the .cal file.
**Lumberyard User Guide**

**Animations Nodes**

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts the animation</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the animation</td>
</tr>
<tr>
<td>Animation</td>
<td>String</td>
<td>Name of the animation to play</td>
</tr>
<tr>
<td>BlendInTime</td>
<td>Float</td>
<td>Blend-in time in seconds</td>
</tr>
<tr>
<td>Layer</td>
<td>Integer</td>
<td>Layer on which to play the animation</td>
</tr>
<tr>
<td>Loop</td>
<td>Boolean</td>
<td>Used to loop the animation indefinitely</td>
</tr>
<tr>
<td>ForceUpdate</td>
<td>Boolean</td>
<td>Animation plays even if not visible</td>
</tr>
<tr>
<td>PauseAnimGraph</td>
<td>Boolean</td>
<td>Deprecated</td>
</tr>
<tr>
<td>ControlMovement</td>
<td>Boolean</td>
<td>Controls movement of the entities</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the animation is done</td>
</tr>
<tr>
<td>AlmostDone</td>
<td>Any</td>
<td>Triggers when the animation is almost done</td>
</tr>
</tbody>
</table>

**PlayCGA node**

Use to play .cga files and their animation, as well as .anm files belonging to the .cga file. The Trigger input starts the animation.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CGA_File</td>
<td>String</td>
<td>File name of the animation</td>
</tr>
<tr>
<td>CGA_Animation</td>
<td>String</td>
<td>Name of the animation</td>
</tr>
</tbody>
</table>
### Animations Nodes

#### Port
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Boolean</td>
<td>Starts the animation</td>
</tr>
</tbody>
</table>

#### Outputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Triggers when the animation has finished</td>
</tr>
</tbody>
</table>

### PlaySequence node

Use to play a Track View sequence. Use the PerformBlendOut input to make sure that the camera has a seamless blend into the game camera when the sequence is over. Make sure to beam the player to the right place when the sequence starts.

#### Inputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sequence</td>
<td>String</td>
<td>Name of the sequence</td>
</tr>
<tr>
<td>StartTrigger</td>
<td>Any</td>
<td>Starts the sequence</td>
</tr>
<tr>
<td>PauseTrigger</td>
<td>Any</td>
<td>Pauses the sequence</td>
</tr>
<tr>
<td>StopTrigger</td>
<td>Any</td>
<td>Stops the sequence</td>
</tr>
<tr>
<td>PrecacheTrigger</td>
<td>Any</td>
<td>Precache keys that start in the first few seconds of the animation</td>
</tr>
<tr>
<td>BreakOnStop</td>
<td>Boolean</td>
<td>If set to true, stopping the sequence doesn’t jump it to the end</td>
</tr>
<tr>
<td>BlendPosSpeed</td>
<td>Float</td>
<td>Speed at which the position gets blended into the animation</td>
</tr>
<tr>
<td>BlendRotSpeed</td>
<td>Float</td>
<td>Speed at which the rotation gets blended into the animation</td>
</tr>
<tr>
<td>PerformBlendOut</td>
<td>Boolean</td>
<td>If True, the cutscene will blend out after it has finished to the new view</td>
</tr>
<tr>
<td>StartTime</td>
<td>Float</td>
<td>Time at which the sequence will start playing</td>
</tr>
</tbody>
</table>

#### Version 1.9

640
### Animations Nodes

#### Port | Type | Description
--- | --- | ---
PlaySpeed | Float | Speed at which the sequence plays at
JumpToTime | Float | Jump to a specific time in the sequence
TriggerJumpToTime | Any | Trigger the animation to jump the animation to the sequence time specified
TriggerJumpToEnd | Any | Trigger the animation to jump the animation to the end of the sequence.

#### Outputs

#### Port | Type | Description
--- | --- | ---
Started | Any | Triggered when the animation starts
Done | Any | Triggered when the animation has stopped or is aborted
Finished | Any | Triggered when the animation has stopped
Aborted | Any | Triggered when the animation is aborted
SequenceTime | Float | Current time of the sequence
CurrentSpeed | Float | Speed at which the sequence is being played

---

**StopAnimation node**

Use to stop the animation.

![StopAnimation Node](image)

#### Inputs

#### Port | Type | Description
--- | --- | ---
Stop! | Any | Stops the animation

#### Outputs

#### Port | Type | Description
--- | --- | ---
Done | Any | Triggers when the the animation has stopped

---

**SynchronizeTwoAnimations node**

Use to synchronize two animations for two entities.

![SynchronizeTwoAnimations Node](image)
### Audio Nodes

The following flow graph nodes are used to control various audio system functionality and settings. All references to Audiokinetic Wwise also applies to the LTX version.

**Topics**
- `entity:AudioTriggerSpot node (p. 643)`

---

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entity1</td>
<td>Any</td>
<td>First entity to synchronize</td>
</tr>
<tr>
<td>Entity2</td>
<td>Any</td>
<td>Second entity to synchronize</td>
</tr>
<tr>
<td>Animation1</td>
<td>String</td>
<td>First animation to synchronize</td>
</tr>
<tr>
<td>Animation2</td>
<td>String</td>
<td>Second animation to synchronize</td>
</tr>
<tr>
<td>ResyncTime</td>
<td>Float</td>
<td>Resync time</td>
</tr>
<tr>
<td>MaxPercentSpeedChange</td>
<td>Float</td>
<td>Maximum percentage speed change</td>
</tr>
</tbody>
</table>

**TriggerOnKeyTime node**

Use to play and output an animation at a specified time.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation</td>
<td>String</td>
<td>Animation to play</td>
</tr>
<tr>
<td>TriggerTime</td>
<td>Float</td>
<td>When to play the animation</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Plays the animation</td>
</tr>
</tbody>
</table>
entity:AudioAreaEntity node

Used to enable and disable the associated entity, as well as control what happens when the player enters and leaves the shape.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Stops the sound. If available, triggers the event set in the StopTriggerName property.</td>
</tr>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Starts the sound. Triggers the event set in the PlayTriggerName property.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Outputs when the event started by the play trigger has completed playing.</td>
</tr>
</tbody>
</table>

entity:AudioAreaAmbience node

entity:AudioAreaRandom node

PreloadData node

Rtpc node

Switch node

Trigger node

entity:AudioTriggerSpot node

Used to enable and disable the associated entity.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Stops the sound. If available, triggers the event set in the StopTriggerName property.</td>
</tr>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Starts the sound. Triggers the event set in the PlayTriggerName property.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Outputs when the event started by the play trigger has completed playing.</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FadeValue</td>
<td>Float</td>
<td>Normalized value from 0 to 1 of the \texttt{FadeDistance} when the player approaches the shape.</td>
</tr>
<tr>
<td>OnFarToNear</td>
<td>Boolean</td>
<td>Player enters the fade distance</td>
</tr>
<tr>
<td>OnInsideToNear</td>
<td>Boolean</td>
<td>Player leaves the shape</td>
</tr>
<tr>
<td>OnNearToFar</td>
<td>Boolean</td>
<td>Player leaves the fade distance</td>
</tr>
<tr>
<td>OnNearToInside</td>
<td>Boolean</td>
<td>Player enters the shape</td>
</tr>
</tbody>
</table>

### \texttt{entity:AudioAreaAmbience} node

Used to enable and disable the associated entity.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the audio entity</td>
</tr>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the audio entity</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Outputs when the audio entity is enabled</td>
</tr>
</tbody>
</table>

### \texttt{entity:AudioAreaRandom} node

Used to enable and disable the associated entity.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the entity</td>
</tr>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the entity</td>
</tr>
</tbody>
</table>

### PreloadData node

Used to load and unload preload requests to optimize memory consumption. This node lists only preloads that are not set to \texttt{Autoload} in the Audio Controls Editor.
Audio Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preload Request</td>
<td>String</td>
<td>Defines the preload requests that should be loaded or unloaded</td>
</tr>
<tr>
<td>Load</td>
<td>Any</td>
<td>Loads the preload requests</td>
</tr>
<tr>
<td>Unload</td>
<td>Any</td>
<td>Loads the preload requests</td>
</tr>
</tbody>
</table>

**Rtpc node**

Use to change RTPC values. If you have an entity assigned to this node, the RTPC assigned to the **Name** input controls parameters only on the assigned entity. If no entity is assigned, the parameter change is applied to all entities.

For Wwise, any RTPC that is not assigned to an entity sets connected game parameters on all game objects. An RTPC that is assigned to an entity sets the connected game parameters only on the game object corresponding to the assigned entity in Wwise. You can monitor the RTPC changes for an entity in the game object profiler layout.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the RTPC</td>
</tr>
<tr>
<td>Value</td>
<td>Float</td>
<td>Sets the RTPC value</td>
</tr>
</tbody>
</table>

**Switch node**

Used to set the state of a switch. Multiple states can be selected in the node to reduce the complexity of Flow Graph logic when more than one state change should happen.

For Wwise, a connected switch state sets the Wwise switch only on a game object corresponding to the assigned entity. A switch state connected to a Wwise switch without an assigned entity is set on the Dummy Game object in Wwise. A switch state connected to a Wwise state always sets the state globally, regardless of the assigned entity.
## Audio Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch</td>
<td>String</td>
<td>Switch name</td>
</tr>
<tr>
<td>State1 - State4</td>
<td>String</td>
<td>Name of the state</td>
</tr>
<tr>
<td>SetState1 - SetState4</td>
<td>Any</td>
<td>Sets the state</td>
</tr>
</tbody>
</table>

### Trigger node

Trigger node is used to trigger events.

For Wwise, a trigger without an entity assigned is executed on the dummy game object in Wwise. A trigger with an entity assigned is executed on the game object corresponding to the assigned entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayTrigger</td>
<td>String</td>
<td>The name of the event. Any event can be triggered with this node.</td>
</tr>
<tr>
<td>StopTrigger</td>
<td>String</td>
<td>The name of the event. Any event can be triggered with this node. If no event is defined and a sound is started on the corresponding PlayTrigger, it stops at once when the stop input is triggered.</td>
</tr>
<tr>
<td>Play</td>
<td>Any</td>
<td>Triggers the event defined in the <strong>PlayTrigger</strong> input.</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Triggers the event defined in the <strong>StopTrigger</strong> input.</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Event has completed</td>
</tr>
</tbody>
</table>
Camera Nodes

You can use the following flow graph nodes to configure player camera settings.

Topics

• GetTransform node (p. 647)
• View node (p. 647)
• ViewShakeEx node (p. 648)

GetTransform node

Used to get and output the position and direction of the player camera.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Triggers the retrieval of the currently active camera position and direction</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Output camera position</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Output camera direction</td>
</tr>
</tbody>
</table>

View node

Used to create a custom view linked to the chosen entity.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Deactivates the node</td>
</tr>
<tr>
<td>FOV</td>
<td>Float</td>
<td>Camera field of view</td>
</tr>
</tbody>
</table>
### Camera Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blend</td>
<td>Boolean</td>
<td>Whether to blend the camera or not</td>
</tr>
<tr>
<td>BlendFOVSpeed</td>
<td>Float</td>
<td>Blended field of view speed</td>
</tr>
<tr>
<td>BlendFOVOffset</td>
<td>Float</td>
<td>Blended field of view offset</td>
</tr>
<tr>
<td>BlendPosSpeed</td>
<td>Float</td>
<td>Blended position speed</td>
</tr>
<tr>
<td>BlendPosOffset</td>
<td>Vec3</td>
<td>Blended position offset</td>
</tr>
<tr>
<td>BlendRotSpeed</td>
<td>Float</td>
<td>Blended rotation speed</td>
</tr>
<tr>
<td>BlendRotOffset</td>
<td>Vec3</td>
<td>Blended rotation offset</td>
</tr>
</tbody>
</table>

### ViewShakeEx node

Used to enable camera shake on the player's view. You can specify the fade in and out durations and stop the effect.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Restrict</td>
<td>Integer</td>
<td>Restricts the view</td>
</tr>
<tr>
<td>View</td>
<td>Integer</td>
<td>Which camera view to use</td>
</tr>
<tr>
<td>GroundOnly</td>
<td>Boolean</td>
<td>Apply shake only when the player is standing on the ground</td>
</tr>
<tr>
<td>Smooth</td>
<td>Boolean</td>
<td>Anys sudden direction changes</td>
</tr>
<tr>
<td>Angle</td>
<td>Vec3</td>
<td>Shake angle</td>
</tr>
<tr>
<td>Shift</td>
<td>Vec3</td>
<td>Shake shift</td>
</tr>
<tr>
<td>Frequency</td>
<td>Float</td>
<td>Shake frequency</td>
</tr>
<tr>
<td>Randomness</td>
<td>Float</td>
<td>Randomness of shake</td>
</tr>
<tr>
<td>Distance</td>
<td>Float</td>
<td>Distance to effect source</td>
</tr>
</tbody>
</table>

Version 1.9
ComponentEntity Nodes

You can use the following flow graph nodes to get and set various component entity system settings. These nodes only work with the component entity system.

In addition, with the following exceptions, any flow graph node that has an Entity ID input port will not work with the component entity system nodes by default:

- Physics:ActionImpulse node
- Physics:Dynamics node
- Movement:RotateEntity node
- Entity:EntityID node

Topics
- Audio:ExecuteOneShot node (p. 650)
- Audio:StopOneShot node (p. 650)
- EventActionHandler:AZVector3 node (p. 650)
- EventActionHandler:EntityID node (p. 651)
- EventActionHandler:Float node (p. 651)
- EventActionSender:AZVector3 node (p. 652)
- EventActionSender:EntityID node (p. 652)
- EventActionSender:Float node (p. 652)
- GameplayEventHandler:AZVector3 node (p. 653)
- GameplayEventHandler:EntityID node (p. 653)
- GameplayEventHandler:Float node (p. 654)
- GameplayEventSender:AZVector3 node (p. 654)
- GameplayEventSender:EntityID node (p. 655)
- GameplayEventSender:Float node (p. 655)
- Light:Switch node (p. 655)
- Particles:Switch node (p. 656)
- TransformComponent:GetEntityPosition node (p. 656)
- TransformComponent:GetEntityRotation node (p. 656)
- `TransformComponent:SetEntityPosition node (p. 657)`
- `TransformComponent:SetEntityRotation node (p. 658)`
- `TriggerComponent:EnterTrigger node (p. 658)`

### Audio:ExecuteOneShot node

Used to execute the audio trigger as a one-shot on the entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>Trigger</td>
<td>String</td>
</tr>
</tbody>
</table>

### Audio:StopOneShot node

Used to stop the specified audio one shot trigger.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>Trigger</td>
<td>String</td>
</tr>
</tbody>
</table>

### EventActionHandler:AZVector3 node

Used for the entity event action handler.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
</tr>
<tr>
<td>Enable</td>
<td>Any</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Vec3 Vector value on event action handler success</td>
</tr>
<tr>
<td>Failure</td>
<td>Vec3 Vector value on event action handler failure</td>
</tr>
</tbody>
</table>

### EventActionHandler:EntityID node

Used for the entity event action handler.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any Entity channel ID</td>
</tr>
<tr>
<td>EventName</td>
<td>String Name of the event action handler</td>
</tr>
<tr>
<td>Enable</td>
<td>Any Enables the event action handler</td>
</tr>
<tr>
<td>Disable</td>
<td>Any Disables the event action handler</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any Value on event action handler success</td>
</tr>
<tr>
<td>Failure</td>
<td>Any Value on event action handler failure</td>
</tr>
</tbody>
</table>

### EventActionHandler:Float node

Used for the entity event action handler.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any Entity channel ID</td>
</tr>
<tr>
<td>EventName</td>
<td>String Name of the event action handler</td>
</tr>
<tr>
<td>Enable</td>
<td>Any Enables the event action handler</td>
</tr>
<tr>
<td>Disable</td>
<td>Any Disables the event action handler</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any Value on event action handler success</td>
</tr>
<tr>
<td>Failure</td>
<td>Any Value on event action handler failure</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Float value on event action handler success</td>
</tr>
<tr>
<td>Failure</td>
<td>Float value on event action handler failure</td>
</tr>
</tbody>
</table>

**EventActionSender:AZVector3 node**

Used for the entity event action sender.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>ChannelID</td>
<td>Any</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Vec3</td>
</tr>
<tr>
<td>Eventname</td>
<td>String</td>
</tr>
</tbody>
</table>

**EventActionSender:EntityID node**

Used for the entity event action sender.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>ChannelID</td>
<td>Any</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Any</td>
</tr>
<tr>
<td>Eventname</td>
<td>String</td>
</tr>
</tbody>
</table>

**EventActionSender:Float node**

Used for the entity event action sender.
## ComponentEntity Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>ChannelID</td>
<td>Any</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Float</td>
</tr>
<tr>
<td>Eventname</td>
<td>String</td>
</tr>
</tbody>
</table>

**GameplayEventHandler:AZVector3 node**

Used for the gameplay event handler.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
</tr>
<tr>
<td>Enable</td>
<td>Any</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Vec3</td>
</tr>
<tr>
<td>Failure</td>
<td>Vec3</td>
</tr>
</tbody>
</table>

**GameplayEventHandler:EntityID node**

Used for the gameplay event handler.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
</tr>
</tbody>
</table>

Version 1.9
**ComponentEntity Nodes**

**GameplayEventHandler:Float node**

Used for the gameplay event handler.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
</tr>
<tr>
<td>Failure</td>
<td>Any</td>
</tr>
</tbody>
</table>

**GameplayEventSender:AZVector3 node**

Used for the gameplay event sender.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
</tbody>
</table>

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelId</td>
<td>Any</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
</tr>
<tr>
<td>Enable</td>
<td>Any</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Float</td>
</tr>
<tr>
<td>Failure</td>
<td>Float</td>
</tr>
</tbody>
</table>
### ComponentEntity Nodes

#### Port Description

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChannelID</td>
<td>Any ID of the channel for the gameplay event sender</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Vec3 Vector value for the gameplay event sender</td>
</tr>
<tr>
<td>Eventname</td>
<td>String Name of the gameplay event sender</td>
</tr>
</tbody>
</table>

**GameplayEventSender:EntityID node**

Used for the gameplay event sender.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any Activates the node</td>
</tr>
<tr>
<td>ChannelID</td>
<td>Any ID of the channel for the gameplay event sender</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Any Value for the gameplay event sender</td>
</tr>
<tr>
<td>Eventname</td>
<td>String Name of the gameplay event sender</td>
</tr>
</tbody>
</table>

**GameplayEventSender:Float node**

Used for the gameplay event sender.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any Activates the node</td>
</tr>
<tr>
<td>ChannelID</td>
<td>Any ID of the channel for the gameplay event sender</td>
</tr>
<tr>
<td>SendEventValue</td>
<td>Float Float value for the gameplay event sender</td>
</tr>
<tr>
<td>Eventname</td>
<td>String Name of the gameplay event sender</td>
</tr>
</tbody>
</table>

**Light:Switch node**

Used to turn the light entity on or off.

Version 1.9
### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>On</td>
<td>Turns the light on</td>
</tr>
<tr>
<td>Off</td>
<td>Turns the light off</td>
</tr>
</tbody>
</table>

#### Particles:Switch node

Used to show or hide the particle entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show</td>
<td>Displays the particle</td>
</tr>
<tr>
<td>Hide</td>
<td>Hides the particle</td>
</tr>
</tbody>
</table>

#### TransformComponent:GetEntityPosition node

Used to get the entity position.

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Coordinate System</td>
<td>Coordinate system used</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentPosition</td>
<td>Vec3</td>
</tr>
</tbody>
</table>

#### TransformComponent:GetEntityRotation node

Used to get the entity rotation.
ComponentEntity Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>Coordinate System</td>
<td>Integer</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentRotation</td>
<td>Vec3</td>
</tr>
<tr>
<td>Forward</td>
<td>Vec3</td>
</tr>
<tr>
<td>Up</td>
<td>Vec3</td>
</tr>
<tr>
<td>Right</td>
<td>Vec3</td>
</tr>
</tbody>
</table>

TransformComponent:SetEntityPosition node

Used to

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
</tbody>
</table>
### CustomAction Nodes

You can use the following flow graph nodes to control custom actions that entities take.

**Topics**
- Abort node (p. 659)
- Control node (p. 659)
- End node (p. 660)
- Start node (p. 660)
- Succeed node (p. 661)
- SucceedWait node (p. 661)
- SucceedWaitComplete node (p. 661)

---

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NewPosition</td>
<td>Vec3</td>
</tr>
<tr>
<td>Coordinate System</td>
<td>Integer</td>
</tr>
</tbody>
</table>

**TransformComponent:SetEntityRotation node**

Used to set entity rotation.

```
ComponentntityTransformComponent:SetName
Choose Entity
Activate
Rotation=[0,0,0]
Coordinate System=World
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
</tr>
<tr>
<td>Rotation</td>
<td>Vec3</td>
</tr>
<tr>
<td>Coordinate System</td>
<td>Integer</td>
</tr>
</tbody>
</table>

**TriggerComponent:EnterTrigger node**

Used to trigger when the entity enters or leaves the trigger area.

```
ComponentntityTriggerComponent:EnterTrigger
Choose Entity
Entered
Exited
```

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entered</td>
<td>Any</td>
</tr>
<tr>
<td>Exited</td>
<td>Any</td>
</tr>
</tbody>
</table>

---
Abort node

Used to start the abort path of a custom action.

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Entity ID of the object on which the custom action is executing on</td>
</tr>
</tbody>
</table>

Control node

Used to control a custom action instance.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>String</td>
<td>Entity is entering the start path</td>
</tr>
<tr>
<td>Succeed</td>
<td>String</td>
<td>Entity is entering the succeed path</td>
</tr>
<tr>
<td>SucceedWait</td>
<td>String</td>
<td>Entity is entering the succeed wait path</td>
</tr>
<tr>
<td>SucceedWaitComplete</td>
<td>String</td>
<td>Entity is entering the succeed wait complete path</td>
</tr>
<tr>
<td>Abort</td>
<td>Any</td>
<td>Entity is entering the abort path</td>
</tr>
<tr>
<td>EndSuccess</td>
<td>Any</td>
<td>Entity is entering the end succeed path</td>
</tr>
<tr>
<td>EndFailure</td>
<td>Any</td>
<td>Entity is entering the end failure path</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Started</td>
<td>Any</td>
<td>Entity has entered the start path</td>
</tr>
</tbody>
</table>
### CustomAction Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Entity has entered the succeed path</td>
</tr>
<tr>
<td>SucceedWait</td>
<td>Any</td>
<td>Entity has entered the succeed wait path</td>
</tr>
<tr>
<td>SucceedWaitComplete</td>
<td>Any</td>
<td>Entity has entered the succeed wait complete path</td>
</tr>
<tr>
<td>Aborted</td>
<td>Any</td>
<td>Entity has entered the abort path</td>
</tr>
<tr>
<td>EndedSuccess</td>
<td>Any</td>
<td>Entity has entered the end success path</td>
</tr>
<tr>
<td>EndedFailure</td>
<td>Any</td>
<td>Entity has entered the end failure path</td>
</tr>
</tbody>
</table>

#### End node

Used to end a custom action.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Entity has entered the succeed path</td>
</tr>
<tr>
<td>SucceedWait</td>
<td>Any</td>
<td>Entity has entered the succeed wait path</td>
</tr>
<tr>
<td>SucceedWaitComplete</td>
<td>Any</td>
<td>Entity has entered the succeed wait complete path</td>
</tr>
<tr>
<td>Abort</td>
<td>Any</td>
<td>Entity has entered the abort path</td>
</tr>
<tr>
<td>EndSuccess</td>
<td>Any</td>
<td>Entity has entered the end succeed path</td>
</tr>
<tr>
<td>EndFailure</td>
<td>Any</td>
<td>Entity has entered the end failure path</td>
</tr>
</tbody>
</table>

#### Start node

Used to start a custom action.
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Entity ID of the object on which the custom action is executing on</td>
</tr>
</tbody>
</table>

**Succeed node**

Used to indicate a custom action succeeded.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Entity ID of the object on which the custom action is executing on</td>
</tr>
</tbody>
</table>

**SucceedWait node**

Used to indicate that a custom action wait succeeded.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Entity ID of the object on which the custom action is executing on</td>
</tr>
</tbody>
</table>

**SucceedWaitComplete node**

Used to indicate that a custom action wait succeeded and completed.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectId</td>
<td>Any</td>
<td>Entity ID of the object on which the custom action is executing on</td>
</tr>
</tbody>
</table>
Debug Nodes

You can use the following flow graph nodes to configure various settings used for debugging purposes.

Topics

- CSVDumper node (p. 662)
- ConsoleVariable node (p. 662)
- DisplayMessage node (p. 663)
- Draw2d nodes (p. 664)
- Draw nodes (p. 666)
- ExecuteString node (p. 671)
- FloatToString node (p. 671)
- Frame node (p. 671)
- FrameExtended node (p. 672)
- InputKey node (p. 672)
- Log node (p. 673)
- Memory node (p. 673)

CSVDumper node

Used to store the cell values of the specified .csv file.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>filename</td>
<td>String</td>
<td>CSV file to use</td>
</tr>
<tr>
<td>name</td>
<td>String</td>
<td>column/row name</td>
</tr>
<tr>
<td>value0 - value9</td>
<td>Any</td>
<td>cell values</td>
</tr>
</tbody>
</table>

ConsoleVariable node

Used to set and get the value of a console variable.
Lumberyard User Guide
Debug Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set console variable value</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get console variable value</td>
</tr>
<tr>
<td>CVar</td>
<td>String</td>
<td>Name of console variable</td>
</tr>
<tr>
<td>Value</td>
<td>String</td>
<td>Value of console variable to set</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurValue</td>
<td></td>
<td>Current value of the console variable</td>
</tr>
</tbody>
</table>

DisplayMessage node

If an entity is not provided, the local player will be used instead.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show</td>
<td>Any</td>
<td>Show message</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hide message</td>
</tr>
<tr>
<td>message</td>
<td>String</td>
<td>Message to display on the HUD</td>
</tr>
<tr>
<td>DisplayTime</td>
<td>FloatFloat</td>
<td>Duration that the message will be visible for</td>
</tr>
<tr>
<td>posx</td>
<td>Float</td>
<td>Input x text position</td>
</tr>
<tr>
<td>posy</td>
<td>Float</td>
<td>Input y text position</td>
</tr>
<tr>
<td>fontSize</td>
<td>Float</td>
<td>Input font size</td>
</tr>
<tr>
<td>color</td>
<td>Vec3</td>
<td>Color of the message text</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Debug Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>centered</td>
<td>Boolean</td>
<td>Centers the text around the coordinates</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show</td>
<td>Any</td>
<td>Displays the message</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hides the message</td>
</tr>
</tbody>
</table>

**Draw2d nodes**

**Draw2d:Circle node**

Used to draw a circle.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a 2D circle</td>
</tr>
<tr>
<td>ScreenX</td>
<td>Float</td>
<td>X-axis position of the center of the circle</td>
</tr>
<tr>
<td>ScreenY</td>
<td>Float</td>
<td>Y-axis position of the center of the circle</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Radius of the circle</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the circle</td>
</tr>
<tr>
<td>Opacity</td>
<td>Float</td>
<td>Transparency of the circle</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the circle will be visible for</td>
</tr>
</tbody>
</table>

**Draw2d:Line node**

Used to draw a line.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a line</td>
</tr>
<tr>
<td>StartX</td>
<td>Float</td>
<td>X-axis starting point of the line</td>
</tr>
<tr>
<td>StartY</td>
<td>Float</td>
<td>Y-axis starting point of the line</td>
</tr>
<tr>
<td>EndX</td>
<td>Float</td>
<td>X-axis ending point of the line</td>
</tr>
<tr>
<td>EndY</td>
<td>Float</td>
<td>Y-axis ending point of the line</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the line</td>
</tr>
<tr>
<td>Opacity</td>
<td>Float</td>
<td>Transparency of the line</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the line will be visible for</td>
</tr>
</tbody>
</table>

**Draw2d:Rectangle node**

Used to draw a rectangle.

```
Draw2d:Rectangle
  Draw
  ScreenX=10
  ScreenY=10
  Width=10
  Height=10
  Centered=false
  Color=0,255,255
  Opacity=1
  Time=0
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a rectangle</td>
</tr>
<tr>
<td>ScreenX</td>
<td>Float</td>
<td>X-axis position of the center of the rectangle</td>
</tr>
<tr>
<td>ScreenY</td>
<td>Float</td>
<td>X-axis position of the center of the rectangle</td>
</tr>
<tr>
<td>Width</td>
<td>Float</td>
<td>Width of the rectangle</td>
</tr>
<tr>
<td>Height</td>
<td>Float</td>
<td>Height of the rectangle</td>
</tr>
<tr>
<td>Centered</td>
<td>Boolean</td>
<td>Rectangle centered at ScreenX and ScreenY</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the rectangle</td>
</tr>
<tr>
<td>Opacity</td>
<td>Float</td>
<td>Transparency of the rectangle</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the rectangle will be visible for</td>
</tr>
</tbody>
</table>

**Draw2d:Text node**

Used to output a text message.
Debug Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Displays text</td>
</tr>
<tr>
<td>Text</td>
<td>String</td>
<td>Text to display</td>
</tr>
<tr>
<td>ScreenX</td>
<td>Float</td>
<td>X-axis position of the text</td>
</tr>
<tr>
<td>ScreenY</td>
<td>Float</td>
<td>Y-axis position of the text</td>
</tr>
<tr>
<td>FontSize</td>
<td>Float</td>
<td>Text message font size</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the text</td>
</tr>
<tr>
<td>Opacity</td>
<td>Float</td>
<td>Transparency of the text</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the text will be visible for</td>
</tr>
</tbody>
</table>

Draw nodes

Draw:AABB node

Used to draw an AABB bounding box.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws an AABB bounding box</td>
</tr>
<tr>
<td>MinPos</td>
<td>Vec3</td>
<td>Minimum position of the bounding box</td>
</tr>
<tr>
<td>MaxPos</td>
<td>Vec3</td>
<td>Maximum position of the bounding box</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the bounding box</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the bounding box will be visible for</td>
</tr>
</tbody>
</table>

Draw:Cone node

Used a draw a cone.
**Debug Nodes**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a cone</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the cone</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction of the cone axis</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Radius of the cone base</td>
</tr>
<tr>
<td>Height</td>
<td>Float</td>
<td>Height of the cone</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the cone</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the cone will be visible for</td>
</tr>
</tbody>
</table>

**Draw:Cylinder node**

Used to draw a cylinder.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a cylinder</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the cylinder</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction of the cylinder axis</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Radius of the cylinder</td>
</tr>
<tr>
<td>Height</td>
<td>Float</td>
<td>Height of the cylinder</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the cylinder</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the cylinder will be visible for</td>
</tr>
</tbody>
</table>

**Draw:Direction node**

Used to draw an arrow.
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws an arrow</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the arrow</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction the arrow is pointing</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Radius of the arrow head</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the arrow</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the arrow will be visible for</td>
</tr>
</tbody>
</table>

### Draw:EntityTag node

Used to draw a text message above an entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Displays a text message above an entity</td>
</tr>
<tr>
<td>Message</td>
<td>String</td>
<td>Text message</td>
</tr>
<tr>
<td>FontSize</td>
<td>Float</td>
<td>Text message font size</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Text message color</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the message will be visible for</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td></td>
<td>Triggers when the text message is no longer visible</td>
</tr>
</tbody>
</table>

### Draw:EntityTagAdvanced node

Used to draw a text message above an entity.
### Debug Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Displays a text message above an entity</td>
</tr>
<tr>
<td>Message</td>
<td>String</td>
<td>Message to be displayed</td>
</tr>
<tr>
<td>FadeTime</td>
<td>Float</td>
<td>Number of seconds for text message to fade out</td>
</tr>
<tr>
<td>FontSize</td>
<td>Float</td>
<td>Font size of the text message</td>
</tr>
<tr>
<td>ViewDistance</td>
<td>Float</td>
<td>Distance from camera the entity must be within for message to be displayed</td>
</tr>
<tr>
<td>StaticID</td>
<td>String</td>
<td>Static tag ID</td>
</tr>
<tr>
<td>ColumnNum</td>
<td>Integer</td>
<td>Which column above an entity the message will be displayed in</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the text message</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the text message will be visible for</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the text message is no longer visible</td>
</tr>
</tbody>
</table>

### Draw:Line node

Used to draw a line.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a line in 3D space</td>
</tr>
</tbody>
</table>
### Debug Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos1</td>
<td>Vec3</td>
<td>Starting point of the line</td>
</tr>
<tr>
<td>Pos2</td>
<td>Vec3</td>
<td>Ending point of the line</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction of the line</td>
</tr>
<tr>
<td>Length</td>
<td>Float</td>
<td>Length of the line</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the line</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the circle will be visible for</td>
</tr>
</tbody>
</table>

### Draw:PlanarDisc node

Used to draw a disc.

#### Draw:PlanarDisc node Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a disc</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the disc center</td>
</tr>
<tr>
<td>InnerRadius</td>
<td>Float</td>
<td>Inner radius of the disc</td>
</tr>
<tr>
<td>OuterRadius</td>
<td>Float</td>
<td>Outer radius of the disc</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the disc</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the circle will be visible for</td>
</tr>
</tbody>
</table>

### Draw:Sphere node

Used to draw a sphere.

#### Draw:Sphere node Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Draw</td>
<td>Any</td>
<td>Draws a sphere</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of the sphere center</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Radius of the sphere</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Debug Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the sphere</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Number of seconds the circle will be visible for</td>
</tr>
</tbody>
</table>

**ExecuteString node**

Used to execute a string when using the console.

```
Debug:ExecuteString
Set
String=
NextFrame=0
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Executes the string</td>
</tr>
<tr>
<td>String</td>
<td>String</td>
<td>String to be executed</td>
</tr>
<tr>
<td>NextFrame</td>
<td>Boolean</td>
<td>String will be executed next frame</td>
</tr>
</tbody>
</table>

**FloatToString node**

Used to output a float value in string format with a limited number of decimals.

```
Debug:FloatToString
Activate
Number=0.000
AmountOfDecimals=0
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Number</td>
<td>Float</td>
<td>Floating point number to convert</td>
</tr>
<tr>
<td>AmountOfDecimals</td>
<td>Integer</td>
<td>Number of decimal places for the floating point</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>String</td>
<td>Outputs a string representation of the floating point input</td>
</tr>
</tbody>
</table>

**Frame node**

Used to output the current frame rate data.
Lumberyard User Guide
Debug Nodes

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>frametime</td>
<td>Float</td>
<td>Current frame time</td>
</tr>
<tr>
<td>framerate</td>
<td>Float</td>
<td>Current frame rate</td>
</tr>
<tr>
<td>frameid</td>
<td>Integer</td>
<td>Frame ID</td>
</tr>
</tbody>
</table>

FrameExtended node

Used to output extended current frame rate data.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start collecting frame rate data</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stop collecting frame rate data</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the data</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FrameTime</td>
<td>Float</td>
<td>Current frame time</td>
</tr>
<tr>
<td>FrameRate</td>
<td>Float</td>
<td>Current frame rate</td>
</tr>
<tr>
<td>FrameId</td>
<td>Integer</td>
<td>Frame ID</td>
</tr>
<tr>
<td>MinFrameRate</td>
<td>Float</td>
<td>Minimum frame rate</td>
</tr>
<tr>
<td>MaxFrameRate</td>
<td>Float</td>
<td>Maximum frame rate</td>
</tr>
<tr>
<td>AverageFrameRate</td>
<td>Float</td>
<td>Average frame rate</td>
</tr>
</tbody>
</table>

InputKey node

Used to catch key inputs. The Entity input is required for multiplayer games.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Deactivates the node</td>
</tr>
<tr>
<td>Key</td>
<td>String</td>
<td>Key name</td>
</tr>
<tr>
<td>NonDevMode</td>
<td>String</td>
<td>Can be used in non-dev mode if set to true</td>
</tr>
<tr>
<td>Keyboard only</td>
<td>Boolean</td>
<td>Ignores non-keyword data if set to true</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pressed</td>
<td>String</td>
<td>Triggers when a key is pressed</td>
</tr>
<tr>
<td>Released</td>
<td>String</td>
<td>Triggers when a key is released</td>
</tr>
</tbody>
</table>

Log node

Used to log string input messages to the console.

Memory node

Used to display video memory data.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>sysmem</td>
<td>Integer</td>
<td>Outputs system video memory data</td>
</tr>
<tr>
<td>videomem_thisframe</td>
<td>Integer</td>
<td>Outputs video memory used for current frame</td>
</tr>
<tr>
<td>videomem_recently</td>
<td>Integer</td>
<td>Outputs video memory recently used</td>
</tr>
<tr>
<td>meshmem</td>
<td>Integer</td>
<td>Outputs memory used for the mesh object</td>
</tr>
</tbody>
</table>

Dialog Nodes

You can use the following flow graph nodes to configure and control actor dialogs.

**Note**

These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

Topics

- PlayDialog node (p. 674)

PlayDialog node

Used to play a dialog.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play</td>
<td>Any</td>
<td>Plays the dialog</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the dialog</td>
</tr>
<tr>
<td>Dialog</td>
<td>String</td>
<td>Name of the dialog to play</td>
</tr>
<tr>
<td>StartLine</td>
<td>Integer</td>
<td>Line to start the dialog from</td>
</tr>
<tr>
<td>AIInterrupt</td>
<td>Integer</td>
<td>AI interrupt behavior; values are Never, Alert, and Combat</td>
</tr>
</tbody>
</table>
### Dialog Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AwareDistance</td>
<td>Float</td>
<td>Distance that player is considered as listening at</td>
</tr>
<tr>
<td>AwareAngle</td>
<td>Float</td>
<td>View angle that player is considered as listening at</td>
</tr>
<tr>
<td>AwareTimeout</td>
<td>Float</td>
<td>Time out until non-aware player aborts dialog</td>
</tr>
<tr>
<td>Flags</td>
<td>Integer</td>
<td>Dialog playback flags</td>
</tr>
<tr>
<td>Buffer</td>
<td>String</td>
<td>Stores the dialog. Only one dialog can be played at any time in each buffer</td>
</tr>
<tr>
<td>BufferDisplay</td>
<td>Float</td>
<td>How many more seconds the dialog will wait until the previous dialog in its dialog has finished</td>
</tr>
<tr>
<td>Actor 1-8</td>
<td>Any</td>
<td>Actor entity IDs</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Started</td>
<td>Any</td>
<td>Triggered when the dialog has started</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when the dialog has finished or aborted</td>
</tr>
<tr>
<td>Finished</td>
<td>Any</td>
<td>Triggered when the dialog has finished</td>
</tr>
<tr>
<td>Aborted</td>
<td>Any</td>
<td>Triggered when the dialog has aborted</td>
</tr>
<tr>
<td>PlayerAbort</td>
<td>Integer</td>
<td>Triggered when the dialog has aborted because the player is out of range or out of view</td>
</tr>
<tr>
<td>AIAbort</td>
<td>Any</td>
<td>Triggered when the dialog has aborted because the AI got alerted</td>
</tr>
<tr>
<td>ActorDied</td>
<td>Any</td>
<td>Triggered when the dialog has aborted because the Actor died</td>
</tr>
<tr>
<td>LastLine</td>
<td>Integer</td>
<td>Last line played when the dialog was aborted</td>
</tr>
<tr>
<td>CurLine</td>
<td>Integer</td>
<td>Current line; triggered whenever a line starts</td>
</tr>
</tbody>
</table>
Dynamic Response Nodes

You can use the following flow graph nodes to configure settings for the Dynamic Response system.

**Note**
These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

Topics
- SendSignal node (p. 676)
- SetFloatVariable node (p. 677)
- SetIntegerVariable node (p. 677)
- SetStringVariable node (p. 678)

SendSignal node

Used to send a signal to the Dynamic Response system.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Send</td>
<td>Any</td>
<td>Sends the dynamic response signal</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the dynamic response signal</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the dynamic response signal</td>
</tr>
<tr>
<td>Delay</td>
<td>Float</td>
<td>Delays the sending of the dynamic response signal</td>
</tr>
<tr>
<td>ContextCollection</td>
<td>String</td>
<td>Name of the variable collection sent along with the signal as a context</td>
</tr>
<tr>
<td>AutoReleaseContextCollection</td>
<td>Boolean</td>
<td>Controls whether the variable collection is released after processing the signal.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>String</td>
<td>Triggered when the signal is sent or is cancelled.</td>
</tr>
</tbody>
</table>

Version 1.9

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SetFloatVariable node

Used to set a float variable in the Dynamic Response system.

```
DynamicResponse: SetFloatVariable
  Set
  EntityID
  CollectionName=
  VariableName=
  FloatValue=0
  ResetTime=0
  GenerateNew=0
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set the given value to the specified variable</td>
</tr>
<tr>
<td>EntityID</td>
<td>Any</td>
<td>The ID of the entity to fetch the collection from</td>
</tr>
<tr>
<td>CollectionName</td>
<td>String</td>
<td>The name of the collection</td>
</tr>
<tr>
<td>VariableName</td>
<td>String</td>
<td>The name of the variable to set</td>
</tr>
<tr>
<td>FloatValue</td>
<td>Float</td>
<td>The value of the variable</td>
</tr>
<tr>
<td>ResetTime</td>
<td>Float</td>
<td>The time after which the variable is reset to its previous value</td>
</tr>
<tr>
<td>GenerateNew</td>
<td>Boolean</td>
<td>Determines whether a new variable collection should be generated</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UsedCollectionName</td>
<td>String</td>
<td>Outputs the name of the variable collection created or used</td>
</tr>
</tbody>
</table>

SetIntegerVariable node

Used to set a float variable in the Dynamic Response system.

```
DynamicResponse: SetIntegerVariable
  Set
  EntityID
  CollectionName=
  VariableName=
  TriggerValue=0
  ResetTime=0
  GenerateNew=0
```
**Lumberyard User Guide**

**Dynamic Response Nodes**

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set the given value to the specified variable</td>
</tr>
<tr>
<td>EntityID</td>
<td>Voif</td>
<td>The ID of the entity to fetch the collection from</td>
</tr>
<tr>
<td>CollectionName</td>
<td>String</td>
<td>The name of the collection</td>
</tr>
<tr>
<td>VariableName</td>
<td>String</td>
<td>The name of the variable to set</td>
</tr>
<tr>
<td>FloatValue</td>
<td>Float</td>
<td>The value of the variable</td>
</tr>
<tr>
<td>ResetTime</td>
<td>Float</td>
<td>The time after which the variable is reset to its previous value</td>
</tr>
<tr>
<td>GenerateNew</td>
<td>Boolean</td>
<td>Determines whether a new variable collection should be generated</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UsedCollectionName</td>
<td>String</td>
<td>Outputs the name of the variable collection created or used</td>
</tr>
</tbody>
</table>

**SetStringVariable node**

Used to set a string variable in the Dynamic Response system

```
dynamicresponse: SetStringVariable
    Set: UsedCollectionName
    EntityID
    CollectionName=
    VariableName=
    StringValue=
    ResetTime=0
    GenerateNew=0
```

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set the given value to the specified variable</td>
</tr>
<tr>
<td>EntityID</td>
<td>Any</td>
<td>The ID of the entity to fetch the collection from</td>
</tr>
<tr>
<td>CollectionName</td>
<td>String</td>
<td>The name of the collection</td>
</tr>
<tr>
<td>VariableName</td>
<td>String</td>
<td>The name of the variable to set</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>---------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FloatValue</td>
<td>String</td>
<td>The value of the variable</td>
</tr>
<tr>
<td>ResetTime</td>
<td>Float</td>
<td>The time after which the variable is reset to its previous value</td>
</tr>
<tr>
<td>GenerateNew</td>
<td>Boolean</td>
<td>Determines whether a new variable collection should be generated</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UsedCollectionName</td>
<td>String</td>
<td>Outputs the name of the variable collection created or used</td>
</tr>
</tbody>
</table>

**Engine Nodes**

You can use the following flow graph nodes to configure various Lumberyard engine settings.

Topics

- LayerSwitch node (p. 679)
- PortalSwitch node (p. 680)
- PrecacheArea node (p. 680)
- Viewport node (p. 680)

**LayerSwitch node**

Used to activate and deactivate objects in a layer, as well as streaming in data to a layer.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Layer</td>
<td>String</td>
<td>Name of the layer</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hides objects in the layer</td>
</tr>
<tr>
<td>Unhide</td>
<td>Any</td>
<td>Shows objects in the layer</td>
</tr>
<tr>
<td>EnableSerialization</td>
<td>Any</td>
<td>Enables objects in the layer</td>
</tr>
<tr>
<td>DisableSerialization</td>
<td>Any</td>
<td>Disables objects in the layer</td>
</tr>
</tbody>
</table>
### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hidden</td>
<td>Any</td>
<td>Triggered if hidden</td>
</tr>
<tr>
<td>Unhidden</td>
<td>Any</td>
<td>Triggered if visible</td>
</tr>
</tbody>
</table>

### PortalSwitch node

Used to switch the portal on or off.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the portal switch</td>
</tr>
<tr>
<td>Deactivate</td>
<td>Any</td>
<td>Deactivates the portal switch</td>
</tr>
</tbody>
</table>

### PrecacheArea node

Used to precache an area at a specified location

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Location of the area to be precached</td>
</tr>
<tr>
<td>Timeout</td>
<td>Float</td>
<td>Timeout interval in seconds</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
</tbody>
</table>

### Viewport node

Used to get current viewport information.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the current viewport information</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>Integer</td>
<td>Outputs the top left X position of the viewport</td>
</tr>
<tr>
<td>y</td>
<td>Integer</td>
<td>Outputs the top left Y position of the viewport</td>
</tr>
<tr>
<td>width</td>
<td>Integer</td>
<td>Outputs the width of the viewport</td>
</tr>
<tr>
<td>height</td>
<td>Integer</td>
<td>Outputs the height of the viewport</td>
</tr>
</tbody>
</table>

Entity Nodes

You can use the following flow graph nodes to control entity behavior and configure related settings.

Topics

- Attachment node (p. 682)
- BeamEntity node (p. 682)
- BroadcastEvent node (p. 683)
- CallScriptFunction node (p. 683)
- CharAttachmentMaterialParam node (p. 684)
- CheckDistance node (p. 685)
- ChildAttach node (p. 686)
- ChildDetach node (p. 686)
- Damage node (p. 687)
- EntitiesInRange node (p. 687)
- EntityId node (p. 688)
- EntityInfo node (p. 688)
- EntityPool node (p. 689)
- EntityPos node (p. 689)
- FindEntityByName node (p. 690)
- GetBounds node (p. 690)
- GetEntityExistence node (p. 691)
- GetPos node (p. 691)
- ParentId node (p. 692)
- PropertyGet node (p. 692)
• PropertySet node (p. 693)
• RemoveEntity node (p. 693)
• RenderParams node (p. 694)
• Spawn node (p. 694)
• SpawnArchetype node (p. 695)

Attachment node

Used to attach and detach attachments to an entity.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Item</td>
<td>Any</td>
<td>Entity to be linked</td>
</tr>
<tr>
<td>BoneName</td>
<td>String</td>
<td>Attachment bone</td>
</tr>
<tr>
<td>CharacterSlot</td>
<td>Integer</td>
<td>Host character slot</td>
</tr>
<tr>
<td>Attach</td>
<td>Any</td>
<td>Attach entity attached to the bone</td>
</tr>
<tr>
<td>Detach</td>
<td>Any</td>
<td>Detach entity attached to bone</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hide attachment</td>
</tr>
<tr>
<td>Unhide</td>
<td>Any</td>
<td>Show attachment</td>
</tr>
<tr>
<td>RotationOffset</td>
<td>Vec3</td>
<td>Rotation offset</td>
</tr>
<tr>
<td>TranslationOffset</td>
<td>Vec3</td>
<td>Translation offset</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attached</td>
<td>Any</td>
<td>Triggers when entity is attached</td>
</tr>
<tr>
<td>Detached</td>
<td>Any</td>
<td>Triggers when entity is detached</td>
</tr>
</tbody>
</table>

BeamEntity node

Used to beam or teleport objects instantly to any position in the level. When the Beam port is triggered the target entity is moved to the position input on the Position port.
## Entity Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Beam</td>
<td>Any</td>
<td>Trigger to beam the entity</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Destination location to beam to</td>
</tr>
<tr>
<td>Rotation</td>
<td>Vec3</td>
<td>Rotation to apply to entity</td>
</tr>
<tr>
<td>UseZeroRot</td>
<td>Boolean</td>
<td>Applies rotation even if it is 0</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Vector scale value</td>
</tr>
<tr>
<td>Memo</td>
<td>String</td>
<td>Memo to log when position is 0</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when entity has beamed to another location</td>
</tr>
</tbody>
</table>

### BroadcastEvent node

Used to send an event to one or more entities. The entities that will receive this event are specified by inputting a string to the **name** port. Each entity that has the string that is input there as a part of their name will receive the event set in the **event** port.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>send</td>
<td>Any</td>
<td>Trigger to send an event</td>
</tr>
<tr>
<td>event</td>
<td>String</td>
<td>Event to be sent</td>
</tr>
<tr>
<td>name</td>
<td>String</td>
<td>Entity to receive the event</td>
</tr>
</tbody>
</table>

### CallScriptFunction node

Used to call a script function for the entity.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>call</td>
<td>Any</td>
<td>Calls the function</td>
</tr>
<tr>
<td>FunctionName</td>
<td>String</td>
<td>Script function name</td>
</tr>
<tr>
<td>Argument1 -</td>
<td>Any</td>
<td>Function arguments</td>
</tr>
<tr>
<td>Argument5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
<td>Script function was found and called</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Script function was not found or called</td>
</tr>
</tbody>
</table>

CharAttachmentMaterialParam node

Used to change a material on an attachment in a .cdf file. For example, you can change the material of a character’s trousers.

Set Material is the trigger, ForcedMaterial is the full file path to the material (for example: materials/references/basecolors/grey.mtl) and SubMtId is the number of the sub-material.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CharSlot</td>
<td>Integer</td>
<td>Character slot within the entity</td>
</tr>
<tr>
<td>Attachment</td>
<td>String</td>
<td>Attachment</td>
</tr>
<tr>
<td>SetMaterial</td>
<td>Any</td>
<td>Sets the material</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Entity Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ForcedMaterial</td>
<td>String</td>
<td>Forcefully set the material</td>
</tr>
<tr>
<td>SubMtlId</td>
<td>Integer</td>
<td>Submaterial ID</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Trigger to get current value</td>
</tr>
<tr>
<td>ParamFloat</td>
<td>String</td>
<td>Float parameter to get or be set</td>
</tr>
<tr>
<td>ValueFloat</td>
<td>Float</td>
<td>Trigger to set value</td>
</tr>
<tr>
<td>ParamColor</td>
<td>String</td>
<td>Color parameter to get or be set</td>
</tr>
<tr>
<td>ValueColor</td>
<td>Vec3</td>
<td>Sets value color</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ValueFloat</td>
<td>Float</td>
<td>Current floating point value</td>
</tr>
<tr>
<td>ValueColor</td>
<td>Vec3</td>
<td>Current color value</td>
</tr>
</tbody>
</table>

### CheckDistance node

Used to check the distance between the node entity and the entities defined in the input ports.

![CheckDistance node diagram]

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check</td>
<td>Any</td>
<td>Trigger to check distance</td>
</tr>
<tr>
<td>MinDistance</td>
<td>Float</td>
<td>An entity that is nearer this distance will be ignored</td>
</tr>
<tr>
<td>MaxDistance</td>
<td>Float</td>
<td>An entity that is further than this distance will be ignored</td>
</tr>
</tbody>
</table>


**Entity Nodes**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entity1 - Entity16</td>
<td>Any</td>
<td>Entity ID values</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NearEntity</td>
<td>Any</td>
<td>Nearest entity</td>
</tr>
<tr>
<td>NearEntityDist</td>
<td>Float</td>
<td>Distance of nearest entity</td>
</tr>
<tr>
<td>FarEntity</td>
<td>Any</td>
<td>Furthest entity</td>
</tr>
<tr>
<td>FarEntityDist</td>
<td>Float</td>
<td>Distance of furthest entity</td>
</tr>
<tr>
<td>NoEntInRange</td>
<td>Any</td>
<td>Triggers when no entities are between MinDistance and MaxDistance</td>
</tr>
</tbody>
</table>

**ChildAttach node**

Used to attach another entity to its target entity. The child entity will be linked to the target entity until the link is removed. The entity defined in the Child input port is attached to the target entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attach</td>
<td>Any</td>
<td>Triggers entity attachment</td>
</tr>
<tr>
<td>Child</td>
<td>Any</td>
<td>Child entity to be attached</td>
</tr>
<tr>
<td>KeepTransform</td>
<td>Boolean</td>
<td>Child entity will be kept at the same transformation in world space</td>
</tr>
<tr>
<td>DisablePhysics</td>
<td>Boolean</td>
<td>Disable physics for child entity when attached</td>
</tr>
</tbody>
</table>

**ChildDetach node**

Used to detach entities from its parent entity. Usually the ChildAttach node has been used before to link the target entity to another entity.

When KeepTransform is set, the entity will keep its transformation in world space when detached. When EnablePhysics is set, physics will be re-enabled again when the entity is detached.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Detach</td>
<td>Any</td>
<td>Triggers entity detachment</td>
</tr>
<tr>
<td>KeepTransform</td>
<td>Boolean</td>
<td>Child entity will be kept at the same transformation in world space</td>
</tr>
<tr>
<td>EnablePhysics</td>
<td>Boolean</td>
<td>Enable physics for child entity when detached</td>
</tr>
</tbody>
</table>

**Damage node**

Used to damage the specified entity when the trigger is activated.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Damage</td>
<td>Integer</td>
<td>Amount of damage to inflict</td>
</tr>
<tr>
<td>DamageRelative</td>
<td>Integer</td>
<td>Damage inflicted is relative to the health of the entity</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Location damage occurs at</td>
</tr>
</tbody>
</table>

**EntitiesInRange node**

Used to take the positions of two entities and check if they are in a certain range to each other. Depending on the result of the check the output ports are triggered.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Entity1</td>
<td>Any</td>
<td>Entity 1</td>
</tr>
<tr>
<td>Entity2</td>
<td>Any</td>
<td>Entity 2</td>
</tr>
<tr>
<td>Range</td>
<td>Float</td>
<td>Distance range to check</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Entity Nodes

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InRange</td>
<td>Boolean</td>
<td>True if entities are in range of each other</td>
</tr>
<tr>
<td>False</td>
<td>Any</td>
<td>Triggers if entities are not in range</td>
</tr>
<tr>
<td>True</td>
<td>Any</td>
<td>Triggers if entities are in range</td>
</tr>
<tr>
<td>Distance</td>
<td>Float</td>
<td>Floating point distance between the two entities</td>
</tr>
<tr>
<td>DistVec</td>
<td>Vec3</td>
<td>Vector distance between the two entities</td>
</tr>
</tbody>
</table>

#### EntityId node

Used to output the entity ID number of the specified entity. The node does not need to be triggered as the entity ID never changes.

![EntityId node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Entity ID</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Any</td>
<td>Outputs the entity ID</td>
</tr>
</tbody>
</table>

#### EntityInfo node

Used to output the ID, name, class, and archetype of the target entity.

![EntityInfo node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets entity information</td>
</tr>
</tbody>
</table>
### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Any</td>
<td>Entity ID</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Entity name</td>
</tr>
<tr>
<td>Class</td>
<td>String</td>
<td>Entity class</td>
</tr>
<tr>
<td>Archetype</td>
<td>String</td>
<td>Entity archetype</td>
</tr>
</tbody>
</table>

#### EntityPool node

Used to prepare an entity from the pool or free it back to the pool.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prepare</td>
<td>Any</td>
<td>Brings entity into existence from the pool</td>
</tr>
<tr>
<td>Free</td>
<td>Any</td>
<td>Frees the entity back to the pool</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ready</td>
<td>Any</td>
<td>Triggers when the entity is prepared and ready</td>
</tr>
<tr>
<td>Freed</td>
<td>Any</td>
<td>Triggers when the entity is freed and returns to the pool</td>
</tr>
<tr>
<td>Error</td>
<td>Any</td>
<td>Triggers when an error occurs</td>
</tr>
</tbody>
</table>

#### EntityPos node

Handles all position related manipulations of the owner entity. All position information of the specified entity can be read from the output ports.

*Unlike the GetPos node, the output ports of this node are triggered whenever one of the target entity properties changes.*
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Entity position</td>
</tr>
<tr>
<td>Rotate</td>
<td>Vec3</td>
<td>Entity rotation angle in degrees</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Entity scale</td>
</tr>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system used</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Current entity position</td>
</tr>
<tr>
<td>Rotate</td>
<td>Vec3</td>
<td>Current entity rotation angle in degrees</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Current entity scale</td>
</tr>
<tr>
<td>FwdDir</td>
<td>Vec3</td>
<td>Current entity Y-axis position</td>
</tr>
<tr>
<td>RightDir</td>
<td>Vec3</td>
<td>Current entity X-axis position</td>
</tr>
<tr>
<td>UpDir</td>
<td>Vec3</td>
<td>Current entity Z-axis position</td>
</tr>
</tbody>
</table>

**FindEntityByName node**

Used to find an entity by name and output the entity ID.

```plaintext
Entity: FindEntityByName
Set: EntityId
Name: EntityId
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Start searching for entity</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of entity to look for</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>Outputs the entity ID if found</td>
</tr>
</tbody>
</table>

**GetBounds node**

Used to get and output the bounds.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the AABB bounding box</td>
</tr>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system used</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min</td>
<td>Vec3</td>
<td>Minimum position of the AABB</td>
</tr>
<tr>
<td>Max</td>
<td>Vec3</td>
<td>Maximum position of the AABB</td>
</tr>
</tbody>
</table>

**GetEntityExistence node**

Used to get an entity’s existence.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets entity existence status</td>
</tr>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>Entity ID</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exists</td>
<td>Boolean</td>
<td>True if the entity exists</td>
</tr>
<tr>
<td>True</td>
<td>Any</td>
<td>Triggers if the entity exists</td>
</tr>
<tr>
<td>False</td>
<td>Any</td>
<td>Triggers if the entity exists</td>
</tr>
</tbody>
</table>

**GetPos node**

Used to output position information only when the trigger is activated. Similar to the EntityPos node, which triggers the output ports continuously whenever any position information changes.
Entity Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets entity position</td>
</tr>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system used</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Entity position</td>
</tr>
<tr>
<td>Rotate</td>
<td>Vec3</td>
<td>Entity rotation</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Entity scale</td>
</tr>
<tr>
<td>FwdDir</td>
<td>Vec3</td>
<td>Entity Y-axis position</td>
</tr>
<tr>
<td>RightDir</td>
<td>Vec3</td>
<td>Entity X-axis position</td>
</tr>
<tr>
<td>UpDir</td>
<td>Vec3</td>
<td>Entity Z-axis position</td>
</tr>
</tbody>
</table>

ParentId node

Used to obtain the parentID number of the specified entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parent Id</td>
<td>Any</td>
<td>Parent entity ID</td>
</tr>
</tbody>
</table>

PropertyGet node

Used to retrieve an entity property value.
Entity Nodes

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Trigger to get entity property value</td>
</tr>
<tr>
<td>Property</td>
<td>String</td>
<td>Name of property to get</td>
</tr>
<tr>
<td>PerArchetype</td>
<td>Boolean</td>
<td>True if a per archetype property; false if a per instance property</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Any</td>
<td>Outputs property value</td>
</tr>
<tr>
<td>Error</td>
<td>Any</td>
<td>Retrieves property value</td>
</tr>
</tbody>
</table>

**PropertySet node**

Used to change the entity property value. Will not work with SaveLoad however.

![PropertySet node diagram]

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sets property value</td>
</tr>
<tr>
<td>Property</td>
<td>String</td>
<td>Name of property to set</td>
</tr>
<tr>
<td>Value</td>
<td>String</td>
<td>Property value to be set</td>
</tr>
<tr>
<td>PerArchetype</td>
<td>Boolean</td>
<td>True if a per archetype property; false if a per instance property</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error</td>
<td>Any</td>
<td>Any</td>
</tr>
</tbody>
</table>

**RemoveEntity node**

Used to remove an entity.

![RemoveEntity node diagram]
**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Entity</td>
<td>Integer</td>
<td>Entity to remove</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when entity has been removed</td>
</tr>
</tbody>
</table>

**RenderParams node**

Used to set rendering parameters.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Opacity</td>
<td>Float</td>
<td>Sets entity transparency value</td>
</tr>
</tbody>
</table>

**Spawn node**

Used to spawn an entity with the specified properties.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spawn</td>
<td>Any</td>
<td>Spawns an entity</td>
</tr>
<tr>
<td>Class</td>
<td>String</td>
<td>Entity class</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Entity class</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Entity position</td>
</tr>
<tr>
<td>Rot</td>
<td>Vec3</td>
<td>Entity rotation</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Entity scale</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when entity has completed spawning</td>
</tr>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Triggers when entity is spawned</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggers if entity was not spawned</td>
</tr>
</tbody>
</table>

### SpawnArchetype node

Used to spawn an archetype entity with the specified properties.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spawn</td>
<td>Any</td>
<td>Spawns an entity</td>
</tr>
<tr>
<td>Archetype</td>
<td>String</td>
<td>Archetype entity name</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Entity name</td>
</tr>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Entity position</td>
</tr>
<tr>
<td>Rot</td>
<td>Vec3</td>
<td>Entity rotation angle</td>
</tr>
<tr>
<td>Scale</td>
<td>Vec3</td>
<td>Entity scale</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when entity has completed spawning</td>
</tr>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Triggers when entity is spawned</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggers if entity was not spawned</td>
</tr>
</tbody>
</table>

### Environment Nodes

You can use the following flow graph nodes to configure environment settings.

**Topics**
- MoonDirection node (p. 696)
- OceanSwitch node (p. 696)
- PerEntityShadows node (p. 697)
• RainProperties node (p. 697)
• RecomputeStaticShadows node (p. 698)
• SetOceanMaterial node (p. 698)
• SkyMaterialSwitch node (p. 698)
• SkyboxSwitch node (p. 699)
• Sun node (p. 699)
• TornadoWander (p. 700)
• Wind node (p. 700)

MoonDirection node

Used to set the moon's position in the sky.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get current latitude and longitude</td>
</tr>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set latitude and longitude</td>
</tr>
<tr>
<td>Latitude</td>
<td>Float</td>
<td>Latitude to be set</td>
</tr>
<tr>
<td>Longitude</td>
<td>Float</td>
<td>Longitude to be set</td>
</tr>
<tr>
<td>ForceUpdate</td>
<td>Boolean</td>
<td>Force immediate update of the sky</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latitude</td>
<td>Float</td>
<td>Output current latitude</td>
</tr>
<tr>
<td>Longitude</td>
<td>Float</td>
<td>Output current longitude</td>
</tr>
</tbody>
</table>

OceanSwitch node

Used to enable ocean rendering.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enable ocean rendering</td>
</tr>
</tbody>
</table>
PerEntityShadows node

Used to enable and specify per entity shadows.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Boolean</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Triggers the parameters</td>
</tr>
<tr>
<td>ConstBias</td>
<td>Float</td>
<td>Reduces any self-shadowing artifacts</td>
</tr>
<tr>
<td>SlopeBias</td>
<td>Float</td>
<td>Reduces any self-shadowing artifacts</td>
</tr>
<tr>
<td>Jittering</td>
<td>Float</td>
<td>Filters kernel size, which directly affects shadow softness</td>
</tr>
<tr>
<td>BBoxScale</td>
<td>Vec3</td>
<td>Scale factor for the bounding box of the selected entity. Can be useful in case the bounding box is too small or too large</td>
</tr>
<tr>
<td>ShadowMapSize</td>
<td>Integer</td>
<td>Size of the custom shadow map, which is automatically rounded to the next power of two</td>
</tr>
</tbody>
</table>

RainProperties node

Used to get and output rain properties.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Amount of rain</td>
</tr>
<tr>
<td>PuddlesAmount</td>
<td>Float</td>
<td>Amount of puddles</td>
</tr>
<tr>
<td>PuddlesRippleAmount</td>
<td>Float</td>
<td>Amount of puddle ripples</td>
</tr>
<tr>
<td>RainDropsAmount</td>
<td>Float</td>
<td>Amount of raindrops</td>
</tr>
</tbody>
</table>

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RecomputeStaticShadows node

Cached shadow cascades are centered around the rendering camera by default, and automatically recenter and update once the camera gets close to the cascade border. Use this node to override this automated placement.

![RecomputeStaticShadows node](image)

**Input**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Min</td>
<td>Vec3</td>
<td>Minimum bounding box position</td>
</tr>
<tr>
<td>Max</td>
<td>Vec3</td>
<td>Maximum bounding box position</td>
</tr>
<tr>
<td>NextCascadesScale</td>
<td>Float</td>
<td>Input multiplier value</td>
</tr>
</tbody>
</table>

SetOceanMaterial node

Used to set the ocean material.

![SetOceanMaterial node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Set material on for the ocean</td>
</tr>
<tr>
<td>Material</td>
<td>String</td>
<td>Material to be set for the ocean</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
<td>Triggered when material set</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggered if an error occurred</td>
</tr>
</tbody>
</table>

SkyMaterialSwitch node

Used to enable sky material switching.

![SkyMaterialSwitch node](image)
Lumberyard User Guide
Environment Nodes

## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Material</td>
<td>String</td>
<td>Material to use for the sky</td>
</tr>
<tr>
<td>Start</td>
<td>Boolean</td>
<td>Start material switch</td>
</tr>
<tr>
<td>Angle</td>
<td>Float</td>
<td>Starting angle</td>
</tr>
<tr>
<td>Stretching</td>
<td>Float</td>
<td>If stretching is performed or not</td>
</tr>
</tbody>
</table>

### SkyboxSwitch node

Used to enable asynchronous sky box switching.

- **Skybox texture name**
  - Type: String
  - Description: Name of texture file to use

- **Start**
  - Type: Boolean
  - Description: Start asynchronous switching

- **Angle**
  - Type: Float
  - Description: Starting angle

- **Stretching**
  - Type: Float
  - Description: If stretching is performed or not

### Sun node

Used to get and set the sun's position in the sky.

- **Get**
  - Type: Any
  - Description: Get the current latitude and longitude

- **Set**
  - Type: Any
  - Description: Set the latitude and longitude for the sun

- **Latitude**
  - Type: Float
  - Description: Latitude to be set

- **Longitude**
  - Type: Float
  - Description: Longitude to be set

- **ForceUpdate**
  - Type: Boolean
  - Description: Forces an immediate update of the sky
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Latitude</td>
<td>Float</td>
<td>Outputs current latitude</td>
</tr>
<tr>
<td>Longitude</td>
<td>Float</td>
<td>Outputs current longitude</td>
</tr>
</tbody>
</table>

TornadoWander

Used to move a tornado entity in the direction of the target.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Target</td>
<td>Any</td>
<td>Location the tornado moves towards</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when the tornado reaches the target</td>
</tr>
</tbody>
</table>

Wind node

Used to get and output the wind direction vector.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get the current environment wind vector</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindVector</td>
<td>Vec3</td>
<td>Outputs current environment wind vector</td>
</tr>
</tbody>
</table>

FeatureTest Nodes

You can use the following flow graph nodes to configure feature test settings.
Topics
- FeatureTest node (p. 701)
- Screenshot node (p. 701)
- ScreenshotCompare node (p. 702)

### FeatureTest node

Used to control automated feature tests.

![FeatureTest node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the feature test</td>
</tr>
<tr>
<td>Description</td>
<td>String</td>
<td>Description of the feature test</td>
</tr>
<tr>
<td>MaxTime</td>
<td>Float</td>
<td>How long in game time the test is allowed to run</td>
</tr>
<tr>
<td>Camera</td>
<td>Any</td>
<td>(Optional) Camera entity used for the test</td>
</tr>
<tr>
<td>Ready</td>
<td>Boolean</td>
<td>Indicates whether all dependencies have been met and the test is ready to run</td>
</tr>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Trigger to indicate the feature test has passed</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Trigger to indicate the feature test has failed</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Trigger to start running the feature test</td>
</tr>
</tbody>
</table>

### Screenshot node

Used to take a screenshot.

![Screenshot node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Trigger to capture a screenshot</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Force Feedback Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the screenshot</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Triggers when the image is captured</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggers if the image is not captured</td>
</tr>
</tbody>
</table>

**ScreenshotCompare node**

Used to take a screenshot and compare it with a reference image.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Trigger to capture a screenshot</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the current screenshot number back to 0</td>
</tr>
<tr>
<td>PSNR</td>
<td>Float</td>
<td>Picture signal to noise ratio used during comparison with the reference image to determine success of failure</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succeeded</td>
<td>Any</td>
<td>Triggers when the captured image matches the reference image</td>
</tr>
<tr>
<td>Failed</td>
<td>Any</td>
<td>Triggers when the captured image does not match the reference image</td>
</tr>
</tbody>
</table>

**Force Feedback Nodes**

Lumberyard uses the force feedback system to manage haptic feedback for motion controllers. You can use the force feedback nodes to configure haptic feedback settings.

**Topics**
- [Game:ForceFeedbackSetDeviceIndex](p. 703)
- [Game:ForceFeedback](p. 703)
Game:ForceFeedback

Sets the device ID for force feedback effects.

Node Inputs

DeviceIndex

Enables or disables the force feedback functionality.

Valid values: 0 = Enable | -1 = Disable

Game:ForceFeedback

Controls the force feedback effect with an effect that is specified in the ForceFeedbackEffects.xml file (located in the \libs\GameForceFeedback directory).

The following is an example ForceFeedbackEffects.xml file with right_shoot and left_shoot effects added:

```xml
<ForceFeedback>
  <Patterns>
    <!-- Pattern definition accepts from 1 to 16 samples -->
    <Pattern name="100" samples="1" />
    <Pattern name="75" samples="0.75" />
    <Pattern name="50" samples="0.5" />
    <Pattern name="30" samples="0.3" />
    <Pattern name="20" samples="0.2" />
    <Pattern name="12" samples="0.12" />
  </Patterns>
  <Envelopes>
    <!-- Envelope definition accepts from 1 to 8 samples -->
    <Envelope name="linearFalloff" samples="1,0" />
    <Envelope name="cosineFalloff" samples="1.0,0.98,0.92,0.83,0.69,0.54,0.25,0" />
    <Envelope name="constant" samples="1" />
  </Envelopes>
  <Effects>
    <Effect name="small_rumble" time="1.0">
      <MotorAB frequency="1" pattern="100" envelope="linearFalloff" />
    </Effect>
    <Effect name="small_pulse" time="0.05">
      <MotorA frequency="1" pattern="20" envelope="cosineFalloff" />
      <MotorB frequency="1" pattern="20" envelope="cosineFalloff" />
    </Effect>
    <Effect name="medium_pulse" time="0.12">
      <MotorA frequency="1" pattern="20" envelope="cosineFalloff" />
      <MotorB frequency="1" pattern="50" envelope="cosineFalloff" />
    </Effect>
    <Effect name="heavy_recoil" time="0.2">
      <MotorA frequency="1" pattern="50" envelope="cosineFalloff" />
      <MotorB frequency="1" pattern="50" envelope="cosineFalloff" />
    </Effect>
    <Effect name="big_recoil" time="0.5">
      <MotorA frequency="1" pattern="75" envelope="linearFalloff" />
      <MotorB frequency="1" pattern="75" envelope="linearFalloff" />
    </Effect>
    <Effect name="right_shoot" time="0.1">
      <MotorA frequency="1" pattern="100" envelope="linearFalloff" />
      <MotorB frequency="1" pattern="100" envelope="linearFalloff" />
    </Effect>
    <Effect name="left_shoot" time="0.1">
      <MotorA frequency="1" pattern="100" envelope="linearFalloff" />
      <MotorB frequency="1" pattern="100" envelope="linearFalloff" />
    </Effect>
  </Effects>
</ForceFeedback>
```
Node Inputs

Effect Name

Select the effect to use from the Effect Name drop-down list.

Play

Plays the force feedback effect.

Intensity

Applies the intensity factor to the effect being played.

Default value: 1

Delay

Time delay to start the effect.

Default value: 0

Stop

Stops the force feedback effect.

StopAll

Stops all force feedback effects.

Input Device Type

Specifies the input device to which to send force feedback.

Default value: Gamepad

Valid values: Gamepad | Joystick | Keyboard | MotionController | MotionSensor | Mouse | TouchScreen

Note

MotionController uses Left, LowPass, and MotorA terminology for the Left Controller. It uses Right, HighPass, and MotorB terminology for the Right Controller.

Game:ForceFeedbackTriggerTweaker

Controls the force feedback effect on the left and right triggers.
Node Inputs

**LeftTouchToActivate**

The left trigger's gain is modulated by how much the trigger is pressed.

Default value: 1

**LeftGain**

Gain sent to the left trigger's motor.

Default value: 1

**LeftEnvelope**

Envelope sent to the left trigger's motor.

Default value: 1

Valid values: 0 – 2000 (in multiples of 4)

**RightTouchToActivate**

The right trigger's gain is modulated by how much the trigger is pressed.

Default value: 1

**RightGain**

Gain sent to the right trigger's motor.

Default value: 1

**RightEnvelope**

Envelope sent to the right trigger's motor.

Default value: 1

Valid values: 0 – 2000 (in multiples of 4)

**Activate**

Activates the effect on the left and right triggers.

**Deactivate**

Deactivates the effect on the left and right triggers.

**Input Device Type**

Specifies the input device to which to send force feedback.

Default value: Gamepad

Valid values: Gamepad | Joystick | Keyboard | MotionController | MotionSensor | Mouse | TouchScreen

**Note**

MotionController uses Left, LowPass, and MotorA terminology for the Left Controller. It uses Right, HighPass, and MotorB terminology for the Right Controller.

**Game:ForceFeedbackTweaker**

Controls individual high or low frequency force feedback effects.
Node Inputs

LowPass
Applies the multiplier to the low frequency effect being played.
Default value: 1

HighPass
Applies the multiplier to the high frequency effect being played.
Default value: 1

Activate
Activates the high or low frequency force feedback effect.

Deactivate
Deactivates the high or low frequency force feedback effect.

Input Device Type
Specifies the input device to which to send force feedback.
Default value: Gamepad

Valid values: Gamepad | Joystick | Keyboard | MotionController | MotionSensor | Mouse | TouchScreen

Note
MotionController uses Left, LowPass, and MotorA terminology for the Left Controller. It uses Right, HighPass, and MotorB terminology for the Right Controller.

Game Nodes

You can use the following flow graph nodes to check and to configure various game settings.

Topics
- CheckPlatform node (p. 706)
- ForceFeedback node (p. 707)
- ForceFeedbackSetDeviceIndex node (p. 707)
- ForceFeedbackTriggerTweaker node (p. 708)
- ForceFeedbackTweaker node (p. 708)
- GetClientActorId node (p. 709)
- GetEntityState node (p. 709)
- GetGameRulesEntityId node (p. 709)
- GetSupportedGameRulesForMap node (p. 710)
- GetUsername node (p. 710)
- IsLevelOfType node (p. 711)
- ObjectEvent node (p. 711)
- Start node (p. 711)

CheckPlatform node

Used to change game events depending on what platform you are running on.
**Check node**

Used to trigger a check of the current platform.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check</td>
<td>Any</td>
<td>Triggers a check of the current platform</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PC</td>
<td>Any</td>
<td>Triggers if the platform is PC</td>
</tr>
<tr>
<td>PS4</td>
<td>Any</td>
<td>Triggers if the platform is PS4</td>
</tr>
<tr>
<td>XboxOne</td>
<td>Any</td>
<td>Triggers if the platform is XboxOne</td>
</tr>
<tr>
<td>Android</td>
<td>Any</td>
<td>Triggers if the platform is Android</td>
</tr>
<tr>
<td>iOS</td>
<td>Any</td>
<td>Triggers if the platform is iOS</td>
</tr>
</tbody>
</table>

**ForceFeedback node**

Used to start and stop force feedback effects.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Effect Name</td>
<td>String</td>
<td>Name of the force feedback effect</td>
</tr>
<tr>
<td>Play</td>
<td>Any</td>
<td>Plays the effect</td>
</tr>
<tr>
<td>Intensity</td>
<td>Float</td>
<td>Intensity level of effect</td>
</tr>
<tr>
<td>Delay</td>
<td>Float</td>
<td>Delays effect start by specified seconds</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the effect</td>
</tr>
<tr>
<td>StopAll</td>
<td>Any</td>
<td>Stops all effects</td>
</tr>
</tbody>
</table>

**ForceFeedbackSetDeviceIndex node**

Used to set the receiving device ID for force feedback effects.
Lumberyard User Guide
Game Nodes

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeviceIndex</td>
<td>Integer</td>
<td>Sets the receiving device ID for force feedback effects</td>
</tr>
</tbody>
</table>

**ForceFeedbackTriggerTweaker node**

Used to control individual left and right trigger force feedback effects.

- **Inputs**
  
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LeftTouchActivate</td>
<td>Boolean</td>
<td>Activates the left touch trigger</td>
</tr>
<tr>
<td>LeftGain</td>
<td>Float</td>
<td>Left trigger gain</td>
</tr>
<tr>
<td>LeftEnvelope</td>
<td>Integer</td>
<td>Left trigger envelope</td>
</tr>
<tr>
<td>RightTouchToActivate</td>
<td>Boolean</td>
<td>Activates the right touch trigger</td>
</tr>
<tr>
<td>RightGain</td>
<td>Float</td>
<td>Right trigger gain</td>
</tr>
<tr>
<td>RightEnvelope</td>
<td>Integer</td>
<td>Right trigger envelope</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates both triggers</td>
</tr>
<tr>
<td>Deactivate</td>
<td>Any</td>
<td>Deactivates both triggers</td>
</tr>
</tbody>
</table>

**ForceFeedbackTweaker node**

Used to control individual low and high frequency force feedback effects.

- **Inputs**
  
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LowPass</td>
<td>Float</td>
<td>Low-frequency force feedback signal</td>
</tr>
</tbody>
</table>
### Game Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HighPass</td>
<td>Float</td>
<td>High-frequency force feedback signal</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates force feedback effect</td>
</tr>
<tr>
<td>Deactivate</td>
<td>Any</td>
<td>Deactivates force feedback effect</td>
</tr>
</tbody>
</table>

### GetClientId node

Used to output the client actor ID.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Gets client actor ID</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>Any</td>
<td>Outputs client actor ID</td>
</tr>
</tbody>
</table>

### GetEntityState node

Used to output the current state of an entity.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the entity state</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
<td>String</td>
<td>Outputs the entity state</td>
</tr>
</tbody>
</table>

### GetGameRulesEntityId node

Used to get the game rules entity ID.
**Get**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the entity ID of the rules script</td>
</tr>
</tbody>
</table>

**GetSupportedGameRulesForMap node**

Used to get and output the supported game rules for a map.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the game rules</td>
</tr>
<tr>
<td>Mapname</td>
<td>String</td>
<td>Map name</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GameRules</td>
<td>String</td>
<td>Outputs the game rules</td>
</tr>
</tbody>
</table>

**GetUsername node**

Used to get the user name.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetUsername</td>
<td>Any</td>
<td>Gets the user name</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Username</td>
<td>String</td>
<td>Outputs the user name</td>
</tr>
</tbody>
</table>
### IsLevelOfType node

Used to check if a level is of a given type.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check</td>
<td>Any</td>
<td>Checks if a level is of a given type</td>
</tr>
<tr>
<td>Type</td>
<td>String</td>
<td>Level type to check against</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Boolean</td>
<td>The result of the check</td>
</tr>
</tbody>
</table>

### ObjectEvent node

Used to broadcast a game object event or send it to a specific entity.

### Start node

Fires on the start of a game and used to trigger flow graphs upon level start.
Helicopter Nodes

You can use the following flow graph nodes to configure flying vehicle and flight AI-related settings.

**Note**
These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

**Topics**
- EnableCombatMode node (p. 712)
- EnableFiring node (p. 712)
- FollowPath node (p. 713)
- ForceFire node (p. 713)

### EnableCombatMode node

Used to alter the path the flight AI should follow so as to find the best position from which to engage the target.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables combat mode</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables combat mode</td>
</tr>
</tbody>
</table>

### EnableFiring node

Used to enable the flight AI to fire at a target when used in combination with the EnableCombatMode node.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables firing mode</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables firing mode</td>
</tr>
</tbody>
</table>

FollowPath node

Used to set the path that the flight AI should follow.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Start following the path</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stop following the path</td>
</tr>
<tr>
<td>PathName</td>
<td>String</td>
<td>Name of the path to follow</td>
</tr>
<tr>
<td>LoopPath</td>
<td>Boolean</td>
<td>How many times to loop around the path</td>
</tr>
<tr>
<td>Speed</td>
<td>Float</td>
<td>Speed of the flight AI</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArrivedAtEnd</td>
<td>Any</td>
<td>Triggers when flight AI is at the end of the path</td>
</tr>
<tr>
<td>ArrivedNearToEnd</td>
<td>Any</td>
<td>Triggers when flight AI is near the end of the path</td>
</tr>
<tr>
<td>Stopped</td>
<td>Any</td>
<td>Triggers when flight AI has stopped</td>
</tr>
</tbody>
</table>

ForceFire node

Used to force the attention target of the flight AI to a specific entity.
### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables force firing</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables force firing</td>
</tr>
<tr>
<td>Target</td>
<td>Any</td>
<td>Attention target</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finished</td>
<td>Any</td>
<td>Triggers when finished</td>
</tr>
</tbody>
</table>

### Image Nodes

You can use the following flow graph nodes to configure various visual effects and image settings.

**Topics**
- 3DHudInterference node (p. 714)
- ColorCorrection node (p. 715)
- EffectAlienInterference node (p. 716)
- EffectBloodSplats node (p. 717)
- EffectDepthOfField node (p. 717)
- EffectFrost node (p. 718)
- EffectGhosting node (p. 718)
- EffectGroup node (p. 718)
- EffectRainDrops node (p. 719)
- EffectVolumetricScattering node (p. 719)
- EffectWaterDroplets node (p. 720)
- EffectWaterFlow node (p. 720)
- FilterBlur node (p. 721)
- FilterChromaShift node (p. 721)
- FilterDirectionalBlur node (p. 721)
- FilterGrain node (p. 722)
- FilterRadialBlur node (p. 722)
- FilterSharpen node (p. 723)
- FilterVisualArtifacts node (p. 723)
- ScreenCapture node (p. 724)
- ScreenFader node (p. 724)
- SetShadowMode node (p. 725)

### 3DHudInterference node

Used to add distortion effects to the HUD.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Interference amount</td>
</tr>
<tr>
<td>Disrupt scale</td>
<td>Float</td>
<td>Disruption scale</td>
</tr>
<tr>
<td>Disrupt movement scale</td>
<td>Float</td>
<td>Disruption movement scale</td>
</tr>
<tr>
<td>Random grain strength scale</td>
<td>Float</td>
<td>Random grain strength scale</td>
</tr>
<tr>
<td>Random fade strength scale</td>
<td>Float</td>
<td>Random fade strength scale</td>
</tr>
<tr>
<td>Noise strength</td>
<td>Float</td>
<td>Noise strength</td>
</tr>
<tr>
<td>Chroma shift dist</td>
<td>Float</td>
<td>Chroma shift distance</td>
</tr>
<tr>
<td>Chroma shift strength</td>
<td>Float</td>
<td>Chroma shift strength</td>
</tr>
<tr>
<td>Rand frequency</td>
<td>Float</td>
<td>Random number generation frequency</td>
</tr>
<tr>
<td>Item filter strength</td>
<td>Float</td>
<td>Item filter strength. Uses the vertex color red channel to control item interference strength.</td>
</tr>
<tr>
<td>Depth of field strength</td>
<td>Float</td>
<td>Strength of the depth of field</td>
</tr>
<tr>
<td>Bar scale</td>
<td>Float</td>
<td>Bar scale</td>
</tr>
<tr>
<td>Bar color multiplier</td>
<td>Float</td>
<td>Bar color multiplier</td>
</tr>
<tr>
<td>Bar color</td>
<td>Vec3</td>
<td>Bar color</td>
</tr>
</tbody>
</table>

**ColorCorrection node**

Used to control basic image settings such as saturation, contrast, brightness, and color.
Lumberyard User Guide
Image Nodes

**Image color correction node**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables color correction</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables color correction</td>
</tr>
<tr>
<td>Cyan</td>
<td>Any</td>
<td>Cyan increase or decrease</td>
</tr>
<tr>
<td>Magenta</td>
<td>Any</td>
<td>Magenta increase or decrease</td>
</tr>
<tr>
<td>Yellow</td>
<td>Any</td>
<td>Yellow increase or decrease</td>
</tr>
<tr>
<td>Luminance</td>
<td>Any</td>
<td>Luminance increase or decrease</td>
</tr>
<tr>
<td>Brightness</td>
<td>Any</td>
<td>Brightness increase or decrease</td>
</tr>
<tr>
<td>Contrast</td>
<td>Any</td>
<td>Contrast increase or decrease</td>
</tr>
<tr>
<td>Saturation</td>
<td>Any</td>
<td>Saturation increase or decrease</td>
</tr>
<tr>
<td>Hue</td>
<td>Any</td>
<td>Hue increase or decrease</td>
</tr>
</tbody>
</table>

**EffectAlienInterference node**

Used to add distortion effects to the players view, but doesn't affect the HUD.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of the effect</td>
</tr>
<tr>
<td>Color</td>
<td>Vec3</td>
<td>Color of the effect</td>
</tr>
</tbody>
</table>
EffectBloodSplats node

Used to place blood splats on the screen when used. Type=0 is human and Type =1 is alien. The Spawn input generates new blood splats.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of the effect</td>
</tr>
<tr>
<td>Spawn</td>
<td>Boolean</td>
<td>Where the effect spawns at</td>
</tr>
</tbody>
</table>

EffectDepthOfField node

Used to add a depth of field effect, giving control over distance, range, and amount.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the node</td>
</tr>
<tr>
<td>EnableDof</td>
<td>Boolean</td>
<td>Enables the depth of field effect</td>
</tr>
<tr>
<td>FocusDistance</td>
<td>Float</td>
<td>Sets the focus distance</td>
</tr>
<tr>
<td>FocusRange</td>
<td>Float</td>
<td>Sets the focus range</td>
</tr>
<tr>
<td>BlurAmount</td>
<td>Float</td>
<td>Sets the amount of blurring</td>
</tr>
<tr>
<td>ScaleCoC</td>
<td>Float</td>
<td>Sets the circle of confusion scale, which is the optical spot caused by a light rays cone from a lens not coming to a perfect focus when imaging a point source. Also known as the blur circle of blur spot.</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>----------</td>
<td>--------------------------------------</td>
</tr>
<tr>
<td>CenterWeight</td>
<td>Float</td>
<td>Sets the central samples weight</td>
</tr>
</tbody>
</table>

### EffectFrost node

Used to simulate a frozen HUD.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Any</td>
<td>Intensity level of the effect</td>
</tr>
<tr>
<td>CenterAmount</td>
<td>Any</td>
<td>Center of the effect</td>
</tr>
</tbody>
</table>

### EffectGhosting node

Used to add a ghosting effect to the screen that overlaps and blurs previous frames together.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>GhostingAmount</td>
<td>Float</td>
<td>Intensity level of effect</td>
</tr>
</tbody>
</table>

### EffectGroup node

Used to enable the specified effect group.
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Image Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Any</td>
<td>Enables the effect group</td>
</tr>
<tr>
<td>Disabled</td>
<td>Any</td>
<td>Disables the effect group</td>
</tr>
<tr>
<td>GroupName</td>
<td>String</td>
<td>Name of effect group</td>
</tr>
</tbody>
</table>

**EffectRainDrops node**

Used to add on-screen rain drops that travel down the player's HUD.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the node</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Sets raindrop visibility</td>
</tr>
<tr>
<td>Spawn Time Distance</td>
<td>Float</td>
<td>Sets raindrop spawn time distance</td>
</tr>
<tr>
<td>Size</td>
<td>Float</td>
<td>Size of rain drops</td>
</tr>
<tr>
<td>Size Variation</td>
<td>Float</td>
<td>Amount of variation in size of rain drops</td>
</tr>
<tr>
<td>Moisture Amount</td>
<td>Float</td>
<td>Sets moisture visibility area size</td>
</tr>
<tr>
<td>Moisture Hardness</td>
<td>Float</td>
<td>Sets noise texture blending factor</td>
</tr>
<tr>
<td>Moisture Droplet Amount</td>
<td>Float</td>
<td>Sets droplet texture blending factor</td>
</tr>
<tr>
<td>Moisture Variation</td>
<td>Float</td>
<td>Sets moisture variation</td>
</tr>
<tr>
<td>Moisture Speed</td>
<td>Float</td>
<td>Sets moisture animation speed</td>
</tr>
<tr>
<td>Moisture Fog Amount</td>
<td>Float</td>
<td>Sets amount of fog in moisture</td>
</tr>
</tbody>
</table>

**EffectVolumetricScattering node**

Used to add a volumetric effect useful for simulating snowy environments. With the ability to control color, speed, and amount, you can simulate various environments, such as lava.
### EffectWaterDroplets node

Used to add a water effect that appears from various sources on the screen. Unlike the RainDroplets node, this simulates more of a splash-type effect of water being thrown on the screen in various places.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of effect</td>
</tr>
</tbody>
</table>

### EffectWaterFlow node

Used to simulate dense water running down the screen, such as standing under a waterfall.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of effect</td>
</tr>
</tbody>
</table>
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the effect</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of filter</td>
</tr>
</tbody>
</table>

FilterBlur node

Used to Gaussian blur the entire screen, useful for simulating dense smoke affecting the player’s eyes.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the filter</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the filter</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of effect</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of effect</td>
</tr>
</tbody>
</table>

FilterChromaShift node

Used to shift the chrominance information of the image. Best used in small amounts to create subtle film effects.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the filter</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the filter</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of filter</td>
</tr>
</tbody>
</table>

FilterDirectionalBlur node

Used to apply a blur in a specified direction based on movement.
Image Nodes

FilterGrain node

Used to set a grain filter.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the filter</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the filter</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of filter</td>
</tr>
</tbody>
</table>

FilterRadialBlur node

Used to blur the screen around a defined 2D position on the screen.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the filter</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the filter</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of filter</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------</td>
<td>-----------------------------------------</td>
</tr>
<tr>
<td>ScreenPosX</td>
<td>Float</td>
<td>X-axis center of blurring effect</td>
</tr>
<tr>
<td>ScreenPosY</td>
<td>Float</td>
<td>Y-axis center of blurring effect</td>
</tr>
<tr>
<td>BlurringRadius</td>
<td>Float</td>
<td>Radius of blurring effect</td>
</tr>
</tbody>
</table>

**FilterSharpen node**

Used to add sharpening to the image. You can use negative values to blur the screen also.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the filter</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the filter</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of filter</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Intensity level of filter</td>
</tr>
</tbody>
</table>

**FilterVisualArtifacts node**

Used to apply numerous effects typically associate with old television sets, such as grain, vsync, interlacing, and pixelation. You can mask the effect using a texture, or apply it to the whole screen.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Boolean</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Boolean</td>
<td>Disables the node</td>
</tr>
<tr>
<td>VSync</td>
<td>Float</td>
<td>Amount of visible vsync</td>
</tr>
</tbody>
</table>
### Image Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VSync frequency</td>
<td>Float</td>
<td>Vsync frequency</td>
</tr>
<tr>
<td>Interlacing</td>
<td>Float</td>
<td>Amount of visible interlacing</td>
</tr>
<tr>
<td>Interlacing tiling</td>
<td>Float</td>
<td>Interlacing tiling</td>
</tr>
<tr>
<td>Interlacing rotation</td>
<td>Float</td>
<td>Interlacing rotation</td>
</tr>
<tr>
<td>Sync wave phase</td>
<td>Float</td>
<td>Sync wave phase</td>
</tr>
<tr>
<td>Sync wave frequency</td>
<td>Float</td>
<td>Sync wave frequency</td>
</tr>
<tr>
<td>Sync wave amplitude</td>
<td>Float</td>
<td>Sync wave amplitude</td>
</tr>
<tr>
<td>Chroma shift</td>
<td>Float</td>
<td>Chromatic shift</td>
</tr>
<tr>
<td>Grain</td>
<td>Float</td>
<td>Amount of image grain</td>
</tr>
<tr>
<td>Color tinting</td>
<td>Vec3</td>
<td>Amount of color tinting</td>
</tr>
<tr>
<td>VisualArtifacts</td>
<td>String</td>
<td>Name of texture used</td>
</tr>
</tbody>
</table>

#### ScreenCapture node

Used to capture a screenshot.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture</td>
<td>Any</td>
<td>Trigger to capture the screenshot</td>
</tr>
<tr>
<td>FileName</td>
<td>Any</td>
<td>File to write the screenshot capture to</td>
</tr>
<tr>
<td>ImageType</td>
<td>Any</td>
<td>File type to use</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
<td>Screenshot capture successful</td>
</tr>
<tr>
<td>Error</td>
<td>String</td>
<td>Screenshot capture failed</td>
</tr>
</tbody>
</table>

#### ScreenFader node

Used to perform customizable fade-in and fade-out effects, including the ability to fade from textures. The UseCurColor input uses the previously set color as the fading color if set to True, else it uses the FadeColor value.
Image Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FadeGroup</td>
<td>Any</td>
<td>Fade group</td>
</tr>
<tr>
<td>FadeIn</td>
<td>Any</td>
<td>Fade back from the specified color to a normal screen</td>
</tr>
<tr>
<td>FadeOut</td>
<td>Any</td>
<td>Fades the screen to the specified color</td>
</tr>
<tr>
<td>UseCurColor</td>
<td>Boolean</td>
<td>Uses the current color as the source color</td>
</tr>
<tr>
<td>FadeInTime</td>
<td>Float</td>
<td>Duration of fade in</td>
</tr>
<tr>
<td>FadeOutTime</td>
<td>Float</td>
<td>Duration of fade out</td>
</tr>
<tr>
<td>FadeColor</td>
<td>Vec3</td>
<td>Target color to fade to</td>
</tr>
<tr>
<td>TextureName</td>
<td>String</td>
<td>Name of the texture</td>
</tr>
<tr>
<td>UpdateAlways</td>
<td>Boolean</td>
<td>Use to always update the fader</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FadedIn</td>
<td>Any</td>
<td>Triggered when the screen completed faded in</td>
</tr>
<tr>
<td>FadedOut</td>
<td>Any</td>
<td>Triggered when the screen completed faded out</td>
</tr>
<tr>
<td>CurColor</td>
<td>Any</td>
<td>Current faded color</td>
</tr>
</tbody>
</table>

SetShadowMode node

Used to set the shadow mode to Normal or HighQuality mode. Intended to be used for very specific lighting setups and will likely result in self-shadowing artifacts under typical use.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>ShadowMode</td>
<td>Integer</td>
<td>Shadow mode type to use</td>
</tr>
</tbody>
</table>
Input Nodes

You can use the following flow graph nodes to capture input events and configure input settings.

Topics
- ActionFilter node (p. 726)
- ActionHandler node (p. 727)
- ActionListener node (p. 727)
- ActionMapManager node (p. 728)
- Gestures nodes (p. 728)
- MotionSensor nodes (p. 734)
- MouseButtonInfo node (p. 739)
- MouseCoords node (p. 739)
- MouseCursor node (p. 740)
- MouseEntitiesInBox node (p. 740)
- MouseRayCast node (p. 741)
- MouseSetPos node (p. 742)
- Touch:MultiTouchEvent node (p. 742)
- Touch:TouchEvent node (p. 743)
- Touch:MultiTouchCoords node (p. 743)
- Touch:TouchRaycast node (p. 744)
- Touch:VirtualThumbstick node (p. 744)

ActionFilter node

Used to catch key inputs. Should only be used for debugging purposes however.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>Filter</td>
<td>String</td>
<td>Name of the action filter</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Any</td>
<td>Triggers when enabled</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>--------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>Disabled</td>
<td>Any</td>
<td>Triggers when disabled</td>
</tr>
</tbody>
</table>

**ActionHandler node**

Used to respond to actions listed in the **Action Map** input.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables listening to the action map</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables listening to the action map</td>
</tr>
<tr>
<td>Action Map</td>
<td>String</td>
<td>Name of the action map</td>
</tr>
<tr>
<td>ActionName</td>
<td>String</td>
<td>Name of the action to listen for</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActionInvoked</td>
<td>Any</td>
<td>Triggers when the action is invoked</td>
</tr>
<tr>
<td>ActionPressed</td>
<td>Any</td>
<td>Triggers when the action is pressed</td>
</tr>
<tr>
<td>ActionHeld</td>
<td>Any</td>
<td>Triggers when the action is sustained</td>
</tr>
<tr>
<td>ActionReleased</td>
<td>Any</td>
<td>Triggers when the action is released</td>
</tr>
</tbody>
</table>

**ActionListener node**

Used to listen for action events listed in the **Action Map**.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>Action</td>
<td>String</td>
<td>Action to trigger</td>
</tr>
</tbody>
</table>
## Input Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action Map</td>
<td>String</td>
<td>Action map to use</td>
</tr>
<tr>
<td>NonDevMode</td>
<td>Boolean</td>
<td>When set to true, can be used in non dev mode as well</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pressed</td>
<td>String</td>
<td>Triggers when the action is pressed</td>
</tr>
<tr>
<td>Released</td>
<td>String</td>
<td>Triggers when the action is released</td>
</tr>
</tbody>
</table>

### ActionMapManager node

Used to enable or disable the **Action Map** input.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>Action Map</td>
<td>String</td>
<td>Name of the action map to use</td>
</tr>
</tbody>
</table>

### Gestures nodes

This group of nodes is used to handle finger taps, swipes, and other gestures as input.

#### Gestures:ClickOrTap node

Used to recognize one or more mouse clicks or finger taps.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
</tbody>
</table>
### Input Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>PointerIndex</td>
<td>Integer</td>
<td>Pointer (button or finger) index to track</td>
</tr>
<tr>
<td>MinClicksOrTaps</td>
<td>Integer</td>
<td>Minimum number of clicks or taps required for the gesture to be recognized</td>
</tr>
<tr>
<td>MaxSecondsHeld</td>
<td>Float</td>
<td>Maximum number of seconds allowed while held before the gesture stops being recognized</td>
</tr>
<tr>
<td>MaxPixelsMoved</td>
<td>Float</td>
<td>Maximum distance in pixels allowed to move while held before the gesture stops being recognized</td>
</tr>
<tr>
<td>MaxSecondsBetweenClicksOrTaps</td>
<td>Float</td>
<td>Maximum number of seconds allowed between clicks or taps</td>
</tr>
<tr>
<td>MaxPixelsBetweenClicksOrTaps</td>
<td>Float</td>
<td>Maximum distance in pixels allowed between clicks or taps</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognized</td>
<td>Any</td>
<td>Triggers when a discrete number of clicks or taps is recognized</td>
</tr>
<tr>
<td>StartX</td>
<td>Float</td>
<td>X-axis screen position of the click or tap start</td>
</tr>
<tr>
<td>StartY</td>
<td>Float</td>
<td>Y-axis screen position of the click or tap start</td>
</tr>
<tr>
<td>EndX</td>
<td>Float</td>
<td>X-axis screen position of the click or tap end</td>
</tr>
<tr>
<td>EndY</td>
<td>Float</td>
<td>Y-axis screen position of the click or tap end</td>
</tr>
</tbody>
</table>

### Gestures: Drag node

Used to recognize finger drag gestures.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>
### Input Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PointerIndex</td>
<td>Integer</td>
<td>Pointer (button or finger) index to track</td>
</tr>
<tr>
<td>MinSecondsHeld</td>
<td>Float</td>
<td>Minimum number of seconds after the initial press before a drag is recognized</td>
</tr>
<tr>
<td>MinPixelsMoved</td>
<td>Float</td>
<td>Minimum distance in pixels before a drag is recognized</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiated</td>
<td>Any</td>
<td>Activated when a continuous drag gesture is initiated</td>
</tr>
<tr>
<td>Updated</td>
<td>Any</td>
<td>Activated when a continuous drag gesture is updated</td>
</tr>
<tr>
<td>Ended</td>
<td>Any</td>
<td>Activated when a continuous drag gesture has ended</td>
</tr>
<tr>
<td>StartX</td>
<td>Float</td>
<td>X-axis screen position of the drag start</td>
</tr>
<tr>
<td>StartY</td>
<td>Float</td>
<td>X-axis screen position of the drag start</td>
</tr>
<tr>
<td>CurrentX</td>
<td>Float</td>
<td>Current X-axis screen position of the drag</td>
</tr>
<tr>
<td>CurrentY</td>
<td>Float</td>
<td>Current Y-axis screen position of the drag</td>
</tr>
<tr>
<td>DeltaX</td>
<td>Float</td>
<td>Number of pixels dragged on the X-axis screen</td>
</tr>
<tr>
<td>DeltaY</td>
<td>Float</td>
<td>Number of pixels dragged on the Y-axis screen</td>
</tr>
<tr>
<td>Distance</td>
<td>Float</td>
<td>Number of pixels dragged on screen</td>
</tr>
</tbody>
</table>

### Gestures: Hold node

Used to recognize finger hold gestures.

![Input/Gestures:Hold node](image)

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>PointerIndex</td>
<td>Integer</td>
<td>The button or finger index to track</td>
</tr>
</tbody>
</table>
**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>MinPixelsMoved</td>
<td>Float</td>
<td>Minimum distance in pixels before a pinch is recognized</td>
</tr>
<tr>
<td>MaxAngleDegrees</td>
<td>Float</td>
<td>Maximum angle in degrees that pinch can deviate before it is recognized</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiated</td>
<td>Any</td>
<td>Activated when a continuous hold gesture is initiated</td>
</tr>
<tr>
<td>Updated</td>
<td>Any</td>
<td>Activated when a continuous hold gesture is updated</td>
</tr>
<tr>
<td>Ended</td>
<td>Any</td>
<td>Activated when a continuous hold gesture has ended</td>
</tr>
<tr>
<td>StartX</td>
<td>Float</td>
<td>X-axis screen position of the hold start</td>
</tr>
<tr>
<td>StartY</td>
<td>Float</td>
<td>Y-axis screen position of the hold start</td>
</tr>
<tr>
<td>CurrentX</td>
<td>Float</td>
<td>Current X-axis screen position of the hold</td>
</tr>
<tr>
<td>CurrentY</td>
<td>Float</td>
<td>Current Y-axis screen position of the hold</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Duration of the hold in seconds</td>
</tr>
</tbody>
</table>

**Gestures:Pinch node**

Used to recognize finger pinch (away from or toward) gestures.
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiated</td>
<td>Any</td>
<td>Activated when a continuous pinch gesture is initiated</td>
</tr>
<tr>
<td>Updated</td>
<td>Any</td>
<td>Activated when a continuous pinch gesture is updated</td>
</tr>
<tr>
<td>StartMidpointX</td>
<td>Any</td>
<td>Midpoint X-axis position of the pinch</td>
</tr>
<tr>
<td>StartMidpointY</td>
<td>Float</td>
<td>Midpoint Y-axis position of the pinch</td>
</tr>
<tr>
<td>StartDistance</td>
<td>Float</td>
<td>Pixel distance between the two touch positions when the pinch is started</td>
</tr>
<tr>
<td>CurrentMidpointX</td>
<td>Float</td>
<td>Current X-axis position of the pinch</td>
</tr>
<tr>
<td>CurrentMidpointY</td>
<td>Float</td>
<td>Current Y-axis position of the pinch</td>
</tr>
<tr>
<td>CurrentDistance</td>
<td>Float</td>
<td>Current distance in pixels between the two touch positions</td>
</tr>
<tr>
<td>Ratio</td>
<td>Float</td>
<td>Ratio of the pinch (CurrentDistance/StartDistance)</td>
</tr>
</tbody>
</table>

### Gestures:Rotate node

Used to recognize finger rotation (movement in a circle around each other) gestures.

![Gestures:Rotate node diagram](image)

## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>MaxPixelsMoved</td>
<td>Float</td>
<td>Maximum distance in pixels before a rotation is recognized</td>
</tr>
<tr>
<td>MinAngleDegrees</td>
<td>Float</td>
<td>Minimum angle in degrees before a rotation is recognized</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiated</td>
<td>Any</td>
<td>Activated when a continuous rotation gesture is initiated</td>
</tr>
<tr>
<td>Updated</td>
<td>Any</td>
<td>Activated when a continuous rotation gesture is updated</td>
</tr>
<tr>
<td>Ended</td>
<td>Any</td>
<td>Activated when a continuous rotation gesture has ended</td>
</tr>
<tr>
<td>StartMidpointX</td>
<td>Float</td>
<td>X-axis screen position where the rotation started</td>
</tr>
<tr>
<td>StartMidpointY</td>
<td>Float</td>
<td>Y-axis screen position where the rotation started</td>
</tr>
<tr>
<td>StartDistance</td>
<td>Float</td>
<td>Pixel distance between the two touch positions when the rotation started</td>
</tr>
<tr>
<td>CurrentMidpointX</td>
<td>Float</td>
<td>Current X-axis screen position of the rotation</td>
</tr>
<tr>
<td>CurrentMidpointY</td>
<td>Float</td>
<td>Current Y-axis screen position of the rotation</td>
</tr>
<tr>
<td>CurrentDistance</td>
<td>Float</td>
<td>Current pixel distance between the two touch positions</td>
</tr>
<tr>
<td>RotationDegrees</td>
<td>Float</td>
<td>Current rotation in degrees</td>
</tr>
</tbody>
</table>

## Gestures:Swipe node

Used to recognize finger swipe gestures.

## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>PointerIndex</td>
<td>Integer</td>
<td>The button or finger index to track</td>
</tr>
<tr>
<td>MaxSecondsHeld</td>
<td>Float</td>
<td>Maximum number of seconds for a swipe to be recognized</td>
</tr>
<tr>
<td>MinPixelsMoved</td>
<td>Float</td>
<td>Minimum distance in pixels before a swipe is recognized</td>
</tr>
</tbody>
</table>
### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recognized</td>
<td>Any</td>
<td>Activated when a continuous swipe gesture is recognized</td>
</tr>
<tr>
<td>StartX</td>
<td>Float</td>
<td>X-axis screen position where the swipe started</td>
</tr>
<tr>
<td>StartY</td>
<td>Float</td>
<td>Y-axis screen position where the swipe started</td>
</tr>
<tr>
<td>EndX</td>
<td>Float</td>
<td>X-axis screen position where the swipe ended</td>
</tr>
<tr>
<td>EndY</td>
<td>Float</td>
<td>Y-axis screen position where the swipe ended</td>
</tr>
<tr>
<td>DeltaX</td>
<td>Float</td>
<td>X-axis pixels swiped</td>
</tr>
<tr>
<td>DeltaY</td>
<td>Float</td>
<td>Y-axis pixels swiped</td>
</tr>
<tr>
<td>DirectionX</td>
<td>Float</td>
<td>X-axis direction of the swipe</td>
</tr>
<tr>
<td>DirectionY</td>
<td>Float</td>
<td>Y-axis direction of the swipe</td>
</tr>
<tr>
<td>Distance</td>
<td>Float</td>
<td>Distance of the swipe in pixels</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Duration of the swipe in seconds</td>
</tr>
<tr>
<td>Velocity</td>
<td>Float</td>
<td>Velocity of the swipe in pixels per second</td>
</tr>
</tbody>
</table>

### MotionSensor nodes

This group of nodes are used with a motion sensor or accelerometer input.

#### MotionSensor:AccelerationGravity node

Used to output gravity-generated acceleration.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs raw gravity acceleration in g-forces</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>
**MotionSensor:AccelerationRaw node**

Used to output raw acceleration.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs raw sensor acceleration in g-forces</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:AccelerationUser node**

Used to output user-generated acceleration.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs user-generated acceleration in g-forces</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:MagneticFieldRaw node**

Used to output raw magnetic field data as measured by a magnetometer. Includes device bias.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs raw magnetic field data in microteslas</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:MagneticFieldUnbiased node**

Used to output magnetic field data as measured by a magnetometer. Processed to remove device bias.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs unbiased magnetic field data in microteslas</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:MagneticNorth node**

Used to output a vector pointing to magnetic north.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
</tbody>
</table>

Outputs
### Input Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs a vector pointing to magnetic north</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

### MotionSensor:Orientation node

Used to measure the orientation or attitude of the device from an arbitrary but constant frame of reference.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs an orientation or attitude angle in degrees</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

### MotionSensor:OrientationDelta node

Used to measure the change in orientation or attitude of the device since the last measurement.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td></td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>
### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs an orientation or attitude angle in degrees</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:RotationRateRaw node**

Used to output the raw rotation rate as measured by the gyroscope.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs the raw gyroscope rotation rate in degrees per second</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MotionSensor:RotationRateUnbiased node**

Used to output the rotation rate as measured by the gyroscope and processed to remove device bias.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SensorData</td>
<td>Vec3</td>
<td>Outputs an unbiased rotation rate in degrees per second</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>IsSensorDataAvailable</td>
<td>Boolean</td>
<td>Outputs true or false when the node is activated</td>
</tr>
</tbody>
</table>

**MouseButtonInfo node**

Used to output mouse button state information.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>MouseButton</td>
<td>Boolean</td>
<td>Mouse button state information</td>
</tr>
<tr>
<td>MouseWheel</td>
<td>Boolean</td>
<td>Mouse wheel state information</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MousePressed</td>
<td>Integer</td>
<td>Outputs the mouse button that was pressed</td>
</tr>
<tr>
<td>MouseReleased</td>
<td>Integer</td>
<td>Outputs the mouse button that was released</td>
</tr>
<tr>
<td>MouseWheel</td>
<td>Float</td>
<td>Outputs a positive value when the mouse wheel is moved up and a negative value when moved down</td>
</tr>
</tbody>
</table>

**MouseCoords node**

Used to output mouse coordinates.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>
**Lumberyard User Guide**

**Input Nodes**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>World</td>
<td>Boolean</td>
<td>World coordinates used</td>
</tr>
<tr>
<td>Screen</td>
<td>Boolean</td>
<td>Screen coordinates of the mouse cursor</td>
</tr>
<tr>
<td>Delta</td>
<td>Boolean</td>
<td>Shows the number of screen pixels the mouse cursor has moved</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>World</td>
<td>Vec3</td>
<td>World coordinates of the mouse cursor</td>
</tr>
<tr>
<td>ScreenX</td>
<td>Integer</td>
<td>X-axis coordinate of mouse cursor</td>
</tr>
<tr>
<td>ScreenY</td>
<td>Integer</td>
<td>Y-axis coordinate of mouse cursor</td>
</tr>
<tr>
<td>DeltaScreenX</td>
<td>Integer</td>
<td>X-axis delta coordinate of mouse cursor</td>
</tr>
<tr>
<td>DeltaScreenY</td>
<td>Integer</td>
<td>Y-axis delta coordinate of mouse cursor</td>
</tr>
</tbody>
</table>

**MouseCursor node**

Used to show or hide the mouse cursor.

```
Input: MouseCursor
  # Show   Done
  # Hide
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show</td>
<td>Any</td>
<td>Shows the mouse cursor</td>
</tr>
<tr>
<td>Hide</td>
<td>Any</td>
<td>Hides the mouse cursor</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the action is complete</td>
</tr>
</tbody>
</table>

**MouseEntitiesInBox node**

Used to show or hide the mouse coordinates.

```
Input: MouseEntitiesInBox
  # Get   ContainerId=0
  # ScreenX=0
  # ScreenY=0
  # ScreenX2=0
  # ScreenY2=0
```

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**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get the mouse cursor</td>
</tr>
<tr>
<td>ContainerId</td>
<td>Integer</td>
<td>ID of the container that stores the entities</td>
</tr>
<tr>
<td>ScreenX</td>
<td>Integer</td>
<td>X-axis screen position of the mouse cursor</td>
</tr>
<tr>
<td>ScreenY</td>
<td>Integer</td>
<td>Y-axis screen position of the mouse cursor</td>
</tr>
<tr>
<td>ScreenX2</td>
<td>Integer</td>
<td>X-axis screen position 2 of the mouse cursor</td>
</tr>
<tr>
<td>ScreenY2</td>
<td>Integer</td>
<td>Y-axis screen position 2 of the mouse cursor</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when completed</td>
</tr>
</tbody>
</table>

**MouseRayCast node**

Used to output the mouse raycast information.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>All</td>
<td>Integer</td>
<td>Raycast filter type</td>
</tr>
<tr>
<td>EntitiesToIgnore</td>
<td>Integer</td>
<td>Entities to ignore during raycast</td>
</tr>
<tr>
<td>IgnoreBackFaces</td>
<td>Boolean</td>
<td>Ignore backfaces of geometry during raycast</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HitPos</td>
<td>Vec3</td>
<td>Coordinates of the first position that was hit with the raycast</td>
</tr>
<tr>
<td>HitNormal</td>
<td>Vec3</td>
<td>Normal of the first position that was hit with the raycast</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>ID of the entity that was hit by the raycast</td>
</tr>
<tr>
<td>NoHit</td>
<td>Any</td>
<td>Activated each frame when enabled and no item was hit by the raycast</td>
</tr>
</tbody>
</table>

**MouseSetPos node**

Used to position the mouse at the specified location when activated.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Coords</td>
<td>Vec3</td>
<td>Coordinates to set the mouse at</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Triggers when the new mouse position is set</td>
</tr>
</tbody>
</table>

**Touch:MultiTouchEvent node**

Used to output finger touch location.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TouchDown</td>
<td>Integer</td>
<td>Finger (touch) ID that was pressed</td>
</tr>
<tr>
<td>TouchUp</td>
<td>Integer</td>
<td>Finger (touch) ID that was released</td>
</tr>
</tbody>
</table>
**Lumberyard User Guide**

**Input Nodes**

**Touch:TouchEvent node**

Used to output finger touch location.

```
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>TouchId</td>
<td>Integer</td>
<td>Touch (finger) ID for which events will be sent from</td>
</tr>
<tr>
<td>ScreenCoords</td>
<td>Boolean</td>
<td>Output screen coordinates</td>
</tr>
<tr>
<td>WorldCoords</td>
<td>Boolean</td>
<td>Output world coordinates</td>
</tr>
</tbody>
</table>
```

**Outputs**

```
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TouchDown</td>
<td>Any</td>
<td>Finger (touch) ID that was pressed</td>
</tr>
<tr>
<td>TouchUp</td>
<td>Any</td>
<td>Finger (touch) ID that was released</td>
</tr>
<tr>
<td>ScreenCoordX</td>
<td>Integer</td>
<td>Screen X-axis coordinate of the touch</td>
</tr>
<tr>
<td>ScreenCoordY</td>
<td>Integer</td>
<td>Screen Y-axis coordinate of the touch</td>
</tr>
<tr>
<td>WorldCoords</td>
<td>Vec3</td>
<td>Touch position in world coordinates</td>
</tr>
</tbody>
</table>
```

**Touch:MultiTouchCoords node**

Used to output the finger touch location from the specified ID.

```
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>TouchId</td>
<td>Integer</td>
<td>Finger (touch) ID for which the coordinates will obtained</td>
</tr>
</tbody>
</table>
```

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Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ScreenCoordX</td>
<td>Integer</td>
<td>X-axis location of the finger touch</td>
</tr>
<tr>
<td>ScreenCoordY</td>
<td>Integer</td>
<td>Y-axis location of the finger touch</td>
</tr>
</tbody>
</table>

**Touch:TouchRaycast node**

Used to generate a raycast for each finger frame ID.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the node</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the node</td>
</tr>
<tr>
<td>All</td>
<td>Integer</td>
<td>Raycast filter type</td>
</tr>
<tr>
<td>EntitiesToIgnore</td>
<td>Integer</td>
<td>Entities to ignore during raycast</td>
</tr>
<tr>
<td>IgnoreBackFaces</td>
<td>Boolean</td>
<td>Ignore backfaces of geometry during raycast</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HitPos</td>
<td>Vec3</td>
<td>Coordinates of the first position that was hit with the raycast</td>
</tr>
<tr>
<td>HitNormal</td>
<td>Vec3</td>
<td>Normal of the first position that was hit with the raycast</td>
</tr>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>ID of the entity that was hit by the raycast</td>
</tr>
<tr>
<td>NoHit</td>
<td>Any</td>
<td>Activated each frame when enabled and no item was hit by the raycast</td>
</tr>
</tbody>
</table>

**Touch:VirtualThumbstick node**

Used to implement a virtual thumbstick.
Interpolate Nodes

You can use these flow graph nodes to configure interpolate-related settings.

Topics
- Color node (p. 745)
- Float node (p. 746)
- Int node (p. 747)
- SmoothAngleVec3 (p. 747)
- SmoothColor node (p. 748)
- SmoothFloat node (p. 748)
- SmoothInt node (p. 749)
- SmoothVec3 node (p. 749)
- Vec3 node (p. 750)

Color node

Used to linearly calculate from an initial color value to an end color value within a given time frame.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts interpolation</td>
</tr>
</tbody>
</table>

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### Port | Type | Description
--- | --- | ---
Stop | Any | Stops interpolation
StartValue | Vec3 | Starting value for color
EndValue | Vec3 | Ending value for color
Time | Float | Interpolation duration in seconds
UpdateFrequency | Float | Interpolation update frequency in seconds. 0 = every frame

### Outputs

| Port | Type | Description |
--- | --- | ---
Value | Vec3 | Current value
Done | Any | Triggered when finished

### Float node

Used to linearly calculate from an initial floating point value to an end floating point value within a given time frame.

### Inputs

| Port | Type | Description |
--- | --- | ---
Start | Any | Starts interpolation
Stop | Any | Stops interpolation
StartValue | Float | Starting value for floating point
EndValue | Float | Ending value for floating point
Time | Float | Interpolation duration in seconds
UpdateFrequency | Float | Interpolation update frequency in seconds. 0 = every frame

### Outputs

| Port | Type | Description |
--- | --- | ---
Value | Float | Current value
### Int node

Used to linearly calculate from an initial integer value to an end integer value within a given time frame.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

#### Input

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts interpolation</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops interpolation</td>
</tr>
<tr>
<td>StartValue</td>
<td>Integer</td>
<td>Starting value for integer</td>
</tr>
<tr>
<td>EndValue</td>
<td>Integer</td>
<td>Ending value for integer</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
<tr>
<td>UpdateFrequency</td>
<td>Float</td>
<td>Interpolation update frequency in seconds. 0 = every frame</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Integer</td>
<td>Current value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

### SmoothAngleVec3

Used to non-linearly (damped spring system) calculate from an initial vector angle to an end vector angle within a given time frame. Calculation will slow down as it reaches the end value.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
</tbody>
</table>
## Interpolate Nodes

### Output Value

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InitialValue</td>
<td>Vec3</td>
<td>Initial interpolation value for vector angle</td>
</tr>
<tr>
<td>TargetValue</td>
<td>Vec3</td>
<td>Target interpolation value for vector angle</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Vec3</td>
<td>Current value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

## SmoothColor node

Used to non-linearly (damped spring system) calculate from an initial color value to an end color value within a given time frame. Calculation will slow down as it reaches the end value.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>InitialValue</td>
<td>Vec3</td>
<td>Initial interpolation value for color</td>
</tr>
<tr>
<td>TargetValue</td>
<td>Vec3</td>
<td>Target interpolation value for color</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Vec3</td>
<td>Current value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

## SmoothFloat node

Used to non-linearly (damped spring system) calculate from an initial floating point value to an end floating point value within a given time frame. Calculation will slow down as it reaches the end value.
### Interpolate Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>InitialValue</td>
<td>Float</td>
<td>Initial interpolation value for floating point</td>
</tr>
<tr>
<td>TargetValue</td>
<td>Float</td>
<td>Target interpolation value for floating point</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Float</td>
<td>Current value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

#### SmoothInt node

Used to non-linearly (damped spring system) calculate from an initial integer value to an end integer value within a given time frame. Calculation will slow down as it reaches the end value.

#### SmoothVec3 node

Used to non-linearly (damped spring system) calculate from an initial Vec3 value to an end Vec3 value within a given time frame. Calculation will slow down as it reaches the end value.
### Interpolate Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>InitialValue</td>
<td>Vec3</td>
<td>Initial interpolation value for Vec3</td>
</tr>
<tr>
<td>TargetValue</td>
<td>Vec3</td>
<td>Target interpolation value for Vec3</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Vec3</td>
<td>Current value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when finished</td>
</tr>
</tbody>
</table>

#### Vec3 node

Used to linearly calculate from an initial Vec3 value to an end Vec3 value within a given time frame.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts interpolation</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops interpolation</td>
</tr>
<tr>
<td>StartValue</td>
<td>Vec3</td>
<td>Starting value for Vec3</td>
</tr>
<tr>
<td>EndValue</td>
<td>Vec3</td>
<td>Ending value for Vec3</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Interpolation duration in seconds</td>
</tr>
<tr>
<td>UpdateFrequency</td>
<td>Float</td>
<td>Interpolation update frequency in seconds. 0 = every frame</td>
</tr>
</tbody>
</table>
Intersection Tests Nodes

You can use the following flow graph nodes to configure intersection tests.

Topics

• BoundingBoxVsBoundingBox node (p. 751)
• BoundingBoxVsSphere node (p. 751)

BoundingBoxVsBoundingBox node

Used to test two bounding boxes to see if they intersect.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Min1</td>
<td>Vec3</td>
<td>Minimum point for the first bounding box</td>
</tr>
<tr>
<td>Max1</td>
<td>Vec3</td>
<td>Maximum point for the first bounding box</td>
</tr>
<tr>
<td>Min2</td>
<td>Vec3</td>
<td>Minimum point for the second bounding box</td>
</tr>
<tr>
<td>Max2</td>
<td>Vec3</td>
<td>Maximum point for the second bounding box</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Boolean</td>
<td>Outputs true if an intersection occurred</td>
</tr>
<tr>
<td>True</td>
<td>Any</td>
<td>Triggers if an intersection occurred</td>
</tr>
<tr>
<td>False</td>
<td>Any</td>
<td>Triggers if an intersection did not occur</td>
</tr>
</tbody>
</table>

BoundingBoxVsSphere node

Used to test a bounding box and a sphere to see if they intersect.
Iterator Nodes

You can use the following flow graph nodes to configure iterator-related settings.

Topics
- GetEntities node (p. 752)
- GetEntitiesInArea node (p. 753)
- GetEntitiesInBox node (p. 754)
- GetEntitiesInSphere node (p. 755)

GetEntities node

Used to find and return all entities in the world.
## Iterator Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Next</td>
<td>Any</td>
<td>Gets the next entity found</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Limits how many entities are returned</td>
</tr>
<tr>
<td>Immediate</td>
<td>Boolean</td>
<td>Iterates immediately through the results</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of entity to iterate</td>
</tr>
<tr>
<td>ArchetypeFilter</td>
<td>Any</td>
<td>Returns archetype entities</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutEntityId</td>
<td>Any</td>
<td>Outputs the entity and entity ID</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Outputs the current of entities</td>
</tr>
<tr>
<td>Done</td>
<td>Integer</td>
<td>Triggered when all entities have been found, with the total count returned</td>
</tr>
</tbody>
</table>

### GetEntitiesInArea node

Used to find and return all entities within the specified area shape.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Next</td>
<td>Any</td>
<td>Gets the next entity found</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Limits how many entities are returned</td>
</tr>
<tr>
<td>Immediate</td>
<td>Boolean</td>
<td>Iterates immediately through the results</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of entity to iterate</td>
</tr>
<tr>
<td>ArchetypeFilter</td>
<td>String</td>
<td>Returns archetype entities</td>
</tr>
<tr>
<td>Area</td>
<td>String</td>
<td>Name of area shape to test against</td>
</tr>
</tbody>
</table>

Version 1.9
753
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutEntityId</td>
<td>Any</td>
<td>Outputs the entity and entity ID</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Outputs the current of entities</td>
</tr>
<tr>
<td>Done</td>
<td>Integer</td>
<td>Triggered when all entities have been found, with the total count returned</td>
</tr>
</tbody>
</table>

GetEntitiesInBox node

Used to find and return all entities within the defined AABB box.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Next</td>
<td>Any</td>
<td>Gets the next entity found</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Limits how many entities are returned</td>
</tr>
<tr>
<td>Immediate</td>
<td>Any</td>
<td>Iterates immediately through the results</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of entity to iterate</td>
</tr>
<tr>
<td>ArchetypeFilter</td>
<td>String</td>
<td>Returns archetype entities</td>
</tr>
<tr>
<td>Min</td>
<td>Vec3</td>
<td>Minimum vector extents of the AABB bounding box to check for entities</td>
</tr>
<tr>
<td>Max</td>
<td>Vec3</td>
<td>Maximum vector extents of the AABB bounding box to check for entities</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutEntityId</td>
<td>Any</td>
<td>Outputs the entity and entity ID</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Outputs the current of entities</td>
</tr>
<tr>
<td>Done</td>
<td>Integer</td>
<td>Triggered when all entities have been found, with the total count returned</td>
</tr>
</tbody>
</table>

Version 1.9

754
GetEntitiesInSphere node

Used to find and return all entities within the defined sphere volume.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Next</td>
<td>Any</td>
<td>Gets the next entity found</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Limits how many entities are returned</td>
</tr>
<tr>
<td>Immediate</td>
<td>Boolean</td>
<td>Iterates immediately through the results</td>
</tr>
<tr>
<td>Type</td>
<td>Integer</td>
<td>Type of entity to iterate</td>
</tr>
<tr>
<td>ArchetypeFilter</td>
<td>String</td>
<td>Returns archetype entities</td>
</tr>
<tr>
<td>Center</td>
<td>Vec3</td>
<td>Center of the sphere</td>
</tr>
<tr>
<td>Radius</td>
<td>Float</td>
<td>Distance from the center of the sphere to check for entities</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutEntityId</td>
<td>Any</td>
<td>Outputs the entity and entity ID</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Outputs the current of entities</td>
</tr>
<tr>
<td>Done</td>
<td>Integer</td>
<td>Triggered when all entities have been found, with the total count returned</td>
</tr>
</tbody>
</table>

JSON Nodes

You can use these flow graph nodes to configure JSON settings.

Topics

- GetJsonProperty node (p. 756)
- IsValueInJsonArray node (p. 756)
- IterateJsonArrayProperty node (p. 757)
- SetJsonProperty node (p. 757)
GetJsonProperty node

Used to get the JSON attribute value.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>JSON</td>
<td>String</td>
<td>The JSON code to parse</td>
</tr>
<tr>
<td>Attribute</td>
<td>String</td>
<td>The attribute to get the value of</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error</td>
<td>String</td>
<td>Triggers if the JSON could not be parsed or the attribute could not be found</td>
</tr>
<tr>
<td>OutValue</td>
<td>String</td>
<td>Outputs the attribute value</td>
</tr>
</tbody>
</table>

IsValueInJsonArray node

Used to look through a JSON array for the specified value.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>JsonArray</td>
<td>String</td>
<td>The JSON array to search on</td>
</tr>
<tr>
<td>Value</td>
<td>String</td>
<td>The JSON value to search for</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Integer</td>
<td>Outputs the number of occurrences found</td>
</tr>
<tr>
<td>True</td>
<td>Boolean</td>
<td>Triggers if the value was found</td>
</tr>
</tbody>
</table>
### IterateJsonArrayProperty node

Used to iterate through a JSON array, returning one element at a time.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Begin</td>
<td>Any</td>
<td>Starts iterating over the supplied JSON array</td>
</tr>
<tr>
<td>Continue</td>
<td>Any</td>
<td>Continues iterating over the supplied JSON array</td>
</tr>
<tr>
<td>JsonArray</td>
<td>String</td>
<td>The JSON array to iterated over</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Float</td>
<td>Value of the current array element</td>
</tr>
<tr>
<td>Index</td>
<td>Integer</td>
<td>Index of the current array element</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when there are no more elements in the array</td>
</tr>
<tr>
<td>isEmpty</td>
<td>Boolean</td>
<td>Triggers if the array is empty</td>
</tr>
<tr>
<td>Error</td>
<td>String</td>
<td>Triggers if an error occurs</td>
</tr>
</tbody>
</table>

### SetJsonProperty node

Used to set a property on a JSON object.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>JsonObject</td>
<td>String</td>
<td>The JSON object to set the property on</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the JSON property</td>
</tr>
<tr>
<td>Value</td>
<td>String</td>
<td>Value of the JSON property</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>String</td>
<td>Outputs the JSON object</td>
</tr>
</tbody>
</table>

**Kinect Nodes**

You can use these flow graph nodes to configure Kinect settings.

**Topics**
- Alignment node (p. 758)
- Skeleton node (p. 759)

**Alignment node**

Used to get the default Kinect skeleton joint lengths when a new closest tracked skeleton is detected.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables the skeleton alignment watcher</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables the skeleton alignment watcher</td>
</tr>
<tr>
<td>ForceAlign</td>
<td>Any</td>
<td>Forces the beginning of the new skeleton alignment phase</td>
</tr>
<tr>
<td>AlignTime</td>
<td>Float</td>
<td>The time spent each time the skeleton alignment is started</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Started</td>
<td>Boolean</td>
<td>Triggers when a new skeleton alignment has started</td>
</tr>
<tr>
<td>Completed</td>
<td>Boolean</td>
<td>Triggers when a skeleton alignment completes</td>
</tr>
</tbody>
</table>
**Skeleton node**

Used to get the status of the joints for a Kinect skeleton.

![Skeleton node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Auto</td>
<td>Boolean</td>
<td>Forces an auto update</td>
</tr>
<tr>
<td>Freq</td>
<td>Float</td>
<td>Auto update frequency. Use 0 to update every frame.</td>
</tr>
<tr>
<td>Joint</td>
<td>Integer</td>
<td>The skeleton joint</td>
</tr>
<tr>
<td>RefJoint</td>
<td>Integer</td>
<td>The skeleton reference joint</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Outputs the skeleton vector position</td>
</tr>
<tr>
<td>X</td>
<td>Float</td>
<td>Outputs the skeleton X-axis position</td>
</tr>
<tr>
<td>Y</td>
<td>Float</td>
<td>Outputs the skeleton Y-axis position</td>
</tr>
<tr>
<td>Z</td>
<td>Float</td>
<td>Outputs the skeleton Z-axis position</td>
</tr>
</tbody>
</table>

**Logic Nodes**

You can use the following flow graph nodes to define logic operations.

**Topics**

- AND node (p. 760)
- All node (p. 760)
- Any node (p. 761)
- Blocker node (p. 761)
- CountBlocker node (p. 762)
- DeMultiplexer node (p. 762)
- Gate node (p. 763)
- IfCondition node (p. 763)
- Indexer node (p. 764)
- Multiplexer node (p. 764)
• NOT node (p. 765)
• OR node (p. 765)
• OnChange node (p. 766)
• Once node (p. 766)
• OnceNoSerialize node (p. 767)
• RandomSelect node (p. 767)
• RandomTrigger node (p. 768)
• SelectCondition node (p. 768)
• Sequencer node (p. 769)
• XOR node (p. 769)

**AND node**

Used to perform a logical AND operation on the input ports. Output is true if both inputs are true.

![AND Node Image](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Boolean</td>
<td>First input</td>
</tr>
<tr>
<td>B</td>
<td>Boolean</td>
<td>Second input</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>Output value</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Boolean</td>
<td>Triggers if Out is true</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Boolean</td>
<td>Triggers if Out is false</td>
</tr>
</tbody>
</table>

**All node**

Used to trigger the output when all connected inputs are triggered.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In0 - In7</td>
<td>Any</td>
<td>Input values</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the input values to 0</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Triggered when all inputs are triggered</td>
</tr>
</tbody>
</table>

Any node

Used to trigger the output when any of the connected inputs are triggered.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In0 - In9</td>
<td>Any</td>
<td>Input values</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Triggered when any inputs are triggered</td>
</tr>
</tbody>
</table>

Blocker node

Used to block or pass signals depending on the state of the Block input.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block</td>
<td>Boolean</td>
<td>If true, blocks In signal</td>
</tr>
</tbody>
</table>
### CountBlocker node

Used to output a signal a number of times as defined by the Limit input.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets In to 0</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Number of times In is sent to Out</td>
</tr>
</tbody>
</table>

### DeMultiplexer node

Used to send the In input to the selected Out output, based on the value of the Mode input:

- **Always**: Both the In and Index inputs activate the output.
- **IndexOnly**: Only the Index input activates the output.
- **InputOnly**: Only the In port activates the output.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>Integer</td>
<td>Determines which output receives the input (In)</td>
</tr>
<tr>
<td>Mode</td>
<td>Integer</td>
<td>Determines when the outputs are activated</td>
</tr>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out0 - Out7</td>
<td>Any</td>
<td>Outputs that can be triggered</td>
</tr>
</tbody>
</table>

**Gate node**

Used to block or pass a signal depending on the state of the Closed input.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>Closed</td>
<td>Boolean</td>
<td>If true, blocks the input from passing to the output</td>
</tr>
<tr>
<td>Open</td>
<td>Any</td>
<td>Sets Closed to false</td>
</tr>
<tr>
<td>Close</td>
<td>Any</td>
<td>Sets Closed to true</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Output value</td>
</tr>
<tr>
<td>OutClosed</td>
<td>Any</td>
<td>Output if Closed is true</td>
</tr>
</tbody>
</table>

**IfCondition node**

Used to output signals based on whether the Condition input is enabled.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Condition</td>
<td>Boolean</td>
<td>Condition value</td>
</tr>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnFalse</td>
<td>Any</td>
<td>Triggers if Condition is false</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Any</td>
<td>Triggers if Condition is true</td>
</tr>
</tbody>
</table>

Indexer node

Used to return the index of an active input. Does not account for multiple activations on different inputs.

<table>
<thead>
<tr>
<th>Inputs</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>In0 - In7</td>
<td>Any</td>
<td>Input values</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Outputs</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OutIndex</td>
<td>Integer</td>
<td>Outputs the index (number) of the active input</td>
</tr>
</tbody>
</table>

Multiplexer node

Used to select an input and send it to the output, based on the value of the Mode input:

- **Always**: Both the In and Index inputs activate the output.
- **IndexOnly**: Only the Index input activates the output.
- **InputOnly**: Only the In port activates the output.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>Integer</td>
<td>Determines which input is passed to the output</td>
</tr>
<tr>
<td>Mode</td>
<td>Integer</td>
<td>Determines which inputs activate the output</td>
</tr>
<tr>
<td>In0 - In7</td>
<td>Any</td>
<td>Input values</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Output</td>
<td>Any</td>
<td>Output value</td>
</tr>
</tbody>
</table>

**NOT node**

Used to perform a logical NOT operation on the input ports. If the input is true, the output will be false and vice versa.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Boolean</td>
<td>Input value</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>If the input is true, the output will be false and vice versa</td>
</tr>
</tbody>
</table>

**OR node**

Used to perform a logical OR operation on the input ports. The output is true if either of the two inputs is true.
### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Boolean</td>
<td>First input</td>
</tr>
<tr>
<td>B</td>
<td>Boolean</td>
<td>Second input</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>Output is true if either of the two inputs is true</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Boolean</td>
<td>Triggers if Out is true</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Boolean</td>
<td>Triggers if Out is false</td>
</tr>
</tbody>
</table>

### OnChange node

Used to send the input value to the output when it is different from the previous value.

![OnChange node icon]

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Boolean</td>
<td>Input value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>Receives the input value when the input has changed from it's previous value</td>
</tr>
</tbody>
</table>

### Once node

Used to pass the activated input to the output only once.

![Once node icon]
## Lumberyard User Guide

### Logic Nodes

#### OnceNoSerialize node

Use to pass the activated input value to the output only once. The triggered flag is not serialized on a saved game. This means that even if a previous savegame is loaded after the node has been triggered, the node won't be triggered again.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In0 - In7</td>
<td>Any</td>
<td>Input values</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the inputs and allows new activation to occur</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Receives the active input only once</td>
</tr>
</tbody>
</table>

#### RandomSelect node

Used to pass the activated input value to a random number of outputs.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the input and allows new activation to occur</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Receives the active input only once</td>
</tr>
</tbody>
</table>
### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>MinOut</td>
<td>Integer</td>
<td>Minimum number of outputs to trigger</td>
</tr>
<tr>
<td>MaxOut</td>
<td>Integer</td>
<td>Maximum number of outputs to trigger</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out0 - Out9</td>
<td>Any</td>
<td>Receives active input values</td>
</tr>
</tbody>
</table>

### RandomTrigger node

Used to trigger one of the outputs in random order.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the activations to 0</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out0 - Out9</td>
<td>Any</td>
<td>Output value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when all outputs have been triggered</td>
</tr>
</tbody>
</table>

### SelectCondition node

Used to trigger the output based on the state of the Condition node.
**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Condition</td>
<td>Boolean</td>
<td>Condition value</td>
</tr>
<tr>
<td>InTrue</td>
<td>Any</td>
<td>Value sent to Out when Condition is true</td>
</tr>
<tr>
<td>InFalse</td>
<td>Any</td>
<td>Value sent to Out when Condition is false</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Output value</td>
</tr>
</tbody>
</table>

**Sequencer node**

Used to trigger one of the outputs in sequential order for each input activation.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input value</td>
</tr>
<tr>
<td>Closed</td>
<td>Boolean</td>
<td>If true, blocks all inputs</td>
</tr>
<tr>
<td>Open</td>
<td>Any</td>
<td>Sets Closed to false</td>
</tr>
<tr>
<td>Close</td>
<td>Any</td>
<td>Sets Closed to true</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Forces active output to Out0</td>
</tr>
<tr>
<td>Reverse</td>
<td>Boolean</td>
<td>If true, the order of output activation is reversed</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out0 - Out9</td>
<td>Any</td>
<td>Outputs are triggered in sequential order for each input activation</td>
</tr>
</tbody>
</table>
XOR node

Used to perform a logical XOR operation on the input ports. If one of the inputs is true, the output is true. If both inputs are true or are false, the output is false.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Boolean</td>
<td>First input</td>
</tr>
<tr>
<td>B</td>
<td>Boolean</td>
<td>Second input</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>If one of the inputs is true, the output is true. If both inputs are true or are false, the output is false</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Boolean</td>
<td>Triggers if Out is true</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Boolean</td>
<td>Triggers if Out is false</td>
</tr>
</tbody>
</table>

Material Nodes

You can use the following flow graph nodes to define material settings.

Topics

- EntityMaterialChange node (p. 770)
- EntityMaterialParams node (p. 771)
- MaterialClone node (p. 772)
- MaterialParams node (p. 772)
- SetObjectMaterial node (p. 773)

EntityMaterialChange node

Used to apply the specified material to an entity.
**Material Nodes**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>MaterialName</td>
<td>String</td>
<td>Name of material to apply</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Reset to the original material</td>
</tr>
<tr>
<td>SerializeChanges</td>
<td>Boolean</td>
<td>Serialize the change</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>String</td>
<td>Outputs the name of the material</td>
</tr>
</tbody>
</table>

**EntityMaterialParams node**

Used to get the entity's material parameters.

![Image of EntityMaterialParams node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Slot</td>
<td>Integer</td>
<td>Material slot</td>
</tr>
<tr>
<td>SubMtlId</td>
<td>Integer</td>
<td>Submaterial ID</td>
</tr>
<tr>
<td>ParamFloat</td>
<td>String</td>
<td>Float parameter to be set</td>
</tr>
<tr>
<td>ValueFloat</td>
<td>Float</td>
<td>Sets float parameter value</td>
</tr>
<tr>
<td>ParamColor</td>
<td>String</td>
<td>Color parameter to be set</td>
</tr>
<tr>
<td>ValueColor</td>
<td>Vec3</td>
<td>Color value to be set</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FloatValue</td>
<td>Float</td>
<td>Current float value</td>
</tr>
<tr>
<td>ColorValue</td>
<td>Vec3</td>
<td>Current color value</td>
</tr>
</tbody>
</table>
MaterialClone node

Used to clone an entity’s material or reset it back to the original.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets to the original material</td>
</tr>
<tr>
<td>Slot</td>
<td>Integer</td>
<td>Material slot</td>
</tr>
</tbody>
</table>

MaterialParams node

Used to get the specified material’s parameters.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>MaterialName</td>
<td>String</td>
<td>Material name</td>
</tr>
<tr>
<td>SubMtlId</td>
<td>Integer</td>
<td>Submaterial name</td>
</tr>
<tr>
<td>ParamFloat</td>
<td>String</td>
<td>Float parameter to be set</td>
</tr>
<tr>
<td>ValueFloat</td>
<td>Float</td>
<td>Value of the float parameter</td>
</tr>
<tr>
<td>ParamColor</td>
<td>String</td>
<td>Color parameter to be set</td>
</tr>
<tr>
<td>ValueColor</td>
<td>Vec3</td>
<td>Value of the color parameter</td>
</tr>
<tr>
<td>SerializeChanges</td>
<td>Boolean</td>
<td>Serialize the change</td>
</tr>
</tbody>
</table>
### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FloatValue</td>
<td>Float</td>
<td>Current float value</td>
</tr>
<tr>
<td>ColorValue</td>
<td>Vec3</td>
<td>Current color value</td>
</tr>
</tbody>
</table>

### SetObjectMaterial node

Used to set an object's (render node) material to the specified position.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Material</td>
<td>String</td>
<td>Set object material</td>
</tr>
<tr>
<td>ObjectType</td>
<td>Integer</td>
<td>Object type</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Position to set material at</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
</tbody>
</table>

### MaterialFX Nodes

You can use the following flow graph nodes to define material FX settings.

**Note**

These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

**Topics**

- HUDEndFX node (p. 773)
- HUDStartFX node (p. 774)

### HUDEndFX node

The MaterialFX end node for an HUD.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>MaterialFX end node</td>
</tr>
</tbody>
</table>
HUDStartFX node

The MaterialFX start node for an HUD.

![HUDStartFX node](image)

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Triggered automatically by the material effect</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Started</td>
<td>Any</td>
<td>Triggered when the material effect has started</td>
</tr>
<tr>
<td>Distance</td>
<td>Float</td>
<td>Outputs the distance to the player</td>
</tr>
<tr>
<td>Param1</td>
<td>Float</td>
<td>Custom parameter 1</td>
</tr>
<tr>
<td>Param2</td>
<td>Float</td>
<td>Custom parameter 2</td>
</tr>
<tr>
<td>Intensity</td>
<td>Float</td>
<td>Dynamic value set by game code</td>
</tr>
<tr>
<td>BlendOutTime</td>
<td>Float</td>
<td>Outputs the material effect blend out time in seconds</td>
</tr>
</tbody>
</table>

### Math Nodes

You can use these flow graph nodes to define math operations.

**Topics**

- [Abs node](p. 775)
- [Add node](p. 776)
- [AnglesToDir node](p. 776)
- [ArcCos node](p. 776)
- [ArcSin node](p. 777)
- [ArcTan node](p. 777)
- [ArcTan2 node](p. 778)
- [BooleanFrom node](p. 778)
- [BooleanTo node](p. 779)
- [Calculate node](p. 779)
- [Ceil node](p. 779)
- [Clamp node](p. 780)
- [Cosine node](p. 780)
Abs node

Used to calculate the absolute value of the input.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>Input</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Absolute value of the input</td>
</tr>
</tbody>
</table>
Add node

Used to add the two input values.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Absolute value of the input</td>
</tr>
</tbody>
</table>

AnglesToDir node

Used to convert the input angle to a unit vector direction.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angles</td>
<td>Vec3</td>
<td>Input angle</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction unit vector</td>
</tr>
<tr>
<td>Roll</td>
<td>Float</td>
<td>Roll output</td>
</tr>
</tbody>
</table>

ArcCos node

Used to calculate the inverse cosine of the input.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle</td>
</tr>
</tbody>
</table>

ArcSin node

Used to calculate the inverse sine of the input.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Inverse sine (Arcsin) of the input</td>
</tr>
</tbody>
</table>

ArcTan node

Used to calculate the inverse tangent of the input.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle</td>
</tr>
</tbody>
</table>
### ArcTan2 node

Used to calculate the inverse tangent of the two inputs.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>X</td>
<td>Float</td>
<td>X input value</td>
</tr>
<tr>
<td>Y</td>
<td>Float</td>
<td>Y input value</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Inverse tangent (Arctan) of the Y and X inputs</td>
</tr>
</tbody>
</table>

### BooleanFrom node

Used to convert the Boolean input value (0 or 1) to true or false.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Boolean</td>
<td>Boolean input (0 or 1)</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>False</td>
<td>Float</td>
<td>Triggers if input is false (0)</td>
</tr>
<tr>
<td>True</td>
<td>Float</td>
<td>Triggers if input is true (1)</td>
</tr>
</tbody>
</table>
**BooleanTo node**

Used to convert the inputs to a Boolean 0 or 1 value.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>Float</td>
<td>Will output true if event is received on this input</td>
</tr>
<tr>
<td>False</td>
<td>Float</td>
<td>Will output false if event is received on this input</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>Outputs true (1) or false (0) depending on input state</td>
</tr>
</tbody>
</table>

**Calculate node**

Used to calculate the output value based on the operation performed on the two inputs.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Operation</td>
<td>Integer</td>
<td>The mathematical operation to be performed</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Result of operation on A and B</td>
</tr>
</tbody>
</table>

**Ceil node**

Used to output the ceiling value of the input.
Math Nodes

Clamp node

Used to clamp the output value to the Min and Max range.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Float</td>
<td>Input value</td>
</tr>
<tr>
<td>Min</td>
<td>Float</td>
<td>Minimum clamp value</td>
</tr>
<tr>
<td>Max</td>
<td>Float</td>
<td>Maximum clamp value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Triggered if the input is clamped within the range</td>
</tr>
</tbody>
</table>

Cosine node

Used to output the cosine of the input.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
</tbody>
</table>
## Lumberyard User Guide

### Math Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Float</td>
<td>Input in degrees</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Cosine of the input</td>
</tr>
</tbody>
</table>

### Counter node

Used to output the number of times the input has been activated.

![Counter node icon]

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Input</td>
</tr>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets the counter</td>
</tr>
<tr>
<td>Max</td>
<td>Integer</td>
<td>Maximum value of the counter before it is reset</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Number of times that the input was activated</td>
</tr>
</tbody>
</table>

### DirToAngles node

Used to convert the input vector direction to an angle.

![DirToAngles node icon]

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Vector direction</td>
</tr>
<tr>
<td>Roll</td>
<td>Float</td>
<td>Roll input</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angles</td>
<td>Vec3</td>
<td>Converts the direction to an angle in degrees</td>
</tr>
</tbody>
</table>

**Div node**

Used to divide input A by input B.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>Dividend input</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Divisor input</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Division of A by B</td>
</tr>
</tbody>
</table>

**Equal node**

Used to check if the two inputs are equal in value.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>True if the two inputs are equal in value</td>
</tr>
</tbody>
</table>
EvenOrOdd node

Used to check if the input is an even or odd value.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Integer</td>
<td>Input</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Odd</td>
<td>Any</td>
<td>Triggered if the input is an odd value</td>
</tr>
<tr>
<td>Even</td>
<td>Any</td>
<td>Triggered if the input is an even value</td>
</tr>
</tbody>
</table>

Floor node

Used to output the floor of the input.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Float</td>
<td>Input</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Floored input</td>
</tr>
</tbody>
</table>

InRange node

Used to check if the input is within the Min and Max value range.
**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input</td>
</tr>
<tr>
<td>Min</td>
<td>Float</td>
<td>Minimum value of the range</td>
</tr>
<tr>
<td>Max</td>
<td>Float</td>
<td>Maximum value of the range</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>True if the input is within the range</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Any</td>
<td>Triggered if the input is within the range</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Any</td>
<td>Triggered if the input is outside of the range</td>
</tr>
</tbody>
</table>

**Less node**

Used to check whether the A input is less than the B input.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>True if A is less than B</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Any</td>
<td>Triggered is A is less than B</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Any</td>
<td>Triggered if A is greater than B</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>True if A is less than B</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Any</td>
<td>Triggered is A is less than B</td>
</tr>
</tbody>
</table>
### Mod node

Used to calculate the modulus of the two inputs.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnFalse</td>
<td>Any</td>
<td>Triggered if A is greater than B</td>
</tr>
</tbody>
</table>

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Float</td>
<td>Modulus of the two inputs</td>
</tr>
</tbody>
</table>

### Mul node

Used to multiply the two inputs.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Multiplication of the two inputs</td>
</tr>
</tbody>
</table>
Noise1D node

Used to multiply the scalar input by the frequency and amplitude.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Float</td>
<td>Scalar Input value to sample noise at</td>
</tr>
<tr>
<td>Frequency</td>
<td>Float</td>
<td>Frequency</td>
</tr>
<tr>
<td>Amplitude</td>
<td>Float</td>
<td>Amplitude</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Multiplication of X by Frequency and Amplitude values</td>
</tr>
</tbody>
</table>

Noise3D node

Used to multiple the vector input by the frequency and amplitude.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>V</td>
<td>Vec3</td>
<td>Vector input value to sample noise at</td>
</tr>
<tr>
<td>Frequency</td>
<td>Float</td>
<td>Frequency</td>
</tr>
<tr>
<td>Amplitude</td>
<td>Float</td>
<td>Amplitude</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Multiplication of V by Frequency and Amplitude values</td>
</tr>
</tbody>
</table>

PortCounter node

Used to count the number of activated inputs.
Math Nodes

## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>Any</td>
<td>Resets PortCount and TotalCount</td>
</tr>
<tr>
<td>PortThreshold</td>
<td>Integer</td>
<td>PortCount threshold value</td>
</tr>
<tr>
<td>TotalThreshold</td>
<td>Integer</td>
<td>TotalCount threshold value</td>
</tr>
<tr>
<td>In00 - In15</td>
<td>Any</td>
<td>Inputs</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PortCount</td>
<td>Integer</td>
<td>Number of ports that have been set</td>
</tr>
<tr>
<td>TotalCount</td>
<td>Integer</td>
<td>Sum of all times any of the input ports have been set</td>
</tr>
<tr>
<td>PortTrigger</td>
<td>Boolean</td>
<td>Triggered when PortCount reaches PortThreshold</td>
</tr>
<tr>
<td>TotalTrigger</td>
<td>Boolean</td>
<td>Triggered when TotalCount reaches TotalThreshold</td>
</tr>
</tbody>
</table>

## Power node

Used to calculate the Base input raised to the Power exponent.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
</tbody>
</table>
### Math Nodes

#### Base Port
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base</td>
<td>Float</td>
<td>Base input</td>
</tr>
<tr>
<td>Power</td>
<td>Float</td>
<td>Exponent input</td>
</tr>
</tbody>
</table>

#### Outputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Base input value raised to the Power exponent</td>
</tr>
</tbody>
</table>

#### Random node
Used to generate a random number between the Min and Max values, both as an integer and as a floating point number.

#### Inputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generate</td>
<td>Any</td>
<td>Generates a random number</td>
</tr>
<tr>
<td>Min</td>
<td>Float</td>
<td>Minimum value of the random number</td>
</tr>
<tr>
<td>Max</td>
<td>Float</td>
<td>Maximum value of the random number</td>
</tr>
</tbody>
</table>

#### Outputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Output as floating-point number</td>
</tr>
<tr>
<td>OutRounded</td>
<td>Integer</td>
<td>Output rounded to next integer value</td>
</tr>
</tbody>
</table>

#### Reciprocal node
Used to output the reciprocal value of the input.

#### Inputs
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>Input</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Math Nodes

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Reciprocal of the input</td>
</tr>
</tbody>
</table>

### Remainder node

Used to output the remainder value of A divided by B.

- **Inputs**
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>Dividend input</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Divisor input</td>
</tr>
</tbody>
</table>

- **Outputs**
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Remainder of the inputs</td>
</tr>
</tbody>
</table>

### Round node

Used to round the input floating point value to an integer output.

- **Inputs**
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Floating-point Input</td>
</tr>
</tbody>
</table>

- **Outputs**
<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutRounded</td>
<td>Integer</td>
<td>Rounded integer value of the input</td>
</tr>
</tbody>
</table>
**SetColor node**

Used to output the input vector color when the Set input is activated.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Triggers input to output</td>
</tr>
<tr>
<td>In</td>
<td>Vec3</td>
<td>Vector input value</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Input value when Set is triggered</td>
</tr>
</tbody>
</table>

**SetNumber node**

Used to output the input scalar number when the Set input is activated.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Outputs the input</td>
</tr>
</tbody>
</table>

**SinCos node**

Used to calculate the sine and cosine of the input.
## Math Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle in degrees</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sin</td>
<td>Float</td>
<td>Sine of the input</td>
</tr>
<tr>
<td>Cos</td>
<td>Float</td>
<td>Cosine of the input</td>
</tr>
</tbody>
</table>

### Sine node

Used to calculate the sine of the input.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle in degrees</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Sine of the input</td>
</tr>
</tbody>
</table>

### Sqrt node

Used to calculate the square root of the input.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>Input</td>
</tr>
</tbody>
</table>
**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Square root of the input</td>
</tr>
</tbody>
</table>

**Sub node**

Used to subtract the two inputs.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Float</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Float</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Subtraction of the two inputs</td>
</tr>
</tbody>
</table>

**Tangent node**

Used to calculate the tangent of the input.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>In</td>
<td>Float</td>
<td>Input angle in degrees</td>
</tr>
</tbody>
</table>
 Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Tangent of the inpt</td>
</tr>
</tbody>
</table>

**UpDownCounter node**

Used to output an up or down counter.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preset</td>
<td>Integer</td>
<td>Preset input value</td>
</tr>
<tr>
<td>Max</td>
<td>Integer</td>
<td>Maximum counter limit</td>
</tr>
<tr>
<td>Min</td>
<td>Integer</td>
<td>Minimum counter limit</td>
</tr>
<tr>
<td>Decrement</td>
<td>Boolean</td>
<td>Decrements the count</td>
</tr>
<tr>
<td>Increment</td>
<td>Boolean</td>
<td>Increments the count</td>
</tr>
<tr>
<td>Wrap</td>
<td>Boolean</td>
<td>If true, the counter will wrap</td>
</tr>
</tbody>
</table>

**Mission Nodes**

You can use these flow graph nodes to configure mission-related settings. Game tokens are useful as variables used for passing data between flow graphs or within a flow graph, or for storing data between levels.

Topics
- GameToken node (p. 794)
- GameTokenCheck node (p. 794)
- GameTokenCheckMulti node (p. 795)
- GameTokenGet node (p. 795)
- GameTokenModify node (p. 796)
- GameTokenSet node (p. 796)
- GameTokensLevelToLevelRestore node (p. 797)
- GameTokensLevelToLevelStore node (p. 797)
- LoadNextLevel node (p. 797)

**GameToken node**

Used to get or set a game token. This is the most important and useful of all the mission nodes as it acts like a listener for any changes on the input.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to compare. Any change in this value will trigger the TokenValue output.</td>
</tr>
<tr>
<td>CompareValue</td>
<td>String</td>
<td>Value to compare the token value against</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TokenValue</td>
<td>Any</td>
<td>Value of the game token. Triggers whenever the Token input changes value.</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Boolean</td>
<td>Triggered if the token value is equal to CompareValue</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Boolean</td>
<td>Triggered if the token value is not equal to CompareValue</td>
</tr>
</tbody>
</table>

**GameTokenCheck node**

Used to check if the value of a game token equals a value.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to check</td>
</tr>
<tr>
<td>CompareValue</td>
<td>String</td>
<td>Value to compare the token value against</td>
</tr>
</tbody>
</table>
**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TokenValue</td>
<td>Any</td>
<td>Value of the token</td>
</tr>
<tr>
<td>Result</td>
<td>Boolean</td>
<td>True if the token value is equal to CompareValue</td>
</tr>
<tr>
<td>OnTrue</td>
<td>Any</td>
<td>Triggered if the token value is equal to CompareValue</td>
</tr>
<tr>
<td>OnFalse</td>
<td>Any</td>
<td>Triggered if the token value is not equal to CompareValue</td>
</tr>
</tbody>
</table>

**GameTokenCheckMulti node**

Used to check if a game token is equal to any value in a list.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to check</td>
</tr>
<tr>
<td>Value0 - Value7</td>
<td>String</td>
<td>Values to compare the token value with</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TokenValue</td>
<td>Any</td>
<td>Value of the token</td>
</tr>
<tr>
<td>OneTrue</td>
<td>Any</td>
<td>Triggered if the token value is equal to at least one of the input port values</td>
</tr>
<tr>
<td>AllFalse</td>
<td>Any</td>
<td>Triggered if the token value is not equal to any of the input port values</td>
</tr>
</tbody>
</table>

**GameTokenGet node**

Used to get the value of the game token.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to get</td>
</tr>
</tbody>
</table>

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutValue</td>
<td>Any</td>
<td>Displays value of the game token</td>
</tr>
</tbody>
</table>

**GameTokenModify node**

Used to modify the value of a game token.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to set</td>
</tr>
<tr>
<td>Operation</td>
<td>Integer</td>
<td>Operation to perform on the token</td>
</tr>
<tr>
<td>TokenType</td>
<td>Integer</td>
<td>Token type</td>
</tr>
<tr>
<td>OtherValue</td>
<td>String</td>
<td>Value to perform operation with</td>
</tr>
</tbody>
</table>

**GameTokenSet node**

Used to set the value of a game token.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Any</td>
<td>Result of the operation</td>
</tr>
</tbody>
</table>
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token</td>
<td>String</td>
<td>Game token to set</td>
</tr>
<tr>
<td>TokenValue</td>
<td>String</td>
<td>Value of token</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutValue</td>
<td>Any</td>
<td>Outputs token value</td>
</tr>
</tbody>
</table>

**GameTokensLevelToLevelRestore node**

Used to restore the values of all game tokens in a level that were stored in the previous level using the `GameTokensLevelToLevelStore` node.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
</tbody>
</table>

**GameTokensLevelToLevelStore node**

Used to store the values of all game tokens in a level.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Token0 - Token7</td>
<td>String</td>
<td>Stores token values</td>
</tr>
</tbody>
</table>

**LoadNextLevel node**

Used to load the next level.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>NextLevel</td>
<td>String</td>
<td>Ends the current level and loads the next level</td>
</tr>
<tr>
<td>ClearToBlack</td>
<td>Boolean</td>
<td></td>
</tr>
</tbody>
</table>

Module Nodes

Module nodes are project-specific, user-created nodes. The nodes listed here are used in the Samples projects, which are located at `lumberyard_root_folder\dev\SamplesProject\Levels\Samples`.

Topics

- Call_Character_Controller_Robot node (p. 798)
- Call_Character_Controller_Robot_Completed node (p. 799)
- Call_Free_Cam_Controller node (p. 800)
- Call_VR_Character_Controller_Robot node (p. 800)
- Utils:UserIDToModuleID node (p. 801)

Call_Character_Controller_Robot node

Used to call a character’s controller robot.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Call</td>
<td>Any</td>
<td>Calls the module</td>
</tr>
<tr>
<td>Instanced</td>
<td>Boolean</td>
<td>Whether the module is instanced or not.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the module</td>
</tr>
<tr>
<td>InstanceID</td>
<td>Integer</td>
<td>Instance ID</td>
</tr>
<tr>
<td>Controller_Ref_Box_Pitch</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Controller_Ref_Box_Move</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Awesome_Sphere</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Robot_Head</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Camera_Rig</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Robot_Body</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Head_Tilt  Parent</td>
<td>Integer</td>
<td></td>
</tr>
</tbody>
</table>
## Module Nodes

### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Awesome_Sphere</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Robot_Head</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Camera_Rig</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Robot_Body</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Head_Tilt_Parent</td>
<td>Integer</td>
<td>Integer</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCalled</td>
<td>Integer</td>
<td>Triggers when module is started</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Successful status</td>
</tr>
<tr>
<td>Cancelled</td>
<td>Any</td>
<td>Failed status</td>
</tr>
</tbody>
</table>

### Call_Character_Controller_Robot_Completed node

Used to call a character's controller robot.

```
void Call_Character_Controller_Robot_Completed
 profitability Call, Instanced=1, Cancel=0, Controller_Ref_Box_Pitch=0, Controller_Ref_Box_Move=0, Awesome_Sphere=0, Robot_Head=0, Camera_Rig=0, Robot_Body=0, Head_Tilt_Parent=0;
```

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Call</td>
<td>Any</td>
<td>Calls the module</td>
</tr>
<tr>
<td>Instanced</td>
<td>Boolean</td>
<td>Whether the module is instanced or not.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the module</td>
</tr>
<tr>
<td>InstanceID</td>
<td>Integer</td>
<td>Instance ID</td>
</tr>
<tr>
<td>Controller_Ref_Box_Pitch</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Controller_Ref_Box_Move</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Awesome_Sphere</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Robot_Head</td>
<td>Integer</td>
<td></td>
</tr>
<tr>
<td>Camera_Rig</td>
<td>Integer</td>
<td></td>
</tr>
</tbody>
</table>
### Lumberyard User Guide

**Module Nodes**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robot_Body</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Head_Tilt_Parent</td>
<td>Integer</td>
<td>Integer</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCalled</td>
<td>Integer</td>
<td>Triggers when module is started</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Successful status</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Failed status</td>
</tr>
</tbody>
</table>

**Call_Free_Cam_Controller node**

Used to call a camera controller.

![Module Call_Free_Cam_Controller](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Call</td>
<td>Any</td>
<td>Calls the module</td>
</tr>
<tr>
<td>Instanced</td>
<td>Boolean</td>
<td>Whether the module is instanced or not.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the module</td>
</tr>
<tr>
<td>InstanceID</td>
<td>Integer</td>
<td>Instance ID</td>
</tr>
<tr>
<td>Entity_ID_Camera</td>
<td>Integer</td>
<td>Integer</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCalled</td>
<td>Integer</td>
<td>Triggers when module is started</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Successful status</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Failed status</td>
</tr>
</tbody>
</table>

**Call_VR_Character_Controller_Robot node**

Used to call a VR character's controller robot.
Module Nodes

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Call</td>
<td>Any</td>
<td>Calls the module</td>
</tr>
<tr>
<td>Instanced</td>
<td>Boolean</td>
<td>Whether the module is instanced or not.</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the module</td>
</tr>
<tr>
<td>InstanceID</td>
<td>Integer</td>
<td>Instance ID</td>
</tr>
<tr>
<td>Sphere</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Ref_Move</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Camera</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Ref_Camera_Yaw</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Camera_Fulcrum</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>HMD_Fulcrum</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Head_Tilt_Parent</td>
<td>Integer</td>
<td>Integer</td>
</tr>
<tr>
<td>Robot_Body</td>
<td>Integer</td>
<td>Integer</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCalled</td>
<td>Integer</td>
<td>Triggers when module is started</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Successful status</td>
</tr>
<tr>
<td>Cancelled</td>
<td>Any</td>
<td>Failed status</td>
</tr>
</tbody>
</table>

**Utils:UserIDToModuleID node**

Used to map a user ID to a module instance ID.
Lumberyard User Guide
Movement Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Gets the module instance ID for the user ID</td>
</tr>
<tr>
<td>Set</td>
<td>Any</td>
<td>Gets the module instance ID for the user ID</td>
</tr>
<tr>
<td>UserID</td>
<td>Integer</td>
<td>User ID</td>
</tr>
<tr>
<td>ModuleID</td>
<td>Integer</td>
<td>Module instance ID</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ModuleID</td>
<td>Integer</td>
<td>Module instance ID for the user ID</td>
</tr>
</tbody>
</table>

Movement Nodes

You can use the following flow graph nodes to specify entity movements.

Topics

- MoveEntityTo node (p. 802)
- RotateEntity node (p. 803)
- RotateEntityTo node (p. 804)

MoveEntityTo node

Used to move an entity to a destination position at a defined speed or in a defined interval of time.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destination</td>
<td>Vec3</td>
<td>Position of the destination.</td>
</tr>
<tr>
<td>DynamicUpdate</td>
<td>Boolean</td>
<td>Indicates if destination position is to be followed if it changes.</td>
</tr>
<tr>
<td>ValueType</td>
<td>Integer</td>
<td>Type of input: Speed, Time,</td>
</tr>
<tr>
<td>Value</td>
<td>Float</td>
<td>Speed (m/sec) or Time (sec) value</td>
</tr>
<tr>
<td>EaseInDistance</td>
<td>Float</td>
<td>Distance from destination at which the entity starts slowing down</td>
</tr>
</tbody>
</table>
### Movement Nodes

#### EaseOutDistance
Enables the entity to speed up as it approaches its destination.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EaseOutDistance</td>
<td>Float</td>
<td>Distance from destination at which the entity starts speeding up</td>
</tr>
</tbody>
</table>

#### CoordSys
Determines the coordinate system of the destination.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system of the destination: Parent, World, or Local.</td>
</tr>
</tbody>
</table>

#### Start
Starts the movement.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts movement</td>
</tr>
</tbody>
</table>

#### Stop
Stops the movement.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops movement</td>
</tr>
</tbody>
</table>

### Outputs

#### Current
Current position of the entity.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current</td>
<td>Vec3</td>
<td>Current position</td>
</tr>
</tbody>
</table>

#### OnStart
Activated when Start is triggered.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnStart</td>
<td>Any</td>
<td>Activated when Start is triggered</td>
</tr>
</tbody>
</table>

#### OnStop
Activated when Stop is triggered.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnStop</td>
<td>Any</td>
<td>Activated when Stop is triggered</td>
</tr>
</tbody>
</table>

#### Finish
Activated when destination is reached.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finish</td>
<td>Any</td>
<td>Activated when destination is reached</td>
</tr>
</tbody>
</table>

#### Done
Activated when destination is reached or Stop is triggered.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Activated when destination is reached or Stop is triggered</td>
</tr>
</tbody>
</table>

### RotateEntity node

**Used to rotate an entity at a defined speed.**

![RotateEntity node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables updates</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables updates</td>
</tr>
<tr>
<td>Velocity</td>
<td>Vec3</td>
<td>Angular velocity (degrees/sec)</td>
</tr>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system for rotation: World, Local</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentDegrees</td>
<td>Vec3</td>
<td>Current rotation in degrees</td>
</tr>
</tbody>
</table>
**RotateEntityTo node**

Used to rotate an entity at a defined speed or in a defined interval of time.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destination</td>
<td>Vec3</td>
<td>Destination position (in degrees)</td>
</tr>
<tr>
<td>DynamicUpdate</td>
<td>Boolean</td>
<td>If dynamic updates are enabled or not</td>
</tr>
<tr>
<td>ValueType</td>
<td>Integer</td>
<td>Type of input value: Speed (m/sec) or Time (sec)</td>
</tr>
<tr>
<td>Value</td>
<td>Float</td>
<td>Value of Speed or Time</td>
</tr>
<tr>
<td>CoordSys</td>
<td>Integer</td>
<td>Coordinate system of the destination: Parent, World, Local</td>
</tr>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts movement</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops movement</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentDeg</td>
<td>Vec3</td>
<td>Current rotation in degrees</td>
</tr>
<tr>
<td>CurrentRad</td>
<td>Vec3</td>
<td>Current rotation in radians</td>
</tr>
<tr>
<td>OnStart</td>
<td>Any</td>
<td>Activated when Start input is triggered</td>
</tr>
<tr>
<td>OnStop</td>
<td>Any</td>
<td>Activated when Stop input is triggered</td>
</tr>
<tr>
<td>Finish</td>
<td>Any</td>
<td>Activated when destination rotation is reached</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Activated when destination rotation is reached or Stop is triggered</td>
</tr>
</tbody>
</table>

**Physics Nodes**

You can use the following flow graph nodes to configure physics.
Physics Nodes

Topics

• ActionImpulse node (p. 805)
• CameraProxy node (p. 805)
• CollisionListener node (p. 806)
• Constraint node (p. 807)
• Dynamics node (p. 808)
• PhysicsEnable node (p. 808)
• PhysicsSleepQuery node (p. 809)
• RayCast node (p. 809)
• RaycastCamera node (p. 810)

ActionImpulse node

Used to apply an impulse to an entity.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Actives the node</td>
</tr>
<tr>
<td>Impulse</td>
<td>Vec3</td>
<td>Impulse vector</td>
</tr>
<tr>
<td>AngularImpulse</td>
<td>Vec3</td>
<td>Angular impulse vector</td>
</tr>
<tr>
<td>Point</td>
<td>Vec3</td>
<td>Location impulse is applied at</td>
</tr>
<tr>
<td>PartIndex</td>
<td>Integer</td>
<td>Part index</td>
</tr>
<tr>
<td>CoordSystem</td>
<td>Integer</td>
<td>Coordinate system used</td>
</tr>
</tbody>
</table>

CameraProxy node

Used to create a entity camera proxy.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Any</td>
<td>Creates a physicalized camera proxy if one does not exist</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>EntityHost</td>
<td>Any</td>
<td>Syncs proxy rotation with the current view camera</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityCamera</td>
<td>Integer</td>
<td>Retrieves the camera proxy</td>
</tr>
</tbody>
</table>

**CollisionListener node**

Used to setup physics collision listeners.

![CollisionListener node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddListener</td>
<td>Any</td>
<td>Adds collision listener</td>
</tr>
<tr>
<td>IgnoreSameNode</td>
<td>Boolean</td>
<td>Suppresses events if both colliders are registered via the same node</td>
</tr>
<tr>
<td>RemoveListener</td>
<td>Any</td>
<td>Removes collision listener</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IdA</td>
<td>Any</td>
<td>ID of the first colliding entity</td>
</tr>
<tr>
<td>PartIdA</td>
<td>Integer</td>
<td>Part ID inside the first colliding entity</td>
</tr>
<tr>
<td>IdB</td>
<td>Any</td>
<td>ID of the second colliding entity</td>
</tr>
<tr>
<td>PartIdB</td>
<td>Integer</td>
<td>Part ID inside the second colliding entity</td>
</tr>
<tr>
<td>Point</td>
<td>Vec3</td>
<td>Location of collision point</td>
</tr>
<tr>
<td>Normal</td>
<td>Vec3</td>
<td>Collision normal</td>
</tr>
<tr>
<td>SurfacetypeA</td>
<td>String</td>
<td>Surface type of the first colliding entity</td>
</tr>
<tr>
<td>SurfacetypeB</td>
<td>String</td>
<td>Surface type of the second colliding entity</td>
</tr>
<tr>
<td>HitImpulse</td>
<td>Float</td>
<td>Collision impulse along the normal</td>
</tr>
</tbody>
</table>
Constraint node

Used to create a physics constraint.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Any</td>
<td>Creates the constraint</td>
</tr>
<tr>
<td>Break</td>
<td>Any</td>
<td>Breaks the constraint</td>
</tr>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Constraint ID</td>
</tr>
<tr>
<td>EntityA</td>
<td>Any</td>
<td>Constraint owner entity</td>
</tr>
<tr>
<td>PartIdA</td>
<td>Integer</td>
<td>Part ID to attach to</td>
</tr>
<tr>
<td>EntityB</td>
<td>Any</td>
<td>Constraint buddy entity</td>
</tr>
<tr>
<td>PartIdB</td>
<td>Integer</td>
<td>Part ID to attach to</td>
</tr>
<tr>
<td>Point</td>
<td>Vec3</td>
<td>Connection point in worldspace</td>
</tr>
<tr>
<td>IgnoreCollisions</td>
<td>Boolean</td>
<td>Disables collisions between constrained entities</td>
</tr>
<tr>
<td>Breakable</td>
<td>Boolean</td>
<td>Break if force limit is reached</td>
</tr>
<tr>
<td>ForceAwake</td>
<td>Boolean</td>
<td>Make entity B always awake; restores previous sleep parameters</td>
</tr>
<tr>
<td>MaxForce</td>
<td>Float</td>
<td>Force limit</td>
</tr>
<tr>
<td>MaxTorque</td>
<td>Float</td>
<td>Rotational force (torque) force limit</td>
</tr>
<tr>
<td>MaxForceRelative</td>
<td>Any</td>
<td>Make limits relative to entity B's mass</td>
</tr>
<tr>
<td>TwistAxis</td>
<td>Boolean</td>
<td>Main rotation axis in worldspace</td>
</tr>
<tr>
<td>MinTwist</td>
<td>Float</td>
<td>Lower rotation limit around TwistAxis</td>
</tr>
<tr>
<td>MaxTwist</td>
<td>Float</td>
<td>Upper rotation limit around TwistAxis</td>
</tr>
<tr>
<td>MaxBend</td>
<td>Float</td>
<td>Maximum bend of the TwistAxis</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Constraint ID</td>
</tr>
<tr>
<td>Broken</td>
<td>Boolean</td>
<td>Triggered when the constraint breaks</td>
</tr>
</tbody>
</table>

Dynamics node

Used to output the dynamic state of an entity.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enables updates</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables updates</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Velocity</td>
<td>Vec3</td>
<td>Velocity of entity</td>
</tr>
<tr>
<td>Acceleration</td>
<td>Vec3</td>
<td>Acceleration of entity</td>
</tr>
<tr>
<td>AngularVelocity</td>
<td>Vec3</td>
<td>Angular velocity of entity</td>
</tr>
<tr>
<td>AngularAcceleration</td>
<td>Vec3</td>
<td>Angular acceleration of entity</td>
</tr>
<tr>
<td>Mass</td>
<td>Float</td>
<td>Mass of entity</td>
</tr>
</tbody>
</table>

PhysicsEnable node

Used to enable and disable physics.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnablePhysics</td>
<td>Any</td>
<td>Enables physics for entity</td>
</tr>
</tbody>
</table>
Physics Nodes

Port | Type | Description
--- | --- | ---
DisablePhysics | Any | Disables physics for entity
EnableAI | Any | Enables AI for entity
DisableAI | Any | Disables AI for entity

**PhysicsSleepQuery node**

Used to return the sleeping state of the physics of a given entity.

![PhysicsSleepQuery node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Condition</td>
<td>Boolean</td>
<td>Sleeping state of the entity</td>
</tr>
<tr>
<td>Reset</td>
<td>Boolean</td>
<td>Resets the node</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleeping</td>
<td>Boolean</td>
<td>Sleeping state of the entity</td>
</tr>
<tr>
<td>OnSleep</td>
<td>Any</td>
<td>Triggered when the entity physics switches to sleep</td>
</tr>
<tr>
<td>OneAwake</td>
<td>Any</td>
<td>Triggered when the entity physics switches to awake</td>
</tr>
</tbody>
</table>

**RayCast node**

Used to perform a raycast relative to an entity.

![RayCast node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>Direction</td>
<td>Vec3</td>
<td>Direction of the raycast</td>
</tr>
<tr>
<td>MaxLength</td>
<td>Float</td>
<td>Maximum length of the raycast</td>
</tr>
<tr>
<td>Position</td>
<td>Vec3</td>
<td>Ray start position relative to the entity</td>
</tr>
<tr>
<td>TransformDirection</td>
<td>Boolean</td>
<td>Transforms direction by entity orientation</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NoHit</td>
<td>Any</td>
<td>Triggered if no object was hit by the raycast</td>
</tr>
<tr>
<td>Hit</td>
<td>Any</td>
<td>Triggered if an object was hit by the raycast</td>
</tr>
<tr>
<td>RayDirection</td>
<td>Vec3</td>
<td>Direction of the cast ray</td>
</tr>
<tr>
<td>HitDistance</td>
<td>Float</td>
<td>Distance to the hit object</td>
</tr>
<tr>
<td>HitPoint</td>
<td>Vec3</td>
<td>Position of the hit</td>
</tr>
<tr>
<td>HitNormal</td>
<td>Vec3</td>
<td>Normal of the surface at the HitPoint</td>
</tr>
<tr>
<td>HitSurfaceType</td>
<td>Integer</td>
<td>Surface type index of the surface hit</td>
</tr>
<tr>
<td>HitEntity</td>
<td>Any</td>
<td>ID of the entity that was hit</td>
</tr>
</tbody>
</table>

### RaycastCamera node

Used to perform a raycast relative to a camera.

![RaycastCamera node diagram](physics-raycast-camera.png)

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>PositionOffset</td>
<td>Vec3</td>
<td>Ray start position relative to the camera</td>
</tr>
<tr>
<td>MaxLength</td>
<td>Float</td>
<td>Maximum length of the raycast</td>
</tr>
</tbody>
</table>
### Prefab Nodes

You can use the following flow graph nodes to configure prefab settings.

**Topics**
- [EventSource node](p. 811)

#### EventSource node

Used to add an event source inside of a prefab for it to be handled like an instance.

![EventSource node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PrefabName</td>
<td>String</td>
<td>Name of the prefab</td>
</tr>
<tr>
<td>InstanceName</td>
<td>String</td>
<td>Name of the prefab instance</td>
</tr>
<tr>
<td>EventName</td>
<td>String</td>
<td>Name of the event associated with the prefab</td>
</tr>
<tr>
<td>FireEvent</td>
<td>Any</td>
<td>Fires the associated event</td>
</tr>
<tr>
<td>EventId</td>
<td>Integer</td>
<td>ID of the event</td>
</tr>
<tr>
<td>EventIndex</td>
<td>Integer</td>
<td>Position of the event in the index</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NoHit</td>
<td>Any</td>
<td>Triggered if no object was hit by the raycast</td>
</tr>
<tr>
<td>Hit</td>
<td>Any</td>
<td>Triggered if an object was hit by the raycast</td>
</tr>
<tr>
<td>RayDirection</td>
<td>Vec3</td>
<td>Direction of the cast ray</td>
</tr>
<tr>
<td>HitDistance</td>
<td>Float</td>
<td>Distance to the hit object</td>
</tr>
<tr>
<td>HitPoint</td>
<td>Vec3</td>
<td>Position of the hit</td>
</tr>
<tr>
<td>HitNormal</td>
<td>Any</td>
<td>Normal of the surface at the HitPoint</td>
</tr>
<tr>
<td>HitSurfaceType</td>
<td>Integer</td>
<td>Surface type index of the surface hit</td>
</tr>
<tr>
<td>partid</td>
<td>Integer</td>
<td>Hit part ID</td>
</tr>
<tr>
<td>HitEntity</td>
<td>Any</td>
<td>ID of the entity that was hit</td>
</tr>
<tr>
<td>entityPhysId</td>
<td>Any</td>
<td>ID of the physical entity that was hit</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
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<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EventFired</td>
<td>Any</td>
<td>Triggered when the event has fired</td>
</tr>
</tbody>
</table>

**ProceduralMaterial Nodes**

You can use the following flow graph nodes to configure procedural material settings.

**Topics**
- GetGraphInstanceID node (p. 812)
- GetInputFloat node (p. 813)
- GetInputFloat2 node (p. 813)
- GetInputFloat3 node (p. 814)
- GetInputFloat4 node (p. 814)
- GetInput node (p. 815)
- GetInput2 node (p. 815)
- GetInput3 node (p. 816)
- GetInput4 node (p. 817)
- QueueGraphInstance node (p. 817)
- RenderASync node (p. 818)
- RenderSync node (p. 818)
- SetInputFloat node (p. 818)
- SetInputFloat2 node (p. 819)
- SetInputFloat3 node (p. 820)
- SetInputFloat4 node (p. 820)
- SetInputImage node (p. 821)
- SetInputInt node (p. 821)
- SetInputInt2 node (p. 822)
- SetInputInt3 node (p. 822)
- SetInputInt4 node (p. 823)

**GetGraphInstanceID node**

Used to get the graph instance ID.

```
ProceduralMaterial GetGraphInstanceID
ProceduralMaterial = Result

ProceduralMaterial
GraphicIndex = Result
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ProceduralMaterial</td>
<td>String</td>
<td>Name of the procedural material</td>
</tr>
<tr>
<td>GraphicIndex</td>
<td>Integer</td>
<td>Graph index</td>
</tr>
</tbody>
</table>
### ProceduralMaterial Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get the graph index</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Integer</td>
<td>Outputs the graph index</td>
</tr>
</tbody>
</table>

#### GetInputFloat node

Used to get the Substance input floating point value.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

#### GetInputFloat2 node

Used to get the Substance input floating point values.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
</tbody>
</table>

#### Version 1.9
813
### ProceduralMaterial Nodes

#### Get

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Integer</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Integer</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### GetInputFloat3 node

Used to get the Substance input floating point values.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Outputs parameter value 3</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### GetInputFloat4 node

Used to get the Substance input floating point values.
Lumberyard User Guide
ProceduralMaterial Nodes

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Outputs parameter value 3</td>
</tr>
<tr>
<td>Value4</td>
<td>Float</td>
<td>Outputs parameter value 4</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

**GetInput node**

Used to get the Substance input value.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

**GetInput2 node**

Used to get the Substance input value.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

GetInput3 node

Used to get the Substance input value.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Outputs parameter value 3</td>
</tr>
</tbody>
</table>
### GetInput4 node

Used to get the Substance input value.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Get parameter value</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Outputs parameter value 1</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Outputs parameter value 2</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Outputs parameter value 3</td>
</tr>
<tr>
<td>Value4</td>
<td>Float</td>
<td>Outputs parameter value 4</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### QueueGraphInstance node

Used to queue to graph instance.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>Add</td>
<td>Any</td>
<td>Add graph instance ID to the queue</td>
</tr>
</tbody>
</table>
### RenderASync node

Used to render queued graphs asynchronously.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Render</td>
<td>Any</td>
<td>Begin rendering graph instance asynchronously</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RenderBegin</td>
<td>Any</td>
<td>Triggered when rendering has started</td>
</tr>
<tr>
<td>RenderComplete</td>
<td>Any</td>
<td>Triggered when rendering has completed</td>
</tr>
</tbody>
</table>

### RenderSync node

Used to render queued graphs synchronously.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Render</td>
<td>Any</td>
<td>Begin rendering graph instance synchronously</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RenderComplete</td>
<td>Any</td>
<td>Triggered when rendering has completed</td>
</tr>
</tbody>
</table>

### SetInputFloat node

Used to set the Substance input floating point value.
### ProceduralMaterial Nodes

#### SetInputFloat2 node

Used to set the Substance input floating point values.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Floating point parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Floating point parameter value 2 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>
SetInputFloat3 node

Used to set the Substance input floating point values.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Floating point parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Floating point parameter value 2 to set</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Floating point parameter value 3 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

SetInputFloat4 node

Used to set the Substance input floating point values.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Floating point parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Floating point parameter value 2 to set</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Floating point parameter value 3 to set</td>
</tr>
</tbody>
</table>

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ProceduralMaterial Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value4</td>
<td>Float</td>
<td>Floating point parameter value 4 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

**SetInputImage node**

Used to set the Substance input image.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Texture</td>
<td>String</td>
<td>Image to be set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set input image</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

**SetInputInt node**

Used to set the Substance input value.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
</tbody>
</table>
## ProceduralMaterial Nodes

### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Parameter value to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### SetInputInt2 node

Used to set the Substance input values.

![SetInputInt2 Node](image)

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceId</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Parameter value 2 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### SetInputInt3 node

Used to set the Substance input values.

![SetInputInt3 Node](image)
# Lumberyard User Guide

## ProceduralMaterial Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Parameter value 2 to set</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Parameter value 3 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>

### SetInputInt4 node

Used to set the Substance input values.

![SetInputInt4 node](image)

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GraphInstanceID</td>
<td>Integer</td>
<td>Graph instance ID</td>
</tr>
<tr>
<td>ParameterName</td>
<td>String</td>
<td>Parameter name</td>
</tr>
<tr>
<td>Value1</td>
<td>Float</td>
<td>Parameter value 1 to set</td>
</tr>
<tr>
<td>Value2</td>
<td>Float</td>
<td>Parameter value 2 to set</td>
</tr>
<tr>
<td>Value3</td>
<td>Float</td>
<td>Parameter value 3 to set</td>
</tr>
<tr>
<td>Value4</td>
<td>Float</td>
<td>Parameter value 4 to set</td>
</tr>
<tr>
<td>Apply</td>
<td>Any</td>
<td>Set parameter value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggered when input completes</td>
</tr>
</tbody>
</table>
Stereo Nodes

You can use the following flow graph nodes to configure stereographic settings.

Topics
- ReadStereoParameters node (p. 824)
- StereoParameters node (p. 824)

ReadStereoParameters node

Usd to read the HUD stereo display parameters.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Read</td>
<td>Any</td>
<td>Start reading stereo values</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stop reading stereo values</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EyeDistance</td>
<td>Float</td>
<td>Outputs eye distance</td>
</tr>
<tr>
<td>ScreenDistance</td>
<td>Float</td>
<td>Outputs screen distance</td>
</tr>
<tr>
<td>HUDDistance</td>
<td>Float</td>
<td>Outputs HUD distance</td>
</tr>
<tr>
<td>Flipped</td>
<td>Boolean</td>
<td>Output if stereo is flipped</td>
</tr>
</tbody>
</table>

StereoParameters node

Used to output the HUD stereo display parameters.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EyeDistance</td>
<td>Float</td>
<td>Sets the stereo eye distance</td>
</tr>
<tr>
<td>ScreenDistance</td>
<td>Float</td>
<td>Sets the stereo screen distance</td>
</tr>
</tbody>
</table>
### String Nodes

You can use the following flow graph nodes to configure strings.

#### Topics
- Collect node (p. 825)
- Compare node (p. 826)
- Concat node (p. 826)
- ReplaceString node (p. 827)
- SetString node (p. 827)
- Split node (p. 828)
- URLDecode node (p. 828)

#### Collect node

Used to collect a string.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Collects the strings and triggers the output</td>
</tr>
<tr>
<td>Input</td>
<td>String</td>
<td>Each string that will be joined</td>
</tr>
<tr>
<td>JoinString</td>
<td>String</td>
<td>String to use between all collected strings</td>
</tr>
</tbody>
</table>
## String Nodes

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CollectedString</td>
<td>String</td>
<td>Outputs the collected string set</td>
</tr>
</tbody>
</table>

### Compare node

Used to compare two strings.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare</td>
<td>Any</td>
<td>Triggers string comparison</td>
</tr>
<tr>
<td>A</td>
<td>String</td>
<td>First string to compare</td>
</tr>
<tr>
<td>B</td>
<td>String</td>
<td>Second string to compare</td>
</tr>
<tr>
<td>IgnoreCase</td>
<td>Boolean</td>
<td>Ignores casing</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Integer</td>
<td>Outputs -1 if string A less than string B, 0 if String A equals string B, 1 if string A is greater than string B</td>
</tr>
<tr>
<td>False</td>
<td>Any</td>
<td>Triggers if string A does not equal string B</td>
</tr>
<tr>
<td>True</td>
<td>Any</td>
<td>Triggers if string A equals string B</td>
</tr>
</tbody>
</table>

### Concat node

Used to concatenate two strings.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Triggers string concatenation</td>
</tr>
</tbody>
</table>
## String Nodes

### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>String1</td>
<td>String</td>
<td>First string to concatenate</td>
</tr>
<tr>
<td>String2</td>
<td>String</td>
<td>Second string to concatenate</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>String</td>
<td>Outputs the concatenated string</td>
</tr>
</tbody>
</table>

### ReplaceString node

Used to replace a string.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input</td>
<td>String</td>
<td>Triggers string replacement</td>
</tr>
<tr>
<td>Replace</td>
<td>String</td>
<td>The string to replace</td>
</tr>
<tr>
<td>ReplaceWith</td>
<td>String</td>
<td>The new string to replace with</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OutString</td>
<td>String</td>
<td>Outputs the replaced string</td>
</tr>
</tbody>
</table>

### SetString node

Used to set a string value.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Sends the string to the output</td>
</tr>
<tr>
<td>In</td>
<td>String</td>
<td>String to set on</td>
</tr>
</tbody>
</table>
## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>String</td>
<td>Outputs the string value</td>
</tr>
</tbody>
</table>

## Split node

Used to split a string.

```
# Split node
+ Activate: Split
+ Input:   Split
+ separator: Split
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the string split</td>
</tr>
<tr>
<td>Input</td>
<td>String</td>
<td>The string to split</td>
</tr>
<tr>
<td>Separator</td>
<td>String</td>
<td>Character to separate the string on. If you pass a string, only the first character will be used</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Split0 - Split4</td>
<td>String</td>
<td>Outputs the specific string split</td>
</tr>
</tbody>
</table>

## URLDecode node

Used to decode the URL of a string.

```
# URLDecode node
+ Input: DecodedString
```

**Input**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input</td>
<td>String</td>
<td>String to URL decode</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DecodedString</td>
<td>String</td>
<td>Outputs the URL-decoded string</td>
</tr>
</tbody>
</table>
System Nodes

You can use the following flow graph nodes to configure system settings.

Topics
- Container:Create node (p. 829)
- Container:Edit node (p. 829)
- Container:Iterate node (p. 830)

Container:Create node

Used to create a container.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Container ID</td>
</tr>
<tr>
<td>Create</td>
<td>Any</td>
<td>Creates a container</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error</td>
<td>Integer</td>
<td>Triggers when an error occurs</td>
</tr>
<tr>
<td>Success</td>
<td>Any</td>
<td>Tiggers when a container is created</td>
</tr>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Outputs the container ID</td>
</tr>
</tbody>
</table>

Container:Edit node

Used to edit a container.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Container ID</td>
</tr>
<tr>
<td>Add</td>
<td>Any</td>
<td>Adds the passed item to the container</td>
</tr>
</tbody>
</table>
### Time Nodes

You can use these flow graph nodes to define time settings.

### Topics

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddUnique</td>
<td>Any</td>
<td>Adds the passed item if it didn't exist</td>
</tr>
<tr>
<td>Remove</td>
<td>Any</td>
<td>Removes all occurrences of the current item</td>
</tr>
<tr>
<td>Clear</td>
<td>Any</td>
<td>Empties the container</td>
</tr>
<tr>
<td>GetCount</td>
<td>Any</td>
<td>Gets the number of items in the container</td>
</tr>
<tr>
<td>Delete</td>
<td>Any</td>
<td>Deletes the container</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error</td>
<td>Integer</td>
<td>Triggers when an error occurs</td>
</tr>
<tr>
<td>Success</td>
<td>Any</td>
<td>Triggers when the operation successfully completed</td>
</tr>
</tbody>
</table>

### Container:Iterate node

Used to iterate over a container.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Id</td>
<td>Integer</td>
<td>Container ID</td>
</tr>
<tr>
<td>Start</td>
<td>Any</td>
<td>Starts iterating the container</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error</td>
<td>Integer</td>
<td>Triggers when an error occurs</td>
</tr>
<tr>
<td>Done</td>
<td>Any</td>
<td>Triggers when the operation successfully completed</td>
</tr>
<tr>
<td>Out</td>
<td>Any</td>
<td>Outputs the container ID</td>
</tr>
</tbody>
</table>
Delay (p. 831)
• FrameDelay (p. 831)
• MeasureTime (p. 832)
• RandomDelay (p. 832)
• RealTime (p. 833)
• ServerTime (p. 834)
• Time (p. 834)
• TimeOfDay (p. 835)
• TimeOfDayLoadDefinitionFile (p. 836)
• TimeOfDayTransitionTrigger (p. 836)
• TimeOfDayTrigger (p. 838)
• TimedCounter (p. 838)
• Timer (p. 839)

Delay

Delays passing the signal from [In] to [Out] for the specified length of time (seconds).

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Value to pass after the specified delay time</td>
</tr>
<tr>
<td>Delay</td>
<td>Float</td>
<td>Delay time in seconds</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
<tr>
<td>resetOnInput</td>
<td>Boolean</td>
<td>When set to true, resets the node with each input, setting the delay counter to 0 and erasing previous inputs</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0=false</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>out</td>
<td>Any</td>
<td>Value that is passed after the specified frame delay</td>
</tr>
</tbody>
</table>

FrameDelay

Delays passing the signal from [In] to [Out] for the specified number of frames.
**Time Nodes**

**Lumberyard User Guide**

**Time:FrameDelay**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Value to pass after the specified delay time</td>
</tr>
<tr>
<td>NFrames</td>
<td>Integer</td>
<td>Number of frames to delay passing the signal</td>
</tr>
<tr>
<td></td>
<td></td>
<td>from [In] to [Out]</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>out</td>
<td>Any</td>
<td>Value that is passed after the specified frame delay</td>
</tr>
</tbody>
</table>

**MeasureTime**

Measures the elapsed time.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Trigger to begin measuring time as it passes</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Trigger to stop measuring the elapsed time</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Started</td>
<td>Any</td>
<td>Triggered on start</td>
</tr>
<tr>
<td>Stopped</td>
<td>Any</td>
<td>Triggered on stop</td>
</tr>
<tr>
<td>Elapsed</td>
<td>Any</td>
<td>Elapsed time in seconds</td>
</tr>
</tbody>
</table>

**RandomDelay**

Delays passing the signal from [In] to [Out] for a random amount of time (seconds) within the [MinDelay, MaxDelay] interval.
## Time Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Any</td>
<td>Value to pass after the specified delay time</td>
</tr>
<tr>
<td>MinDelay</td>
<td>Float</td>
<td>Minimum random delay time in seconds</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
<tr>
<td>MaxDelay</td>
<td>Float</td>
<td>Maximum random delay time in seconds</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Any</td>
<td>Value that is passed after the specified delay time</td>
</tr>
</tbody>
</table>

### RealTime

Reads your system time. RealTime can be used to display time on screen (such as a player's watch) or synchronize the time of day with real world time.

### RealTime Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>force_update</td>
<td>Any</td>
<td>Forces an update of the system time</td>
</tr>
</tbody>
</table>

### RealTime Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours</td>
<td>Integer</td>
<td>Current hour as reported by your system time</td>
</tr>
<tr>
<td>Minutes</td>
<td>Integer</td>
<td>Current minutes as reported by your system time</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Time Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seconds</td>
<td>Integer</td>
<td>Current seconds as reported by your system time</td>
</tr>
<tr>
<td>Datetime</td>
<td>String</td>
<td>Outputs your system date and time</td>
</tr>
<tr>
<td>Epoch</td>
<td>Integer</td>
<td>Current epoch as reported by your system time</td>
</tr>
</tbody>
</table>

**ServerTime**

Reads the server time and reports the current time (seconds or milliseconds) for the specified period.

![ServerTime Node](image)

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basetime</td>
<td>Float</td>
<td>Base time in seconds. The server time output is relative to the base time</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
<tr>
<td>Period</td>
<td>Float</td>
<td>Number of seconds that should pass before the timer resets to 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secs</td>
<td>Integer</td>
<td>Current time in seconds, relative to the base time</td>
</tr>
<tr>
<td>Msecs</td>
<td>Integer</td>
<td>Current time in milliseconds, relative to the base time</td>
</tr>
<tr>
<td>Period</td>
<td>Boolean</td>
<td>Triggers the Period output once for each period of time, as specified by the Period input</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0=false</td>
</tr>
</tbody>
</table>

**Time**

Outputs the total number of seconds from the start of the game, ticking once per frame.

![Time Node](image)
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| Paused | Boolean| Pauses the time output when set to true.  
  Default value: 0  
  Valid values: 0=false | 1=true |

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>seconds</td>
<td>Float</td>
<td>Current time in seconds</td>
</tr>
<tr>
<td>tick</td>
<td>Any</td>
<td>Triggers a tick once per frame</td>
</tr>
</tbody>
</table>

**TimeOfDay**

Changes the speed at which the time of day progresses and reads the current TimeOfDay setting.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
</table>
| Time  | Float  | Time of day in hours  
  Default value: 0  
  Valid values: 0 – 24 |
| SetTime | Any   | Trigger to change the time of day to the value specified for the Time parameter |
| ForceUpdate | Boolean | Immediately updates the sky when set to true.  
  Default value: 0  
  Valid values: 0=false | 1=true |
| GetTime | Any   | Retriggers the CurTime output without updating the value of the output |
| Speed  | Float  | Sets the speed at which the time of day changes.  
  Default value: 1  
  Valid values: 0 – 100 |
### Time Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetSpeed</td>
<td>Any</td>
<td>Trigger to change the time of day speed to the value specified for the Speed parameter</td>
</tr>
<tr>
<td>GetSpeed</td>
<td>Any</td>
<td>Retriggers the CurTime output without updating the value of the output</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurTime</td>
<td>float</td>
<td>Current time of day based on when the Set input was last triggered. Use the Get input to retrigger this output and keep the current value for the output</td>
</tr>
<tr>
<td>CurSpeed</td>
<td>float</td>
<td>Speed for the current time of day based on when the SetSpeed input was last triggered. Use the GetSpeed input to retrigger this output and keep the current value for the output</td>
</tr>
</tbody>
</table>

### TimeOfDayLoadDefinitionFile

Loads a Time of Day (TOD) definition file.

```
Time:TimeOfDayLoadDefinitionFile
  Load
  Filename 
  Success
  Fail
```

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load</td>
<td>Any</td>
<td>Trigger to load and read the Time of Day definition file</td>
</tr>
<tr>
<td>Filename</td>
<td>String</td>
<td>Name of the XML file to load and read. The file must be in the level directory</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Any</td>
<td>Triggered when the Time of Day definition file has successfully loaded</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Triggered if the Time of Day definition file was not successfully loaded</td>
</tr>
</tbody>
</table>

### TimeOfDayTransitionTrigger

Triggers sun position transitions when a specific time of day is reached.
## Time Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td>Float</td>
<td>Total length of time to blend the level's current time to the specified time. Set this value to -1 to disable time of day blending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Valid values:</strong> 0 – 24</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Blend duration in seconds.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Valid values:</strong> 0 – 100</td>
</tr>
<tr>
<td>SunLatitude</td>
<td>Float</td>
<td>Blends the level's current sun latitude value to the specified latitude in degrees. Set this value to -1 to disable latitude blending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> -1</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Valid values:</strong> 0 – 100</td>
</tr>
<tr>
<td>SunLongitude</td>
<td>Float</td>
<td>Blends the level's current sun longitude value to the specified longitude in degrees. Set this value to -1 to disable longitude blending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> -1</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Valid values:</strong> 0 – 100</td>
</tr>
<tr>
<td>SunPositionUpdateInterval</td>
<td>Float</td>
<td>Amount of time in seconds between updates to reposition the sun. Set this value to 0 seconds to constantly update the sun position during the transition</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Valid values:</strong> 0 – 100</td>
</tr>
<tr>
<td>ForceUpdateInterval</td>
<td>Float</td>
<td>Amount of time in seconds between updates to the time of day. Set this value to 0 seconds to constantly update the time of day during the transition</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Default value:</strong> 1</td>
</tr>
</tbody>
</table>
### Time Nodes

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Boolean</td>
<td>Set this value to <code>true</code> to enable the trigger</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 = false</td>
</tr>
<tr>
<td>Time</td>
<td>Float</td>
<td>Triggers the action at the specified time of day</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Float</td>
<td>Displays the current value for TimeOfDay. Triggered when the specified time of day has been reached</td>
</tr>
</tbody>
</table>
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>Any</td>
<td>Trigger to start the counter. If it is already running, this resets the counter.</td>
</tr>
<tr>
<td>Stop</td>
<td>Any</td>
<td>Stops the counter</td>
</tr>
<tr>
<td>Continue</td>
<td>Any</td>
<td>Resumes the counter</td>
</tr>
<tr>
<td>Period</td>
<td>Float</td>
<td>Tick period in seconds</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
<tr>
<td>Limit</td>
<td>Integer</td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finished</td>
<td>Any</td>
<td>Trigger indicating the counter is finished. The value that was provided as the Start input is the same as the Finished value.</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Value for the tick counter</td>
</tr>
</tbody>
</table>

**Timer**

Outputs the count from minimum to maximum, ticking for the specified period.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>period</td>
<td>Float</td>
<td>Tick period in seconds</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Valid values: 0 – 100</td>
</tr>
</tbody>
</table>
**Twitch Nodes**

You can use these flow graph nodes to configure Twitch-related settings.

The **Choose Entity** input port that is included for a number of flow graph nodes is used to change the attached entity dynamically.

**Topics**
- [Twitch ChatPlay General Nodes](#)
- [Twitch ChatPlay Voting Nodes](#)
- [Twitch JoinIn Nodes](#)
- [TwitchAPI Nodes](#)

## Twitch ChatPlay General Nodes

The following flow graph nodes are used to configure general Twitch ChatPlay-related settings.

### Twitch:Chatplay:Available node

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Used to check the availability of Twitch ChatPlay.</td>
</tr>
</tbody>
</table>
Twitch Nodes

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available</td>
<td>Void</td>
<td>Used to indicate that Twitch ChatPlay is available</td>
</tr>
<tr>
<td>Unavailable</td>
<td>Void</td>
<td>Used to indicate that Twitch ChatPlay is not available</td>
</tr>
</tbody>
</table>

**Twitch:Chatplay:Channel node**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Channel</td>
<td>String</td>
<td>Twitch channel name</td>
</tr>
<tr>
<td>Connect</td>
<td>Void</td>
<td>Initiates connection. Idempotent if called while already connected or connecting. Resets the Error output state.</td>
</tr>
<tr>
<td>Disconnect</td>
<td>Void</td>
<td>Initiates disconnection. Idempotent if called while already disconnected or disconnecting.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connected</td>
<td>Boolean</td>
<td>Current state of the connection to the channel</td>
</tr>
<tr>
<td>Connecting</td>
<td>Boolean</td>
<td>Indicates whether the node is currently attempting to connect</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Indicates an error has occurred</td>
</tr>
</tbody>
</table>

**Twitch:Chatplay:DisconnectAll node**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DisconnectAll</td>
<td>Void</td>
<td>Disconnects all Twitch ChatPlay channels</td>
</tr>
</tbody>
</table>

**Twitch:Chatplay:Keyword node**
Twitch Nodes

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Channel</td>
<td>String</td>
<td>Twitch channel name</td>
</tr>
<tr>
<td>Keyword</td>
<td>String</td>
<td>Keyword to match</td>
</tr>
<tr>
<td>Start</td>
<td>Void</td>
<td>Starts scanning for keywords. Idempotent if called while already started.</td>
</tr>
<tr>
<td>Stop</td>
<td>Void</td>
<td>Stops scanning for a keywords. Idempotent if called while already stopped.</td>
</tr>
<tr>
<td>Reset</td>
<td>Integer</td>
<td>Controls the initial signal count. Changes to Reset are applied immediately to the current signal count.</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signal</td>
<td>Integer</td>
<td>Event that fires when the keyword is received on the specified channel. The value is incremented by +1 each time a keyword is received.</td>
</tr>
<tr>
<td>Active</td>
<td>Boolean</td>
<td>Indicates whether the node is currently active. True if signals can occur (set as soon as Start is triggered); otherwise, false (set as soon as Stop is triggered).</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Used to indicate that an error has occurred</td>
</tr>
</tbody>
</table>

**Twitch:Chatplay:RegisterCredentials node**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Registers the username and OAuth token credential pair</td>
</tr>
<tr>
<td>Username</td>
<td>String</td>
<td>Twitch username</td>
</tr>
<tr>
<td>OAuth_Token</td>
<td>String</td>
<td>OAuth tokens are generated with the Twitch Chat OAuth Password Generator.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Void</td>
<td>Signaled when done registering credentials</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Used to indicate that an error has occurred</td>
</tr>
</tbody>
</table>
Twitch:Chatplay:UnregisterCredentials node

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Unregisters the username and associated OAuth token</td>
</tr>
<tr>
<td>Username</td>
<td>String</td>
<td>Twitch username</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Void</td>
<td>Used to indicate when the unregistering of the credential has completed</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Used to indicate when an error has occurred</td>
</tr>
</tbody>
</table>

Twitch:Chatplay:UnregisterAllCredentials node

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Used to unregister all credentials at once</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Void</td>
<td>Used to indicate when the unregistering of all credential has completed</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Used to indicate when an error occurs</td>
</tr>
</tbody>
</table>

Twitch:Chatplay:Whisper node

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Sends the message as a whisper on behalf of the sender to the recipient.</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Twitch Nodes

### Twitch Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sender</td>
<td>String</td>
<td>Twitch username of sender. Must have credentials registered to successfully send a whisper (see <code>Twitch:ChatPlay:RegisterCredentials</code> node).</td>
</tr>
<tr>
<td>Recipient</td>
<td>String</td>
<td>Twitch username of recipient.</td>
</tr>
<tr>
<td>Message</td>
<td>String</td>
<td>Message to whisper to recipient.</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Void</td>
<td>Signaled if the whisper is sent successfully.</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Signaled as true if an error occurred.</td>
</tr>
</tbody>
</table>

### Twitch ChatPlay Voting Nodes

Twitch ChatPlay voting functionality make it easier to set up polls, surveys, and votes. The following figure shows an example of how various Flow Graph voting nodes work together.

![Twitch ChatPlay Voting Node Diagram](image)

**Twitch:Chatplay:Voting:HighScores node**

[Version 1.9](#)
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Used to query the high scores.</td>
</tr>
<tr>
<td>VoteName</td>
<td>String</td>
<td>The name of the vote.</td>
</tr>
<tr>
<td>Reset</td>
<td>Void</td>
<td>Used to reset all counts to zero.</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Void</td>
<td>Used to indicate when the operation is complete</td>
</tr>
<tr>
<td>Error</td>
<td>Void</td>
<td>Used to indicate that an error occurred.</td>
</tr>
<tr>
<td>Count1 - Count4</td>
<td>Integer</td>
<td>Used to indicate the vote count for option 1, 2, 3, and 4.</td>
</tr>
<tr>
<td>Name1 - Name4</td>
<td>String</td>
<td>The names for options 1, 2, 3, and 4.</td>
</tr>
</tbody>
</table>

### Twitch:Chatplay:Voting:Option node

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VoteName</td>
<td>String</td>
<td>The name of the vote.</td>
</tr>
<tr>
<td>OptionName</td>
<td>String</td>
<td>The name of the voting option.</td>
</tr>
<tr>
<td>Enable</td>
<td>Void</td>
<td>Used to enable the option and that it can be voted on.</td>
</tr>
<tr>
<td>Disable</td>
<td>Void</td>
<td>Used to disable the ability to vote on the option.</td>
</tr>
<tr>
<td>Remove</td>
<td>Void</td>
<td>Used to delete the option.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Void</td>
<td>Used to indicate when the operation is complete</td>
</tr>
<tr>
<td>Error</td>
<td>Void</td>
<td>Used to indicate that an error occurred.</td>
</tr>
</tbody>
</table>

---

Version 1.9

845
### Twitch:Chatplay:Voting:Score node

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Used to query the score for an option.</td>
</tr>
<tr>
<td>VoteName</td>
<td>String</td>
<td>The name of the vote.</td>
</tr>
<tr>
<td>OptionName</td>
<td>String</td>
<td>The name of the voting option.</td>
</tr>
<tr>
<td>Reset</td>
<td>Void</td>
<td>Used to reset the count to zero.</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Void</td>
<td>Used to indicate when the operation is complete.</td>
</tr>
<tr>
<td>Error</td>
<td>Void</td>
<td>Used to indicate that an error occurred.</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Used to indicate the current vote count</td>
</tr>
<tr>
<td>Enabled</td>
<td>Boolean</td>
<td>Used to indicate the current option state.</td>
</tr>
</tbody>
</table>

### Twitch:Chatplay:Voting:Vote node

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VoteName</td>
<td>String</td>
<td>The name of the vote.</td>
</tr>
<tr>
<td>Channel</td>
<td>String</td>
<td>The Twitch ChatPlay channel used to connect the vote to.</td>
</tr>
<tr>
<td>Enable</td>
<td>Void</td>
<td>Used to enable the vote and that it can be voted on.</td>
</tr>
<tr>
<td>Disable</td>
<td>Void</td>
<td>Used to disable the ability to vote on the vote.</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Void</td>
<td>Used to indicate when the operation is complete.</td>
</tr>
</tbody>
</table>
### Twitch JoinIn Nodes

Twitch JoinIn nodes are used to create a link that includes all the multiplayer session information necessary for other players to connect to the same session using the generated link.

**Twitch:JoinIn:CreateLink node**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Void</td>
<td>Generates a <code>game: protocol</code> link that allows players to join the current game.</td>
</tr>
<tr>
<td>Command</td>
<td>String</td>
<td>The commands to pass when a game launches.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>String</td>
<td>Signaled with the generated link.</td>
</tr>
<tr>
<td>Error</td>
<td>Boolean</td>
<td>Used to indicate that an error occurred.</td>
</tr>
</tbody>
</table>

### TwitchAPI Nodes

TwitchAPI nodes are used to make calls to Twitch's REST API from within Lumberyard.

**Twitch:API:GET node**

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Channel</td>
<td>String</td>
<td>Twitch channel name</td>
</tr>
<tr>
<td>API_Key</td>
<td>String enum</td>
<td>API call type and key. Call types based on channel ID: channel, chat, follows, streams, subscriptions, and user.</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Caching has not been implemented, triggering the Get port will always start a new API call.</td>
</tr>
</tbody>
</table>
Vec3 Nodes

You can use the following flow graph nodes to define vector (Vec3) operations.

Topics
- AddVec3 node (p. 848)
- Calculate node (p. 849)
- ClampVec3 node (p. 849)
- CrossVec3 node (p. 850)
- DotVec3 node (p. 850)
- EqualVec3 node (p. 851)
- FromVec3 node (p. 851)
- MagnitudeVec3 node (p. 852)
- MulVec3 node (p. 852)
- NormalizeVec3 node (p. 852)
- ReciprocalVec3 node (p. 853)
- RotateVec3onAxis node (p. 853)
- ScaleVec3 node (p. 854)
- SetVec3 node (p. 854)
- SubVec3 node (p. 854)
- ToVec3 node (p. 855)

AddVec3 node

Used to output the sum of two vectors.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
</tbody>
</table>
### Vec3 Nodes

#### Calculate node

Used to output the specified calculation between two vectors.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Operator</td>
<td>Integer</td>
<td>Math operation to perform</td>
</tr>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Calculated operation of A and B</td>
</tr>
</tbody>
</table>

#### ClampVec3 node

Used to clamp the output range of a vector between a minimum and a maximum.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>In</td>
<td>Vec3</td>
<td>Input value</td>
</tr>
<tr>
<td>Min</td>
<td>Vec3</td>
<td>Minimum clamping value</td>
</tr>
</tbody>
</table>
**Vec3 Nodes**

### Max

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max</td>
<td>Vec3</td>
<td>Maximum clamping value</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Triggers when the input value is between the minimum and maximum values</td>
</tr>
</tbody>
</table>

**CrossVec3 node**

Used to output the cross product of two vectors.

| Activate | Any | Triggers the node |
| A        | Vec3 | First operand     |
| B        | Vec3 | Second operand    |

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Outputs the cross product of the inputs</td>
</tr>
</tbody>
</table>

**DotVec3 node**

Used to output the dot product of the inputs.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Outputs the dot product of the inputs</td>
</tr>
</tbody>
</table>
Vec3 Nodes

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Float</td>
<td>Outputs the dot product of the inputs</td>
</tr>
</tbody>
</table>

**EqualVec3 node**

Used to trigger an output when both vectors are equal in value.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Boolean</td>
<td>Triggers when A and B are equal in value</td>
</tr>
</tbody>
</table>

**FromVec3 node**

Used to output the x, y, and z values of the vector.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vec3</td>
<td>Vec3</td>
<td>Input vector</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Float</td>
<td>X-axis value of vector</td>
</tr>
<tr>
<td>Y</td>
<td>Float</td>
<td>Y-axis value of vector</td>
</tr>
<tr>
<td>Z</td>
<td>Float</td>
<td>Z-axis value of vector</td>
</tr>
</tbody>
</table>
**MagnitudeVec3 node**

Used to output the magnitude (length) of the vector.

```
vec3: MagnitudeVec3
  Vector: 0.0, 0.0, Length
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector</td>
<td>Vec3</td>
<td>Input vector</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>Any</td>
<td>Magnitude (length) of the input vector</td>
</tr>
</tbody>
</table>

**MulVec3 node**

Used to output the multiplication of two vectors.

```
vec3: MulVec3
  Activate: Out
  A: 0.0, 0.0
  B: 0.0, 0.0
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Multiplication of A and B</td>
</tr>
</tbody>
</table>

**NormalizeVec3 node**

Used to output the normalized value of the vector.

```
vec3: NormalizeVec3
  Vector: 0.0, 0.0
  Out: Length
```

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Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector</td>
<td>Vec3</td>
<td>Vector input</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Normalized vector input</td>
</tr>
<tr>
<td>Length</td>
<td>Float</td>
<td>Magnitude</td>
</tr>
</tbody>
</table>

**ReciprocalVec3 node**

Used to output the reciprocal of the vector.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector</td>
<td>Vec3</td>
<td>Input vector</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Length</td>
<td>Float</td>
<td>Reciprocal value of input</td>
</tr>
</tbody>
</table>

**RotateVec3onAxis node**

Used to output an axis-rotated value of the vector.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>Vector</td>
<td>Vec3</td>
<td>Input vector to rotate</td>
</tr>
<tr>
<td>Axis</td>
<td>Vec3</td>
<td>Axis to rotate input around</td>
</tr>
<tr>
<td>Angle</td>
<td>Float</td>
<td>Angle in degrees to rotate</td>
</tr>
</tbody>
</table>
## Vec3 Nodes

### Rotated Vector
Used to output the result of the rotation.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rotated Vector</td>
<td>Vec3</td>
<td>Result of the rotation</td>
</tr>
</tbody>
</table>

### ScaleVec3 node
Used to output a scaled value of the vector.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector</td>
<td>Vec3</td>
<td>Input vector</td>
</tr>
<tr>
<td>Scale</td>
<td>Float</td>
<td>Scale factor to apply to the input</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Result of the scaling</td>
</tr>
</tbody>
</table>

### SetVec3 node
Used to output the input value when the Set input is activated.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Triggers the vector to the output</td>
</tr>
<tr>
<td>In</td>
<td>Vec3</td>
<td>Input value</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Outputs the input value</td>
</tr>
</tbody>
</table>

### SubVec3 node
Used to output the subtracted value of two vectors.
## Vehicle Nodes

You can use the following flow graph nodes to configure vehicle behavior and related settings.

**Note**

These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

### ToVec3 node

Used to output three floating point values to a vector.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Float</td>
<td>X-axis value</td>
</tr>
<tr>
<td>Y</td>
<td>Float</td>
<td>Y-axis value</td>
</tr>
<tr>
<td>Z</td>
<td>Float</td>
<td>Z-axis value</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Result</td>
<td>Vec3</td>
<td>Vector output</td>
</tr>
</tbody>
</table>

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Triggers the node</td>
</tr>
<tr>
<td>A</td>
<td>Vec3</td>
<td>First operand</td>
</tr>
<tr>
<td>B</td>
<td>Vec3</td>
<td>Second operand</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Out</td>
<td>Vec3</td>
<td>Subtraction of B from A</td>
</tr>
</tbody>
</table>

Topics

Version 1.9

855
• Attachment node (p. 856)
• ChangeSeat node (p. 856)
• ChaseTarget node (p. 857)
• Damage node (p. 858)
• Destroy node (p. 858)
• Enter node (p. 858)
• FollowPath node (p. 859)
• GetSeatHelper node (p. 860)
• Handbrake node (p. 860)
• Honk node (p. 861)
• Lights node (p. 861)
• Lock node (p. 861)
• MoveActionMult node (p. 862)
• Movement node (p. 862)
• MovementParams node (p. 863)
• Passenger node (p. 863)
• Seat node (p. 863)
• StickPath node (p. 864)
• Turret node (p. 865)
• Unload node (p. 865)

Attachment node

Used to control vehicle entity attachments.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attachment</td>
<td>String</td>
<td>Attachment to add</td>
</tr>
<tr>
<td>EntityId</td>
<td>Any</td>
<td>ID of the entity to use</td>
</tr>
<tr>
<td>Attach</td>
<td>Any</td>
<td>Attaches the item</td>
</tr>
<tr>
<td>Detach</td>
<td>Any</td>
<td>Detaches the item</td>
</tr>
</tbody>
</table>

ChangeSeat node

Used to move a character from one seat to another one. Only works if the character is already inside a vehicle.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Triggers the seat change</td>
</tr>
<tr>
<td>Seat</td>
<td>Integer</td>
<td>Seat to change to</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Seat change succeeded</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Seat change failed</td>
</tr>
</tbody>
</table>

ChaseTarget node

Used to follow or navigate along the specified path while attempting to establish line of sight or fire with the specified target.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Triggers the chase</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the chase</td>
</tr>
<tr>
<td>Path Name</td>
<td>String</td>
<td>Name of the path to follow</td>
</tr>
<tr>
<td>Max speed of the vehicle</td>
<td>Float</td>
<td>Maximum speed of the vehicle</td>
</tr>
<tr>
<td>Min Distance</td>
<td>Float</td>
<td>Minimum chase distance to the target</td>
</tr>
<tr>
<td>Max Distance</td>
<td>Float</td>
<td>Minimum chase distance to the target</td>
</tr>
<tr>
<td>Target</td>
<td>Any</td>
<td>ID of the target to chase</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Chase failed</td>
</tr>
</tbody>
</table>
Damage node

Used to handle vehicle damage.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HitTrigger</td>
<td>Any</td>
<td>Triggers that causes the vehicle to sustain damage</td>
</tr>
<tr>
<td>HitValue</td>
<td>Float</td>
<td>Amount of damage the vehicle will sustain</td>
</tr>
<tr>
<td>HitPosition</td>
<td>Vec3</td>
<td>Position at which the vehicle will sustain the hit</td>
</tr>
<tr>
<td>HitRadius</td>
<td>Float</td>
<td>Radius of the hit</td>
</tr>
<tr>
<td>Indestructible</td>
<td>Boolean</td>
<td>Value of true sets the vehicle to be indestructible</td>
</tr>
<tr>
<td>HitType</td>
<td>String</td>
<td>Type of damage</td>
</tr>
<tr>
<td>HitComponent</td>
<td>String</td>
<td>Vehicle component that will receive the hit</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damaged</td>
<td>Float</td>
<td>Amount of damage sustained by the vehicle</td>
</tr>
<tr>
<td>Destroy</td>
<td>Boolean</td>
<td>True if vehicle was destroyed</td>
</tr>
<tr>
<td>Hit</td>
<td>Float</td>
<td>Hit value sustained by the vehicle</td>
</tr>
</tbody>
</table>

Destroy node

Used to destroy the vehicle.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroy</td>
<td>Any</td>
<td>Trigger to destroy the vehicle</td>
</tr>
</tbody>
</table>

Enter node

Used to make an AI agent sit in a specified seat of a specified vehicle.
Vehicle Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels the operation</td>
</tr>
<tr>
<td>VehicleId</td>
<td>Any</td>
<td>ID of the vehicle</td>
</tr>
<tr>
<td>Seat</td>
<td>Integer</td>
<td>Seat to sit on</td>
</tr>
<tr>
<td>Fast</td>
<td>Boolean</td>
<td>Skip approach and enter vehicle</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Action completed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Action was successful</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Action failed</td>
</tr>
</tbody>
</table>

FollowPath node

Used to follow the path speed stance action.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels execution</td>
</tr>
<tr>
<td>PathFindToStart</td>
<td>Boolean</td>
<td>Whether to find the start of the path</td>
</tr>
<tr>
<td>Reverse</td>
<td>Boolean</td>
<td>Reverses the path direction</td>
</tr>
</tbody>
</table>
## Vehicle Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StartNearest</td>
<td>Boolean</td>
<td>Starts the path at the nearest point on path</td>
</tr>
<tr>
<td>Loops</td>
<td>Integer</td>
<td>Number of times to loop around the path</td>
</tr>
<tr>
<td>Path Name</td>
<td>String</td>
<td>Name of the path</td>
</tr>
<tr>
<td>Speed (m/s)</td>
<td>Float</td>
<td>Speed in meters/second</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Action completed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Action was successful</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Action failed</td>
</tr>
</tbody>
</table>

### GetSeatHelper node

Used to get the helper position of a seat for entering the vehicle.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Get helper position</td>
</tr>
<tr>
<td>Seat</td>
<td>Integer</td>
<td>Seat to be entered</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pos</td>
<td>Vec3</td>
<td>Position of seat helper</td>
</tr>
<tr>
<td>Dir</td>
<td>Vec3</td>
<td>Direction of seat helper</td>
</tr>
</tbody>
</table>

### Handbrake node

Used to toggle the vehicle handbrake. Currently only supported for the ArcadeWheeled movement type.
Lumberyard User Guide
Vehicle Nodes

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates the vehicle handbrake</td>
</tr>
<tr>
<td>Deactivate</td>
<td>Any</td>
<td>Deactivates the vehicle handbrake</td>
</tr>
<tr>
<td>ResetTimer</td>
<td>Float</td>
<td>Resets the timer</td>
</tr>
</tbody>
</table>

Honk node

Use to control a vehicle's horn.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the vehicle horn</td>
</tr>
<tr>
<td>Duration</td>
<td>Float</td>
<td>Duration in seconds of the horn</td>
</tr>
</tbody>
</table>

Lights node

Used to control a vehicle's lights.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LightType</td>
<td>String</td>
<td>Type of vehicle light</td>
</tr>
<tr>
<td>Activate</td>
<td>Any</td>
<td>Activates vehicle lights</td>
</tr>
<tr>
<td>Deactivate</td>
<td>Any</td>
<td>Deactivates vehicle lights</td>
</tr>
</tbody>
</table>

Lock node

Used to lock or unlock all seats of a vehicle.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lock</td>
<td>Any</td>
<td>Locks the vehicle</td>
</tr>
<tr>
<td>Unlock</td>
<td>Any</td>
<td>Unlocks the vehicle</td>
</tr>
<tr>
<td>LockType</td>
<td>Integer</td>
<td>Type of vehicle lock</td>
</tr>
</tbody>
</table>

**MoveActionMult node**

Used to add multipliers to a vehicle's movement actions.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnableTrigger</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>DisableTrigger</td>
<td>Any</td>
<td>Deactivates the node</td>
</tr>
<tr>
<td>PowerMult</td>
<td>Float</td>
<td>Vehicle engine power multiplier</td>
</tr>
<tr>
<td>RotatePitch</td>
<td>Float</td>
<td>Vehicle pitch rotation multiplier</td>
</tr>
<tr>
<td>RotateYaw</td>
<td>Float</td>
<td>Vehicle yaw rotation multiplier</td>
</tr>
<tr>
<td>PowerMustBePositive</td>
<td>Boolean</td>
<td>True if power multiplication is positive (increase)</td>
</tr>
</tbody>
</table>

**Movement node**

Used to control vehicle movement.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WarmUpEngineTrigger</td>
<td>Boolean</td>
<td>Warms up vehicle engine</td>
</tr>
<tr>
<td>ZeroMass</td>
<td>Any</td>
<td>Vehicle has zero mass</td>
</tr>
<tr>
<td>RestoreMass</td>
<td>Any</td>
<td>Restores vehicle mass</td>
</tr>
</tbody>
</table>
MovementParams node

Used to modify vehicle movement parameters.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>MaxSpeedFactor</td>
<td>Float</td>
<td>Maximum vehicle speed factor</td>
</tr>
<tr>
<td>AccelerationFactor</td>
<td>Float</td>
<td>Maximum vehicle acceleration factor</td>
</tr>
</tbody>
</table>

Passenger node

Used to manage vehicle passengers.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActorInTrigger</td>
<td>Any</td>
<td>Forces actor to get into vehicle if a seat is available</td>
</tr>
<tr>
<td>ActorOutTrigger</td>
<td>Any</td>
<td>Forces actor to get out of the vehicle</td>
</tr>
<tr>
<td>ActorId</td>
<td>Any</td>
<td>ID of the action</td>
</tr>
<tr>
<td>SeatId</td>
<td>Integer</td>
<td>ID of the seat</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActorIn</td>
<td>Any</td>
<td>Triggered if any actor got into vehicle</td>
</tr>
<tr>
<td>ActorOut</td>
<td>Any</td>
<td>Triggered if any actor got out of vehicle</td>
</tr>
</tbody>
</table>
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seat</td>
<td>Integer</td>
<td>ID of seat</td>
</tr>
<tr>
<td>SeatName</td>
<td>String</td>
<td>Name of seat</td>
</tr>
<tr>
<td>IsDriverSeat</td>
<td>Boolean</td>
<td>True is driver seat</td>
</tr>
<tr>
<td>Lock</td>
<td>Any</td>
<td>Locks the vehicle</td>
</tr>
<tr>
<td>Unlock</td>
<td>Any</td>
<td>Unlocks the vehicle</td>
</tr>
<tr>
<td>LockType</td>
<td>Integer</td>
<td>Type of vehicle lock</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SeatId</td>
<td>Integer</td>
<td>ID of seat</td>
</tr>
<tr>
<td>PassengerId</td>
<td>Integer</td>
<td>ID of passenger</td>
</tr>
</tbody>
</table>

**StickPath node**

Used to follow the specified path to the end and sticking to the optional target, either continuously or as a one-off event.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sync</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Cancel</td>
<td>Any</td>
<td>Cancels execution</td>
</tr>
<tr>
<td>Path Name</td>
<td>String</td>
<td>Name of path</td>
</tr>
</tbody>
</table>
### Vehicle Nodes

#### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Continuous</td>
<td>Boolean</td>
<td>Whether vehicle can continue to follow the path or stops once it reaches the target</td>
</tr>
<tr>
<td>CanReverse</td>
<td>Boolean</td>
<td>Whether vehicle is allowed to drive in reverse to follow target or path</td>
</tr>
<tr>
<td>Max speed of the vehicle</td>
<td>Float</td>
<td>Maximum speed of the vehicle</td>
</tr>
<tr>
<td>Min Distance</td>
<td>Float</td>
<td>Minimum stick distance to the target</td>
</tr>
<tr>
<td>Max Distance</td>
<td>Float</td>
<td>Maximum stick distance to the target</td>
</tr>
<tr>
<td>Target</td>
<td>Any</td>
<td>ID of target to stick to when following the path</td>
</tr>
<tr>
<td>Force</td>
<td>Integer</td>
<td>Force execution method</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Action completed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Action was successful</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Action failed</td>
</tr>
<tr>
<td>Close</td>
<td>Any</td>
<td>Close to destination</td>
</tr>
</tbody>
</table>

#### Turret node

Use to control the vehicle turret.

![Vehicle Turret](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger</td>
<td>Any</td>
<td>Activates vehicle turret</td>
</tr>
<tr>
<td>SeatId</td>
<td>Integer</td>
<td>ID of seat</td>
</tr>
<tr>
<td>AimAngles</td>
<td>Vec3</td>
<td>Turret aiming angle</td>
</tr>
<tr>
<td>AimPos</td>
<td>Vec3</td>
<td>Turret target location</td>
</tr>
</tbody>
</table>

#### Unload node

Use to unloads vehicle, ejecting specified passengers.
**Video Nodes**

You can use the following flow graph nodes to configure video settings.

Topics

- **ClipCapture node (p. 866)**

**ClipCapture node**

Used to capture video clips while a game is running and (for Xbox One) save them locally or to the cloud.

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture</td>
<td>Any</td>
<td>Begin capturing a video clip</td>
</tr>
<tr>
<td>DurationBefore</td>
<td>Float</td>
<td>Record the specified number seconds before the Capture input is triggered</td>
</tr>
<tr>
<td>DurationAfter</td>
<td>Float</td>
<td>Record the specified number seconds after the Capture input is triggered</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Done</td>
<td>Any</td>
<td>Action completed</td>
</tr>
<tr>
<td>Succeed</td>
<td>Any</td>
<td>Action succeeded</td>
</tr>
<tr>
<td>Fail</td>
<td>Any</td>
<td>Action failed</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
VideoPlayback Nodes

### Port

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClipName</td>
<td>String</td>
<td>For Xbox One, the MagicMoment ID used to look up the description string entered through the Xbox Developer Portal.</td>
</tr>
<tr>
<td>LocalizedClipName</td>
<td>String</td>
<td>For Xbox One, the ClipName shown during the Toast popup</td>
</tr>
<tr>
<td>Metadata</td>
<td>String</td>
<td>(Optional). Used to tag video clips</td>
</tr>
</tbody>
</table>

### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BeganCapture</td>
<td>Any</td>
<td>Triggered when video clip capture has begun</td>
</tr>
<tr>
<td>Error</td>
<td>Any</td>
<td>Triggered when a clip capture error has occurred</td>
</tr>
</tbody>
</table>

### VideoPlayback Nodes

You can use the following flow graph nodes to configure video playback settings.

Topics
- Play Node (p. 867)
- Pause Nodes (p. 868)
- Stop Nodes (p. 868)
- IsPlaying Nodes (p. 868)
- PlaybackEvents Nodes (p. 869)

### Play Node

Plays the video on the defined entity with the VideoPlayback component.

**VideoPlayback:Play**

- **Choose Entity**
- **Activate** = 1
- **Loop** = 0
- **PlaybackSpeed** = 1

### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Boolean</td>
<td>Value of true begins playing video.</td>
</tr>
<tr>
<td>Loop</td>
<td>Boolean</td>
<td>Value of true loops video.</td>
</tr>
<tr>
<td>PlaybackSpeed</td>
<td>Float</td>
<td>Sets speed of playback. Value of 1 is normal speed, 0.5 is half speed, 2.0 is double speed, and so on.</td>
</tr>
</tbody>
</table>
### Pause Nodes

Pauses the video on the defined entity with the **VideoPlayback** component.

<table>
<thead>
<tr>
<th>Input Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Boolean</td>
<td>Value of true pauses the video.</td>
</tr>
</tbody>
</table>

### Stop Nodes

Stops the video on the defined entity with the **VideoPlayback** component.

<table>
<thead>
<tr>
<th>Input Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Boolean</td>
<td>Value of true stops the video. If video playback is resumed, it begins at the first frame of the video.</td>
</tr>
</tbody>
</table>

### IsPlaying Nodes

Determines whether the **VideoPlayback** component on the defined entity is currently playing video.

<table>
<thead>
<tr>
<th>Input Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Boolean</td>
<td>Value of true triggers output to the <strong>Playing</strong> output node. Output is triggered whether video is playing or not.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Output Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Playing</td>
<td>Boolean</td>
<td>Returns true if video is playing, false if video is paused or stopped.</td>
</tr>
</tbody>
</table>
**PlaybackEvents Nodes**

Provides a series of outputs that are triggered when the defined entity's VideoPlayback component reaches certain conditions.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Boolean</td>
<td>Value of true triggers node to listen for video playback events on the defined entity.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlaybackStarted</td>
<td>Boolean</td>
<td>Triggered when the video begins playback.</td>
</tr>
<tr>
<td>PlaybackPaused</td>
<td>Boolean</td>
<td>Triggered when video playback is paused.</td>
</tr>
<tr>
<td>PlaybackStopped</td>
<td>Boolean</td>
<td>Triggered when video playback is stopped. If a video is not set to loop and finishes without user intervention, this is not triggered; this is triggered only when Stop is directly called.</td>
</tr>
<tr>
<td>PlaybackFinished</td>
<td>Boolean</td>
<td>Triggered when video playback finishes. If a video is set to loop, this is called every time that video finishes a loop.</td>
</tr>
</tbody>
</table>

**Virtual Reality (VR) Nodes**

You can use flow graph modules to set up or script your virtual reality game.

The following flow graph modules are available for any attached head-mounted display.

**VR:ControllerTracking**

Provides up-to-date information about any attached motion controller's transform (position and rotation) information in game world space. If an entity is specified in the node, all positions and rotations are specified relative to the entity.

**Node Inputs**

**Enabled**

Enables or disables the node.
Scale

Scales the controller’s movements.

**Node Outputs**

**Left pos**

Position of the left controller.

**Left Rot (PRY)**

Rotation of the left controller in degrees (PRY – pitch, roll, yaw).

**Left data ok**

Valid data output from left controller. This means that the controller is connected and active.

**Right pos**

Position of the right controller.

**Right Rot (PRY)**

Rotation of the right controller in degrees (PRY – pitch, roll, yaw).

**Right data ok**

Valid data output from right controller. This means that the controller is connected and active.

**VR:DeviceInfo**

Gets information about the currently connected device.

**Node Input**

**Activate**

Updates the output.

**Node Outputs**

**Name**

The name of the active HMD.

**RenderWidth**

The render width for a single eye (in pixels).

**RenderHeight**

The render height for a single eye (in pixels).

**VerticalFOV**

The vertical field of view (FOV) for the HMD in degrees.

**HorizontalFOV**

The combined horizontal field of view (FOV) for both eyes in degrees.
**VR:Dynamics:Controllers**

Gives up-to-date information about the current HMD transform (position and rotation) in the game world space.

**Node Input**

**Activate**

Updates the outputs.

**Node Outputs**

**Left Controller Active**

Boolean. Whether left controller is active and being tracked.

**Left Linear Velocity**

Vector. Linear velocity of the left controller in local space.

**Left Linear Acceleration**

Vector. Linear acceleration of the left controller in local space.

**Left Angular Velocity**

Vector. Angular velocity of the left controller in local space.

**Left Angular Acceleration**

Vector. Angular acceleration of the left controller in local space.

**Right Controller Active**

Boolean. Whether right controller is active and being tracked.

**Right Linear Velocity**

Vector. Linear velocity of the right controller in local space.

**Right Linear Acceleration**

Vector. Linear acceleration of the right controller in local space.

**Right Angular Velocity**

Vector. Angular velocity of the right controller in local space.

**Right Angular Acceleration**

Vector. Angular acceleration of the right controller in local space.

**VR:Dynamics:HMD**

Provides information about the current angular and linear dynamics of the HMD.

**Node Input**

**Enabled**

Enables the node.
Node Outputs

**Linear Velocity**
Linear velocity of the HMD in local space.

**Linear Acceleration**
Linear acceleration of the HMD in local space.

**Angular Velocity**
Angular velocity of the HMD in local space.

**Angular Acceleration**
Angular acceleration of the HMD in local space.

**VR:OpenVR:Playspace**
Provides information about the HMD's playspace.

*Note*
This is now a legacy flow graph node, and has been replaced by **VR:Playspace (p. 872)**.

Node Input

**Activate**
Updates the outputs.

Node Outputs

**Corner0**
The world-space position of corner 0.

**Corner1**
The world-space position of corner 1.

**Corner2**
The world-space position of corner 2.

**Corner3**
The world-space position of corner 3.

**Center**
The world-space center of the playspace. Note that the center is on the floor.

**Dimensions**
The width (x) and height (y) of the playspace in meters.

**IsValid**
If true, the playspace data is valid and configured correctly.

**VR:Playspace**
Configures the playspace for the Oculus and OpenVR SDKs. The corners represent a rectangle, and run counter-clockwise around the Z axis.
**Node Inputs**

**Activate**

Gets information about the HMD's playspace.

**Node Outputs**

**Corner0**

Vector value. The world-space position of corner 0.

**Corner1**

Vector value. The world-space position of corner 1.

**Corner2**

Vector value. The world-space position of corner 2.

**Corner3**

Vector value. The world-space position of corner 3.

**Center**

Vector value. The world-space center of the playspace. Note that the center is on the floor.

**Dimensions**

The width and height of the playspace in meters.

**IsValid**

If true, the playspace data is valid and configured correctly.

**VR:RecenterPose**

Recenters the view coordinate system for the attached HMD to the current view.

**VR:SetTrackingLevel**

Sets the current tracking level of the attached VR device to either **Head** or **Floor**. These options determine how the HMD's origin is calculated for every frame.

**VR:TransformInfo**

Provides information about the orientation and position of the camera and the HMD.

**Node Input**

**Enabled**

Enables the node.

**Node Outputs**

**Camera pos**

The position of the current camera in world coordinates.
Camera rot (PRY)

Vector. The orientation of the current camera in world coordinates in degrees (PRY – pitch, roll, yaw).

HMD pos

The position of the HMD with respect to the recentered pose of the tracker.

HMD rot (PRY)

The orientation of the HMD in world coordinates in degrees (PRY – pitch, roll, yaw).

VR:VREnabled

Queries whether VR output is enabled and active in the system. A true output from this node means that an HMD is connected, properly initialized, and being rendered to.

Weapon Nodes

You can use the following flow graph nodes to configure weapon settings.

Note

These nodes will only work with the Legacy Game Sample (CryEngine GameSDK), which is available at Lumberyard Downloads.

Topics

- AmmoChange node (p. 874)
- AutoSightWeapon node (p. 875)
- ChangeFireMode node (p. 875)
- FireWeapon node (p. 875)
- Listener node (p. 876)

AmmoChange node

Used to give or take ammunition to/from the player. Weapon and ammo type must match.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set</td>
<td>Any</td>
<td>Activates the node</td>
</tr>
<tr>
<td>Get</td>
<td>Any</td>
<td>Retrieves the amount of ammunition left</td>
</tr>
<tr>
<td>AmmoType</td>
<td>String</td>
<td>Type of ammunition to add</td>
</tr>
<tr>
<td>AmountCount</td>
<td>Integer</td>
<td>Gets the amount of ammunition left</td>
</tr>
<tr>
<td>Add</td>
<td>Boolean</td>
<td>Adds the specified amount of ammunition</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MagazineAmmo</td>
<td>Integer</td>
<td>Ammunition left in the weapon magazine</td>
</tr>
<tr>
<td>InventoryAmmo</td>
<td>Integer</td>
<td>Ammunition left in inventory</td>
</tr>
<tr>
<td>TotalAmmo</td>
<td>Integer</td>
<td>Total ammunition available</td>
</tr>
</tbody>
</table>

AutoSightWeapon node

This node

```plaintext
Weapon-AutoSightWeapon

Choose Entity
• enemy=0,0,0
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enemy</td>
<td>Vec3</td>
<td>Aims the weapon at the enemy's position</td>
</tr>
</tbody>
</table>

ChangeFireMode node

Used to change the weapon fire mode.

```plaintext
Weapon-ChangeFireMode

Choose Entity
• Switch
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch</td>
<td>Any</td>
<td>Switches the weapon fire mode</td>
</tr>
</tbody>
</table>

FireWeapon node

Use to fire a weapon and set a target entity or a target position.

```plaintext
Weapon-FireWeapon

Choose Entity
• TargetId
• TargetPos=0,0,0
• AlignToTarget=1
• FireStarted
• FireStopped
• StartFire
• StopFire
• NumberOfShots=0
• Accuracy=1
```

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TargetId</td>
<td>Any</td>
<td>Target ID</td>
</tr>
</tbody>
</table>
Lumberyard User Guide
Weapon Nodes

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TargetPos</td>
<td>Vec3</td>
<td>Target position</td>
</tr>
<tr>
<td>AlignToTarget</td>
<td>Boolean</td>
<td>Aims the weapon at the target</td>
</tr>
<tr>
<td>StartFire</td>
<td>Any</td>
<td>Starts firing weapon</td>
</tr>
<tr>
<td>StopFire</td>
<td>Any</td>
<td>Stops firing weapon</td>
</tr>
<tr>
<td>NumberOfShots</td>
<td>Integer</td>
<td>Fires the specified number of shots</td>
</tr>
<tr>
<td>Accuracy</td>
<td>Float</td>
<td>Specifies firing accuracy from 0% to 100%</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FireStarted</td>
<td>Boolean</td>
<td>Triggers when firing starts</td>
</tr>
<tr>
<td>FireStopped</td>
<td>Boolean</td>
<td>Triggers when firing stops</td>
</tr>
</tbody>
</table>

**Listener node**

Use to listen on WeaponId or player's WeaponClass, or as a fallback on the current player's weapon and to trigger OnShoot when shot.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Any</td>
<td>Enable listener</td>
</tr>
<tr>
<td>Disable</td>
<td>Any</td>
<td>Disables listener</td>
</tr>
<tr>
<td>WeaponId</td>
<td>Any</td>
<td>Weapon ID</td>
</tr>
<tr>
<td>WeaponClass</td>
<td>String</td>
<td>Weapon name</td>
</tr>
<tr>
<td>ShootCount</td>
<td>Integer</td>
<td>Number of times the listener can be triggered. 0 = infinite</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnShoot</td>
<td>Any</td>
<td>Triggered when shooting</td>
</tr>
<tr>
<td>ShootsLeft</td>
<td>Integer</td>
<td>Triggered when shooting left</td>
</tr>
</tbody>
</table>
### XML Nodes

You can use the following flow graph nodes to specify XML elements.

**Topics**
- ClearValue node (p. 877)
- DeleteAllAttributes node (p. 878)
- DeleteAllChildren node (p. 878)
- DeleteAttribute node (p. 879)
- DeleteChild node (p. 879)
- DeleteChildAt node (p. 880)
- GetAttribute node (p. 880)
- GetAttributeCount node (p. 881)
- GetChild node (p. 881)
- GetChildAt node (p. 882)
- GetChildCount node (p. 882)
- GetParent node (p. 883)
- GetRoot node (p. 883)
- GetValue node (p. 884)
- HasAttribute node (p. 884)
- IncAttribute node (p. 885)
- IncValue node (p. 886)
- NewChild node (p. 886)
- NewDocument node (p. 887)
- OpenDocument node (p. 887)
- SaveDocument node (p. 888)
- SetAttribute node (p. 888)
- SetValue node (p. 889)

### ClearValue node

Used to clear the value of the active element.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**DeleteAllAttributes node**

Used to delete all attributes from the active element.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**DeleteAllChildren node**

Used to delete all children of the active element.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Optional child name</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**DeleteAttribute node**

Used to delete an attribute from the active element.

```
<DeleteAttribute>
  <Execute Success Fail Name= Done/>
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Optional child name</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**DeleteChild node**

Used to delete the first child node with the given name.

```
<DeleteChild>
  <Execute Success Fail Name= Done/>
```

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Port</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Optional child name</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**DeleteChildAt node**

Used to delete the nth child node with the given name.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute</td>
</tr>
<tr>
<td>Index</td>
<td>Integer</td>
<td>Location of the child node in the list</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**GetAttribute node**

Used to get the value of an attribute for the active element.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

**GetAttributeCount node**

Used to get the number of attributes for the active element.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
<tr>
<td>Count</td>
<td>Integer</td>
<td>Outputs the count</td>
</tr>
</tbody>
</table>

**GetChild node**

Used to navigate to the first child node with the given name.
### XML Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute</td>
</tr>
<tr>
<td>Create</td>
<td>Boolean</td>
<td>Creates a child node if one does not exist</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

#### GetChildAt node

Used to navigate to the nth child node with the given name.

```xml
<Xm:GetChildAt n="index" f="true">
  <execute success fail index="1" done/>
</Xm:GetChildAt>
```

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the child node</td>
</tr>
<tr>
<td>Index</td>
<td>Integer</td>
<td>Location of the child node in the list</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

#### GetChildCount node

Used to return the number of children of the active element.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

GetParent node

Used to set the active element to the current active element's parent (move one up).

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

GetRoot node

Used to set the active element to the root node (move to top).
## Lumberyard User Guide
### XML Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

#### GetValue node

Used to get the value of the active element.

```
<XmlGetValue>
  <Execute />
  <Success />
  <Fail />
  <Done />
  <Value />
</XmlGetValue>
```

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
<tr>
<td>Value</td>
<td>Any</td>
<td>Outputs the value of the element</td>
</tr>
</tbody>
</table>

#### HasAttribute node

Used to check if an attribute exists for the active element.

```
<XmlHasAttribute>
  <Execute />
  <Name=/> 
  <Success />
  <Fail />
  <Done />
  <Yes />
  <No />
  <Result />
</XmlHasAttribute>
```
### XML Nodes

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
<tr>
<td>Yes</td>
<td>Any</td>
<td>Has the attribute</td>
</tr>
<tr>
<td>No</td>
<td>Any</td>
<td>Does not have the attribute</td>
</tr>
<tr>
<td>Result</td>
<td>Boolean</td>
<td>Boolean result</td>
</tr>
</tbody>
</table>

**IncAttribute node**

Used to increment an attribute by the given amount for the active element.

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Amount to increment by</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>
IncValue node

Used to increment the value of the active element.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Amount</td>
<td>Float</td>
<td>Amount to increment by</td>
</tr>
</tbody>
</table>

NewChild node

Used to create a new child node at end of parent's sibling list.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the child node</td>
</tr>
<tr>
<td>Active</td>
<td>Boolean</td>
<td>Makes the child node the active element</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>
NewDocument node

Used to create a blank document for writing new data into.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Root</td>
<td>String</td>
<td>Name of the XML root element</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

OpenDocument node

Used to open an XML document from disk.

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>File</td>
<td>String</td>
<td>File name of the XML document</td>
</tr>
<tr>
<td>Location</td>
<td>Integer</td>
<td>File path of the XML document</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
</tbody>
</table>
### SaveDocument node

Used to save active XML data to disk.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>File</td>
<td>String</td>
<td>File name of the saved XML document</td>
</tr>
<tr>
<td>Location</td>
<td>Integer</td>
<td>File path of the XML document</td>
</tr>
<tr>
<td>Overwrite</td>
<td>Boolean</td>
<td>Determines where document should overwrite existing XML document</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed carrying out</td>
</tr>
</tbody>
</table>

### SetAttribute node

Used to set an attribute for the active element.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Name</td>
<td>String</td>
<td>Name of the attribute to set</td>
</tr>
</tbody>
</table>
Using Flow Graph Links

Links are used to connect Flow Graph node inputs and outputs for transferring information between them. Information is transferred immediately, regardless of link length or shape. When a connected node is moved, the link automatically adjusts itself. Links are created by simply clicking and dragging your mouse from the output of one node to the input of another node.

An input port can have only one link connected to it. If you want to connect multiple links to one input port, helper nodes such as the Logic:Any node can be used. Output ports can have an unlimited number of links.

### Port Types and Descriptions

#### Port Description

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Any</td>
<td>Sets the value of the element</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed</td>
</tr>
<tr>
<td></td>
<td></td>
<td>carrying out</td>
</tr>
</tbody>
</table>

#### SetValue node

Used to set the value of the active element.

![SetValue node](image)

#### Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Execute</td>
<td>Any</td>
<td>Executes the instruction</td>
</tr>
<tr>
<td>Value</td>
<td>Any</td>
<td>Sets the value of the attribute</td>
</tr>
</tbody>
</table>

#### Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Boolean</td>
<td>Called if the instruction executed successfully</td>
</tr>
<tr>
<td>Fail</td>
<td>Boolean</td>
<td>Called if the instruction failed</td>
</tr>
<tr>
<td>Done</td>
<td>Boolean</td>
<td>Called when the instruction has completed</td>
</tr>
<tr>
<td></td>
<td></td>
<td>carrying out</td>
</tr>
</tbody>
</table>
Node links can be deleted or disabled. If you merely want to disable a link but still have it show on the flow graph, click **Disable** instead.

**To delete a node link**

1. Click the link to select it, right-click the dot in the middle of the link, then click **Remove**.
2. Alternatively, click the input port the link is connected to and drag it away from the port. When the mouse is released, the link disappears.

By default, all information between nodes is relayed instantly. However, you can delay signal propagation between nodes.

**To delay link propagation**

1. Click the link to select it, right-click the dot in the middle of the link, then click **Delay**.
2. In the new **Time:Delay** node, double-click **Delay** and enter a value in seconds. The default value is 1 second if no value is entered.

Connecting multiple links to an input port is possible using the **Logic:Any** node. This node can take multiple inputs and route the signals to a single output port.

**To add multiple links to an input port**

1. Right-click anywhere in the graph pane and then click **Add node, Logic, Any**.
2. Drag from the various output port links to the **in1**...**in10** input ports of the **Logic:Any** node as needed.
3. Create links by dragging from the **out** output port to the input ports of the desired nodes.

You can also highlight links to make debugging complex flow graphs easier.

- To highlight incoming links red, select an input node and press `r`.
- To highlight outgoing links blue, select an output node and press `g`.

**Using Flow Graph Tokens**

A flow graph token is a variable used for storing values for reuse in the same flow graph. Flow graph tokens can be used for performing simple logic and checks within a flow graph script. They are typically...
used to send different variables across a very large flow graph and to alleviate the need for extra node links.

Flow graph tokens share many similarities with game tokens. They can have the same types of variables set and even appear under the command `gt_show=1` along with the rest of the game tokens.

To create a Flow Graph token

1. In Flow Graph Editor, click **Tools, Edit Graph Tokens**.
2. In the **Graph Tokens** window, click **New Token**, then name the token.
3. Right-click anywhere in the flow graph, then click **Add Node, Mission, GameTokenSet**.
4. In the **Mission:GameTokenSet** node, double-click **Value** and enter a value.

Managing Flow Graph Modules

A module is simply an exported flow graph that can be loaded and called from another flow graph during gameplay.

Any flow graph can be converted to a module by first creating a new module using Flow Graph Editor and then copying the flow graph contents to the new module.

Modules used in multiple levels are called global modules, while modules used only in a specific level are called level modules.

The advantages of using modules include:

- Flow graphs can be used in multiple levels, but exist in a single location
- Modules can receive unique input values from their callers, allowing them to be robust
- Modules can return unique output values to their callers, allowing them to be used in different situations
- Modules can be instanced, so multiple copies of the same module can be active simultaneously, but running with different inputs

To create or delete a module

In Flow Graph Editor, under **Flow Graphs** do the following:
1. To create a module, right click **FG Modules**, then click **New Global FG Module** or **New Level FG Module** as applicable. The new module appears under the **Global** or **Local** folders respectively.

2. To delete a module, right-click the module and click **Delete Module**.

## Module Node Ports

Flow Graph **Module** nodes have a variety of different input and output node ports.

All inputs passed to the **Call** node activates the corresponding outputs on the **Start** node, and similarly inputs to the **End** node passes back to the **Call** node when **Success** or **Cancel** are activated.

### Module Inputs

- **Call** - Call to load and start the module. If the module is already started it triggers the update port of the **Start** node with updated parameters if not instanced. It is named **Module:Call_YourModuleName**.
- **InstanceID** - If set to 1 (default), creates a new independent instance of the module whenever you trigger the **Call** input port.
- **Cancel** - Cancels the module. This requires the correct InstanceID if instanced.
- **InstanceID** - Identifies a module instance. A value of -1 (default) creates a new instance; otherwise, it updates the given instance if instanced.

### Module Outputs

- **OnCalled** - Called when module is started. Returns a value of -1 if the module is not instanced.
- **Done** - Called when the module returns with a success status.
- **Canceled** - Called when the module returns with a failed status.

You can also customize the inputs and outputs for each module to pass extra data back and forth.

### To customize module ports

1. In Flow Graph Editor, select the module, then click **Tools, Edit Module**.
2. In the **Module Ports** dialog box, click **Edit Input** or **Edit Output** as needed, then make a **Type** selection as follows:
   - **Bool**
   - **EntityId**
   - **Int**
   - **Float**
   - **String**
   - **Vec3**
3. Click **OK** to update module nodes with the changes.

## Debugging Flow Graph

**Topics**

- Using Flow Graph Debugger (p. 893)
- Using Console Variables (p. 893)
Using Flow Graph Debugger

Using the Flow Graph Debugger, you can add breakpoints to any input or output port of a node. Once a node port is triggered, the game is paused and the Flow Graph Editor displays the applicable node in the center of the graph pane.

To enable Flow Graph Debugger, click the bug (toggle visual flowgraph debugging) toolbar icon in Flow Graph Editor.

To resume the game once a breakpoint is triggered, click the play (Start Flowgraph Update) toolbar icon, or press F5.

To manage Flow Graph breakpoints

- In Flow Graph Editor, right-click the applicable input or output node port, then do the following as needed:
  - To create a breakpoint, click Add Breakpoint. A red dot is displayed next to the node port.
  - To remove a breakpoint, click Remove Breakpoint.
  - To enable or disable a breakpoint, toggle the Enabled check box.
  - To remove all breakpoints on a node, or for all nodes on the entire flow graph, click Remove Breakpoints for Node or Remove Breakpoints for Graph respectively.

Every breakpoint can be converted to a tracepoint, which instead of pausing the game outputs the information about a triggered breakpoint to the console and to a log file. Simply right-click on the applicable breakpoint-enabled node port, then click Tracepoint. The red dot changes to a red diamond to indicate that the port has a tracepoint enabled on it.

Tracepoint data sent to the Console looks like this, as an example:

```
[TRACEPOINT HIT - FrameID: 71054] GRAPH: AnimObject1 (ID: 96) - NODE:
  Entity:MaterialParam (ID: 5) - PORT: ValueColor - VALUE:
  0.867136,0.005522,0.005522
```

Using Console Variables

The following Console variables can be used to troubleshoot Flow Graph issues.

- `fg_abortOnLoadError` — Aborts on a loading error of a flow graph, where 0=dialog, 1=log, 2=abort
- `fg_debugmodules` — 0=disabled, 1=show all modules, 2=show all modules and active modules
- `fg_debugmodules_filter` — Used to only show modules that match the filterstring
- `fg_iDebugNextStep` — Step-by-step debugging
- `fg_iEnableFlowgraphNodeDebugging` — toggles flow graph debugging of nodes
- `fg_inspectorLog` — log inspector on Console
- `fg_noDebugText` — Don't display flow graph debugging text
- `fg_profile` — toggles flow graph profiling
- `fg_SystemEnable` — toggles Flow Graph system updates
- `gt_showFilter` — Filter string for flow graph tokens and game tokens
- `gt_showLines` — Specifies how many lines to display
- `gt_showPosX` 0 — Shows the X-axis position
- `gt_showPosY` — Shows the Y-axis position
Placing Cached Shadows

Cached shadows display shadow properties for an entire scene. It replaces the shadow cascades that appear farthest from the viewer and reduces the number of shadow draw calls per frame.

**Note**
To eliminate visible artifacts when time of day is updated or in scenes that have huge objects casting shadows in the distance, we recommend turning off cached shadows.

To specify placement of cached shadows, use the Flow Graph Editor. Before you trigger an update, compile all of your shaders to ensure that all objects are rendered into the cached shadows.

**Use** `Environment:RecomputeStaticShadows` for cached shadows. This node takes the minimum and maximum positions of the world space bounding area, and triggers the re-rendering of the cached shadows.

### Recommended Settings

**r_ShadowsCache**

Default value: 4

Bounding area: 1000 x 1000 meters (recommended maximum, X/Y direction) and as small a range as possible (Z direction)

### Related Console Variables

**r_ShadowsCache**

Replaces all sun cascades above the specified console variable (cvar) value with cached shadows.

Valid values: 0=no cached shadows | 1=replace first cascade and up | 2=replace second cascade and up | etc.

**r_ShadowsStaticMapResolution**

The resolution of the cached shadows. The cached shadows for mobile platforms has 16 bit precision and consumes 8 MB of video memory. The cached shadows for other platforms has 16 bit precision and consumes 128 MB of video memory.

Default value: 2048 (mobile platforms), 8192 (other platforms)

**e_ShadowsStaticMapUpdate**

Triggers update of the cached shadows.

Valid values: 0=no update | 1=one update | 2=continuous updates

**e_ShadowsStaticObjectLod**

The level of detail (LOD) used for rendering objects into the cached shadows.
Gems

Gems are packages that contain code and/or assets to augment your game projects. With the Modular Gems System (p. 898) you can choose the features and assets that you need for your game without including unnecessary components. The gems that you use are automatically detected and built through the integrated Waf Build System (p. 1577).

All Lumberyard gems are located in the `lumberyard_root_folder\dev\Gems` folder.

You can enable gems using either the Project Configurator (p. 25) or the command line (`Lmbr.exe` (p. 1026)).

**Note**
In order to enable gems, you must have selected the **Compile the game code** option in the Lumberyard Setup Assistant.

**To enable one or more gems using Project Configurator**

1. In the **Project Configurator**, select your active project and click **Set as default**.
2. Click **Enable Gems**.
3. Select the gems that you want to enable.
4. Click Save.

To enable a gem using the command line

1. Open a command line and go to `engine_root\dev\Tools\LmbrSetup\Win`.
2. Type `lmbr gems enable ProjectName NameOfGem`.

   **Tip**
   To list all possible commands you can use with `lmbr`, type `lmbr -help`, and the usable commands are displayed. You can use this help command for more information on any `lmbr` command.
   For example, type `lmbr gems enable -help` for more information about using the `lmbr gems enable` command.
   To list all the gem names, type `lmbr gems list`.

After enabling one or more gems labeled **CODE & ASSETS**, you must rebuild your project to make the gems function in the Lumberyard Editor. If you added only gems labeled **ASSETS ONLY**, you do not need to rebuild your project before opening it in Lumberyard.

To rebuild your project after enabling code & assets gems

1. Open a command line window and navigate to the `[Lumberyard root directory]\dev` directory.
2. Type `lmbr_waf configure`. A success message at the end indicates a successful completion.

3. If the previous step was successful, at the same command line, do one of the following depending on which version of Visual Studio you have installed:
   - For Visual Studio 2013, type `lmbr_waf build_win_x64_vs2013_profile -p all`
   - For Visual Studio 2015, type `lmbr_waf build_win_x64_vs2015_profile -p all`

   To view other build commands or variables to use for this step, see Build Configuration (p. 1593).

   This step may take some time to complete. A success message at the end indicates a successful completion.

4. Start Lumberyard Editor. You are now ready to use your gems.

To create a new gem using Project Configurator

1. Open the Project Configurator.
2. Select the project and click Enable Gems.
3. Click Create a new Gem on the gems page for the project you selected.
   
   ![Create a new Gem](image)

4. Click in the Name box and type a name. Only alphanumeric characters are allowed; no special characters or whitespaces are allowed in the name.

   Click in the Summary box and type a description or summary.

   Select the Type, either Code & Assets, or Assets Only.

   Click Create Gem.
Modular Gems System

The Modular Gems system is a management infrastructure for sharing code and art assets between Lumberyard game projects. Modular Gems system consists of gems packages that are accessed and managed using the Project Configurator (p. 24) or Lmbr.exe (p. 1026). A gems package contains assets, code, gem.json file, and an icon file. For a list of available gems, see Gems (p. 895).

Modular Gems System

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Lumberyard User Guide
Gem Assets

All Lumberyard gems are located in the `lumberyard_root_folder\dev\Gems` folder.

Gems can also be accessed through code, as in the following example:

```cpp
#include <GemName/GemNameBus.h>
//...
EBUS_EVENT(GemName::GemNameRequestBus, MyFunction, withArgs);
```

**Gem Assets**

Assets function similarly to the way that they do in a normal game project. Each gem has an `Assets` folder containing models, textures, scripts, and animations that are accessed just as if they were in a game project. This is the root folder that Lumberyard uses to resolve the asset file path. For example, when Lumberyard is looking for `textures\rain\rainfall_ddn.tif`, it looks in `gem_root\Assets\textures\rain\rainfall_ddn.tif`.

**Gem Code**

Gems are loaded dynamically at runtime, are able to receive system events (init and shutdown, primarily), and communicate with other gems. The following items make up a gem's code component, located in the `<GemFolder>\Code` folder:

- **wscript**: This is the Waf build script. It is auto-generated by the template, and does not need to be changed by most authors. It contains all build configuration options, including target name, include paths, required libs, defines, and so on.
- **gemname.waf_files**: This is a JSON list of all files included in the project. The root object contains properties for each Uber File, and a special `NoUberFile` object. Each child object contains a named array of files, where the name is the filter that is used in generated projects. The gem template provides a default `.waf_files` list. All new files should be added to this.
- **gemname_tests.waf_files**: This is a JSON list of all test files for a gem, in the same format as `gemname.waf_files`.
- **Include/GemName folder**: This is where the gem's interface is. This folder can be included by other gems, and should contain no implementations or non-pure-virtual function definitions. The gem template provides a default `GemNameBus.h` that contains a `GemNameRequestBus` interface, which defines public functionality. For more information, see Event Bus (EBus).
- **Source folder**: This folder contains the following automatically generated files:
  - StdAfx.h: Includes frequently required files.
  - StdAfx.cpp: Includes `StdAfx.h`.
  - GemNameGem.h: Contains the definition of the actual IGem implementation class.
  - GemNameSystemComponent.h: Contains the definition of a System Component that handles calls to `GemNameRequestBus`.
  - GemNameSystemComponent.cpp: Contains the implementation of the `GemNameSystemComponent` class.
  - GemNameModule.cpp: Contains the `AZ::Module` class definition, which is used to register components and do additional component reflection.

  **Note**
  This class can be made to extend `CryHooksModule` (in `IGem.h`) instead of having `gEnv` attached automatically.
- **Tests folder**: This provides an example of how to build unit tests into your gems. All files in this folder should be added to `gemname_tests.waf_files`.

  The `Tests` folder contains the `GemNameTest.cpp` file, which is ready for you to write tests for your gem.
For more information about waf files and wscript files, see Waf Build System (p. 1577).

Gem JSON File

This file contains metadata for the gem. The following gem.json file is for the LightningArc Gem:

```json
{
    "Dependencies": [
        {
            "Uuid": "d378b5a7b47747d0a7aa741945df58f3", // Required
            "VersionConstraints": [ // Required
                "~>1.0"
            ],
            "_comment": "GameEffectSystem" // Useful comment
        }
    ],
    "GemFormatVersion": 3, // Required
    "Uuid": "4c28210b23544635aa15be668dbff15d", // Required
    "Name": "LightningArc", // Required
    "DisplayName": "Lightning Arc", // Optional, defaults to [Name]
    "LumberyardVersion": ["==1.9.0.0"], // Optional
    "Version": "1.0.0", // Required
    "LinkType": "Dynamic", // Required
    "Summary": "Provides an entity that can be used to produce electricity effects.", // Optional, defaults to ""
    "Tags": ["Weather", "Weather Effects","Sky"], // Optional, defaults to []
    "IconPath": "preview.png" // Optional, defaults to ""
}
```

A `<GemFolder>\gem.json` file defines the following gem properties:

- **Dependencies** – The uuids and versions of other gems that this gem depends on. Acceptable version specifiers are made of an operator and a version number. Some examples:
  - `==1.2.3` – Minimum: 1.2.3 Maximum: 1.2.3
  - `>=1.2.3` – Minimum: 1.2.3 Maximum: None
  - `<=1.2.3` – Minimum: None Maximum: 1.2.3
  - `>2.0.0` – Minimum: 1.0.0 (exclusive) Maximum: None
  - `<2.0.0` – Minimum: None Maximum: 2.0.0 (exclusive)
  - `~>1.2.3` – Minimum: 1.2.3 Maximum: 1.3.0 (exclusive)
  - `~>1.2` – Minimum: 1.2.0 Maximum: 2.0.0 (exclusive)
  - `*` – Allow any version (not recommended, overwrites all other constraints)

- **GemFormatVersion** – The GemFormatVersion value is versioning for how a gem is built. Gems from Lumberyard 1.4 and earlier (legacy gems) all have a GemFormatVersion value of 2. Starting in Lumberyard 1.5, all the gems included with Lumberyard are AZ modules and have a GemFormatVersion value of 3. This tells Lumberyard that the gem is an AZ module and that it should be loaded accordingly.

- **Uuid** – The unique ID of the gem. Used to identify the gem to the engine.

- **Name** – The name of the gem.

- **DisplayName** – The friendly name of the gem, used in the UI.

- **LumberyardVersion** – Its values can be either:
  - An array of strings (for example, ["~>1.2.345.6789", "~>1.1.1", ">= 1.0"])
  - A single string describing the constraint (for example, "==1.2.3").

For more examples of acceptable version specifiers, see the list under **Dependencies**.

- **Version** – The API version of the gem. The version should follow the Semantic Versioning specification.
• **LinkType** – How other gems and game projects should link against this gem:
  • Dynamic – Produces a .dll file and does no linking.
  • DynamicStatic – Produces a .dll file and links all dependent projects against the .dll file using an import library.
  • NoCode – Produces no .dll or .lib file. The gem has assets but no code. A gem with the NoCode link type can be added to a project without having to rebuild.
• **Summary** – A short description of the gem.
• **Tags** – A list of tags describing the gem.
• **IconPath** – The path from the gem folder to the icon to display. It may be a .jpg, .png, or .gif, and should be 160x90px.

Gem List File

The `gems.json` list file, found at the root of each project directory, lists all of the gems used in the project. An example gem list follows.

```json
{
  "GemListFormatVersion": 2,
  "Gems": [
    {
      "Path": "Gems/Rain", // Required
      "Uuid": "e5f049ad7f534847a89c27b7339cf6a6", // Required
      "Version": "0.1.0", // Required
      "_comment": "Rain" // Useful comment
    }
  ]
}
```

Lumberyard Gems

Lumberyard ships with the following gems that are ready to be enabled:

*Topics*

• Boids Gem (p. 902)
• Camera Framework Gem (p. 907)
• ChatPlay Gem (p. 907)
• Cloud Canvas Cloud Gems (p. 907)
• Cloud Canvas Gem (p. 908)
• GameEffect Gem (p. 908)
• GameLift Gem (p. 908)
• Gestures Gem (p. 911)
• In-App Purchases Gem (p. 922)
• Input Management Framework Gem (p. 926)
• Lightning Arc Gem (p. 926)
• Metastream Gem (p. 932)
• Multiplayer Gem (p. 941)
• Physics Entities Gem (p. 956)
• Process Life Management Gem (p. 956)
• RAD Telemetry Gem (p. 957)
Boids Gem

The Boids Gem provides entities that simulate animated animals that produce sound, exhibit group behavior, and avoid obstacles. Their complex behavior arises from the interaction of an individual agent boid with other boids and their environment.

A boids entity is a group of animals. You can control such aspects as the total number of boids, their mass, flocking behavior, speed, interaction with the player, and more. All boids entities exhibit by default a combination of basic motion, player avoidance, and flocking behavior.

The boids entity can also be affected by other entities; for example, a rain entity placed in the same scene with a turtles entity results in wet turtles.

To place Boids entities

1. In the Rollup Bar, on the Objects tab, click Entity.
2. Expand Boids.
3. Drag one of the boids entities into your level in the Perspective viewport.
# Configuring the Boids Gem

You can configure the **Entity Properties** and **Entity Params** (p. 535) for the boids entity to specify such features as the number of boids to spawn per group, flocking behavior, the character model to use, and more.

The following table lists boids entity properties and their descriptions. As noted, certain properties appear for only specific boids.

**Note**

Boids spawn on terrain, not on objects placed on the terrain.

## Boids Entity Properties

<table>
<thead>
<tr>
<th>Property Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boids Behavior</td>
<td>Sets movement behavior.</td>
</tr>
<tr>
<td></td>
<td>• 0 – Crawling bugs (for example, beetles)</td>
</tr>
<tr>
<td></td>
<td>• 1 – Flying insects (for example, dragonflies)</td>
</tr>
<tr>
<td></td>
<td>• 2 – Jumping bugs (for example, grasshoppers)</td>
</tr>
<tr>
<td>Count</td>
<td>Number of individuals to spawn per boid group.</td>
</tr>
<tr>
<td>Invulnerable</td>
<td>Sets invulnerability, where boids entities cannot be killed by anything.</td>
</tr>
<tr>
<td></td>
<td>When invulnerability is not set, the following can kill boids:</td>
</tr>
<tr>
<td></td>
<td>• Collisions with other entities at speeds greater than 1.</td>
</tr>
<tr>
<td></td>
<td>• Being thrown at speeds greater than 5 (applies to chickens, turtles, and</td>
</tr>
<tr>
<td></td>
<td>frogs only).</td>
</tr>
<tr>
<td></td>
<td>• Collision with a particle moving at a speed greater than 5 (applies to</td>
</tr>
<tr>
<td></td>
<td>chickens, turtles, and frogs only).</td>
</tr>
<tr>
<td></td>
<td>• Collision when <code>OnBoidHit</code> function is used.</td>
</tr>
<tr>
<td>Mass (kg)</td>
<td>Mass of each individual in the group. Used when physicalizing (p. 196)</td>
</tr>
<tr>
<td></td>
<td>the boid entity.</td>
</tr>
<tr>
<td>Model</td>
<td>3D model file used for the boid representation. You can use geometry</td>
</tr>
<tr>
<td></td>
<td>files (*.cfg, *.chr, *.skin, *.cdf) for this property. To change the</td>
</tr>
<tr>
<td></td>
<td>model, click in the property, and then click the folder icon. Navigate to</td>
</tr>
<tr>
<td></td>
<td>and open the file you want to use. The bugs boid entity has 5 Model</td>
</tr>
<tr>
<td></td>
<td>entries for specifying 5 different models.</td>
</tr>
<tr>
<td>Flocking</td>
<td></td>
</tr>
<tr>
<td>AttractDistMax</td>
<td>Maximum separation distance in meters at which boids can interact with</td>
</tr>
<tr>
<td></td>
<td>each other. Boids do not interact with each other at distances beyond</td>
</tr>
<tr>
<td></td>
<td>this range.</td>
</tr>
<tr>
<td>AttractDistMin</td>
<td>Minimum separation distance in meters between boids before FactorSeparation</td>
</tr>
<tr>
<td></td>
<td>force affects them.</td>
</tr>
<tr>
<td>EnableFlocking</td>
<td>When selected, enables flocking behavior within a group. This means</td>
</tr>
<tr>
<td></td>
<td>that the boids congregate or mass together.</td>
</tr>
<tr>
<td>Property Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FactorAlign</td>
<td>Multiplier that determines how closely boids in a group maneuver in the same direction.</td>
</tr>
<tr>
<td>FactorCohesion</td>
<td>Multiplier that determines how closely boids in a group congregate.</td>
</tr>
<tr>
<td>FactorSeparation</td>
<td>Multiplier that determines how strongly boids in a group repel one another. Avoids crowding flock mates when closer than AttractDistMin.</td>
</tr>
<tr>
<td>FieldOfViewAngle</td>
<td>Viewing angle within which each boid can consider other boids flock mates.</td>
</tr>
<tr>
<td><strong>Ground</strong></td>
<td>The <strong>Ground</strong> group of properties appears only for boids entities with flight and applies only when boids are walking on the ground, which occurs only in game mode, and not in edit mode.</td>
</tr>
<tr>
<td>FactorAlign</td>
<td>Multiplier that determines how closely boids in a group maneuver in the same direction.</td>
</tr>
<tr>
<td>FactorCohesion</td>
<td>Multiplier that determines how closely boids in a group congregate.</td>
</tr>
<tr>
<td>FactorOrigin</td>
<td>Multiplier that determines how strongly boids in a group are attracted to their point of origin.</td>
</tr>
<tr>
<td>FactorSeparation</td>
<td>Multiplier that determines how strongly boids in a group repel one another.</td>
</tr>
<tr>
<td>HeightOffset</td>
<td>Boids vertical offset from the ground.</td>
</tr>
<tr>
<td>OnGroundIdleDurationMax</td>
<td>Maximum amount of time that boids idle on the ground.</td>
</tr>
<tr>
<td>OnGroundIdleDurationMin</td>
<td>Minimum amount of time that boids idle on the ground.</td>
</tr>
<tr>
<td>OnGroundWalkDurationMax</td>
<td>Maximum amount of time that boids walk on the ground.</td>
</tr>
<tr>
<td>OnGroundWalkDurationMin</td>
<td>Minimum amount of time that boids walk on the ground.</td>
</tr>
<tr>
<td>WalkSpeed</td>
<td>Speed at which boids walk on the ground when they land.</td>
</tr>
<tr>
<td>WalkToIdleDuration</td>
<td>Time it takes for boids to transition from walk to idle.</td>
</tr>
<tr>
<td><strong>Movement</strong></td>
<td></td>
</tr>
<tr>
<td>FactorAvoidLand</td>
<td>Multiplier that determines how strongly boids in a group avoid land or water.</td>
</tr>
<tr>
<td>FactorHeight</td>
<td>Multiplier that determines how strongly boids in a group are kept at their original height.</td>
</tr>
<tr>
<td>FactorOrigin</td>
<td>Multiplier that determines how strongly boids in a group are attracted to their point of origin.</td>
</tr>
<tr>
<td>FactorTakeOff</td>
<td>Speed of vertical movement during takeoff. Appears only for boids entities with flight.</td>
</tr>
<tr>
<td>FlightTime</td>
<td>Duration of flight before attempting to land. Appears only for boids entities with flight.</td>
</tr>
<tr>
<td>FactorRandomAcceleration</td>
<td>Multiplier that determines that randomness of acceleration. Appears only for fish boids.</td>
</tr>
<tr>
<td>Property Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>HeightMax</td>
<td>Maximum height above land to which boids can fly.</td>
</tr>
<tr>
<td>HeightMin</td>
<td>Minimum height above land at which boids can fly.</td>
</tr>
<tr>
<td>LandDecelerationHeight</td>
<td>Height at which boids begin to decelerate when landing. Appears only for boids entities with flight.</td>
</tr>
<tr>
<td>MaxAnimSpeed</td>
<td>Multiplier for maximum deviation allowed from original animation speed, for those boids with animations.</td>
</tr>
<tr>
<td>SpeedMax</td>
<td>Maximum speed (meters/second) at which boids can move.</td>
</tr>
<tr>
<td>SpeedMin</td>
<td>Minimum speed (meters/second) at which boids can move.</td>
</tr>
</tbody>
</table>

**Options**

<table>
<thead>
<tr>
<th>Property Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Activates the selected boid entity from the start of the level. Boids can also be activated at a later stage with the activate event.</td>
</tr>
<tr>
<td>AnimationDist</td>
<td>Maximum distance from the camera at which animations are updated. Appears only for boids entities with flight.</td>
</tr>
<tr>
<td>AvoidWater</td>
<td>Value that determines how strongly boids avoid bodies of water. Appears only for boids that move on land.</td>
</tr>
<tr>
<td>FollowPlayer</td>
<td>When selected, boids flock toward current player position, which is their point of origin. Boids stay within value set by Radius. If boids move too far from the player, they reappear on the other side of the radius area.</td>
</tr>
<tr>
<td>NoLanding</td>
<td>When selected, boids with flight do not land.</td>
</tr>
<tr>
<td>ObstacleAvoidance</td>
<td>When selected, boids are diverted from physical obstacles. This feature is resource-intensive, so use it cautiously.</td>
</tr>
<tr>
<td>PickableMessage</td>
<td>Message that appears if a boid is able to be picked up. Appears for all boids except fish.</td>
</tr>
<tr>
<td>PickableWhenAlive</td>
<td>When selected, boid can be picked up when alive. Appears for all boids except fish.</td>
</tr>
<tr>
<td>PickableWhenDead</td>
<td>When selected, boid can be picked up when dead. Appears for all boids except fish.</td>
</tr>
<tr>
<td>Radius</td>
<td>Maximum radius in meters that boids can move from their flock point of origin.</td>
</tr>
<tr>
<td>SpawnFromPoint</td>
<td>When selected, boids spawn at the boid entity position.</td>
</tr>
<tr>
<td>StartOnGround</td>
<td>When selected, boids spawn on the ground. When unselected, boids spawn in the air.</td>
</tr>
<tr>
<td>VisibilityDist</td>
<td>Maximum camera distance in meters from which the entire flock is visible. If the player camera’s distance from the flock exceeds this value, boids are not rendered.</td>
</tr>
</tbody>
</table>

**ParticleEffects**

<table>
<thead>
<tr>
<th>Property Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EffectsScale</td>
<td>Scale of the particle effect to be displayed. Appears only for frogs.</td>
</tr>
</tbody>
</table>
### Property Name | Description
---|---
waterJumpSplash | Name of the splash particle effect to be displayed when a boid jumps into the water. Appears only for frogs.

### Boids Entity Flow Graph Nodes

To place a boids entity flow graph node into a flow graph (p. 586), select the entity in your Perspective viewport. Then right-click and select **Create Flow Graph**. If working with a level flowgraph, select the entity in your Perspective viewport. Then in your flow graph, right-click and click **Add Selected Entity**. A flow graph node appears with the title _entity:Entity name._

**entity:** *Boid Entity Type*

#### Inputs

**Entity Name**

Selected entity's name or label. Displays <Graph Entity> if the flow graph is an entity file (p. 587).

**Activate**

Activates the entity.

**Deactivate**

Deactivates the entity.

**AttractTo**

Attracts the entity to a specific XYZ coordinate in the level.

Applies only to the birds and bald eagles entities.

#### Outputs

**Activate**

Triggers output when the entity is activated.

**Deactivate**

Triggers output when the entity is deactivated.

**AttractEnd**

Triggers output when the entity's distance is less than 5 meters from the attraction point (**AttractTo** input).

Applies only to the birds and bald eagles entities.

### Lua Bindings for Boids

Individual boids have Lua-specific behavior. These scripts are available in `dev\Gems\Boids\Assets\Scripts\Entities\Boids`.

The following boids functions are bound from C++ to Lua:

- CreateFlock
- SetFlockParams
- EnableFlock
Camera Framework Gem

The Camera and Camera Framework gems are a base upon which you can build more complex camera systems. This gem contains the Camera (p. 401) and the Camera Rig (p. 402), which work together to define a basic camera and its control rig. You can customize the camera rig component through three different behaviors:

- Target acquiring behavior
- Target transform modifying behaviors
- Final camera transform modifying behaviors

ChatPlay Gem

The Twitch ChatPlay Gem provides a flexible framework to create customized game interactions between broadcasters and spectators on Twitch, the world's leading social video platform and community for gamers. Twitch ChatPlay includes support for chat commands, polls, and surveys that can be triggered by Twitch viewers through the Twitch chat channel.

For example, you can create a chat command #cheer that triggers celebration animations in your game. Twitch ChatPlay is implemented by a set of flow graph nodes that establishes a connection to a Twitch channel and uses incoming traffic as game input, like any other input device.

To use Twitch ChatPlay, you use flow graph nodes to connect to your Twitch channel and to listen for key words and then act on those keywords when they're sent by a Twitch user.

Additional Links

- Tutorial: Adding Twitch ChatPlay

Cloud Canvas Cloud Gems

A Cloud Canvas cloud gem includes everything required for you to include AWS cloud-connected functionality in your project. A cloud gem is a package of specific cloud-connected functionality, assets and AWS resource definitions.

Cloud Gems Included with Lumberyard

Lumberyard includes the following cloud gems. You can enable them in a project by using the Lumberyard Project Configurator (p. 24) tool. For more information, visit the following links.
• **Message of the Day** – Schedules the delivery of messages (for example, new product announcements or holiday greetings) to game clients.

• **Leaderboard** – Stores a player's high scores and provides "leader boards" that show player rankings.

• **Dynamic Content** – Allows Lumberyard .pak files that contain new and updated game assets to be uploaded to the cloud for subsequent automatic download to the game client.

### Cloud Gem Portal

A cloud gem creates a cloud gem portal for you that you can use to manage the cloud data for your game. The cloud gem portal is hosted in your AWS account and is a website that you own and can customize. For more information, see [Cloud Gem Portal](#).

AWS services accessed through Cloud Canvas may be subject to separate charges and additional terms. For more information, see [Pricing](#) in the Amazon Lumberyard Developer Guide.

### Cloud Canvas Gem

The Cloud Canvas Gem enables you to use Cloud Canvas visual scripting to AWS services. With Cloud Canvas you can build connected game features that use Amazon DynamoDB (DynamoDB), Amazon Lambda, Amazon Simple Storage Service (Amazon S3), Amazon Cognito, Amazon Simple Notification Service (Amazon SNS), and Amazon Simple Queue Service (Amazon SQS). You can also create cloud-hosted features such as daily gifts, in-game messages, leaderboards, notifications, server-side combat resolution, and asynchronous multiplayer gameplay (e.g. card games, word games, ghost racers, etc.). Cloud Canvas eliminates the need for you to acquire, configure, or operate host servers yourself, and reduces or eliminates the need to write server code for your connected gameplay features.

AWS services accessed via Cloud Canvas may be subject to separate charges and additional terms. For more information, see [Cloud Canvas](#) in the *Lumberyard Developer Guide*.

### GameEffect Gem

The Game Effect System Gem provides fundamentals for creating and managing the visual effects of the Lightning Arc Gem. If you install the Lightning Arc Gem (p. 926), you must also install the Game Effect System Gem. The Lightning Arc Gem is the only Lumberyard gem that is dependent on the Game Effect System Gem.

### GameLift Gem

Amazon GameLift is an AWS service for deploying, operating, and scaling session-based multiplayer games. With Amazon GameLift, you can quickly scale high-performance game servers up and down to meet player demand without any additional engineering effort or upfront costs.

The GameLift Gem makes it easy for you to use Amazon GameLift in Lumberyard. To use the Amazon GameLift service, you simply enable the GameLift Gem in your Lumberyard projects.

The GameLift Gem provides two services: On the server side, it provides the `GameLiftServerService`. On the client side, it provides the `GameLiftClientService`. When you use the GameLift Gem in your game project, the following sequence of events occurs:

- **The server** starts the `GameLiftServerService` and listens for events delivered by the `GameLiftServerService`.
- **The client** starts the `GameLiftClientService`, sends `GameLiftSessionRequest`, searches `GameLiftSession`, joins `GameLiftSession`, and listens for events delivered by the `GameLiftClientService`.
These events are illustrated in the following diagram.

Sample Code

The GameLift code in this section follows the workflow illustrated in the preceding diagram and is separated into server-side code and client-side code. The code is enabled only when BUILD_GAMELIFT_SERVER and BUILD_GAMELIFT_CLIENT are defined.
**Server-side Code**

Use the following sample code as a guide when starting and hosting a GameLift server session.

**Start GameLiftServerService**

```cpp
GridMate::GameLiftServerServiceDesc serviceDesc;
serviceDesc.m_port = settings.m_serverPort;
if (settings.m_logPath)
{
    serviceDesc.m_logPaths.push_back(settings.m_logPath);
}

m_service = GridMate::StartGridMateService<GridMate::GameLiftServerService>(m_gridMate,
    serviceDesc);
```

**Host a Session**

```cpp
carrierDesc.m_port = s_gameLiftSettings.m_serverPort;
carrierDesc.m_driverIsFullPackets = false;
carrierDesc.m_driverIsCrossPlatform = true;

EBUS_EVENT_ID_RESULT(session, m_gridMate, GridMate::GameLiftServerServiceBus, HostSession,
    sp, carrierDesc);
```

**Client-side Code**

Use the following sample code as a guide when using the GameLift client service.

**Start GameLiftClientService**

```cpp
GridMate::GameLiftClientServiceDesc serviceDesc;
serviceDesc.m_accessKey = settings.m_accessKey;
serviceDesc.m_secretKey = settings.m_secretKey;
serviceDesc.m_fleetId = settings.m_fleetId;
serviceDesc.m_endpoint = settings.m_endpoint;
serviceDesc.m_region = settings.m_region;

m_service = GridMate::StartGridMateService<GridMate::GameLiftClientService>(m_gridMate,
    serviceDesc);
```

**Send GameLiftSessionRequest**

```cpp
GridMate::GameLiftSessionRequestParams reqParams;
reqParams.m_instanceName = "TestSession";
reqParams.m_numPublicSlots = 16;
reqParams.m_params[0].m_id = "param1";
reqParams.m_params[0].m_value = "value12";
reqParams.m_numParams = 1;
m_sessionRequest = m_service->RequestSession(reqParams);
```

**Search Active Sessions**

```cpp
EBUS_EVENT_ID_RESULT(m_search, m_gridMate, GridMate::GameLiftClientServiceBus, StartSearch,
    GridMate::GameLiftSearchParams());
```
Join a Session

```cpp
GridMate::CarrierDesc carrierDesc;
carrierDesc.m_port = 33435;
carrierDesc.m_enableDisconnectDetection = true;
carrierDesc.m_connectionTimeoutMS = 10000;
carrierDesc.m_threadUpdateTimeMS = 30;

const GridMate::GameLiftSearchInfo& gameliftSearchInfo = static_cast<const
  GridMate::GameLiftSearchInfo&>(*gridSearch->GetResult(0));
EBUS_EVENT_ID_RESULT(m_session,m_gridMate,GridMate::GameLiftClientServiceBus,JoinSessionBySearchInfo,gameliftSearchInfo,carrierDesc);
```

Gestures Gem

The Gestures Gem processes raw input to detect some of the most common gesture-based input actions, including the following:

- Tap or click – Single-touch, discrete gesture
- Drag or pan – Single-touch, continuous gesture
- Hold or press – Single-touch, continuous gesture
- Swipe – Single-touch, discrete gesture
- Pinch – Multiple-touch, continuous gesture
- Rotate – Multiple-touch, continuous gesture

You can configure and register gesture listeners using either C++ or flow graph nodes that are exposed through the Gestures Gem.

Multiple-touch gestures (such as pinch and rotate) can be recognized only through multiple simultaneous touches on a supported touch screen (currently, mobile devices running iOS or Android). On the other hand, single-touch gestures (such as tap, drag, hold, and swipe) function identically with both supported touch screens and mouse input on a PC. The underlying C++ gesture recognition framework can be easily extended to write your own custom gestures and expose them through the Flow Graph editor.

Gestures Flow Graph Nodes

The Gestures Gem’s flow graph nodes are contained in the Input, Gestures filter in the Flow Graph editor. Each node contains a number of input ports that you can use to configure how the gesture is recognized. Data is sent through output nodes each time the gesture is recognized (for discrete gestures...
such as tap or swipe), or for each frame while the gesture is being recognized (for continuous gestures such as drag, hold, pinch, and rotate).

You can use these flow graph nodes to configure gestures-related settings.

For more information on the Gestures Gem, see Gestures Gem (p. 911).

Topics

- ClickorTap (p. 912)
- Drag (p. 913)
- Hold (p. 915)
- Pinch (p. 917)
- Rotate (p. 918)
- Swipe (p. 920)

ClickorTap

Recognizes a discrete (or series of discrete) click (or tap) gestures.

<table>
<thead>
<tr>
<th>Input: Gestures: ClickorTap</th>
<th>Recognized</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td></td>
</tr>
<tr>
<td>Disable</td>
<td></td>
</tr>
<tr>
<td>PointerIndex=0</td>
<td></td>
</tr>
<tr>
<td>MinClicksOrTaps=1</td>
<td></td>
</tr>
<tr>
<td>MaxSecondsHeld=0.5</td>
<td></td>
</tr>
<tr>
<td>MaxPixelsMoved=20</td>
<td></td>
</tr>
<tr>
<td>MaxSecondsBetweenClicksOrTaps=0.5</td>
<td></td>
</tr>
<tr>
<td>MaxPixelsBetweenClicksOrTaps=20</td>
<td></td>
</tr>
</tbody>
</table>

Inputs

Enable

Enables gesture recognizer.

Disable

Disables gesture recognizer.

PointerIndex

The pointer (button or finger) index to track.

Default value: 0

Type: Integer

MinClicksOrTaps

The minimum number of clicks or taps required for the gesture to be recognized.

Default value: 1

Type: Integer

MaxSecondsHeld

The maximum time in seconds a gesture can be held before the gesture stops being recognized.
Default value: .5
Type: Float

**MaxPixelsMoved**
The maximum distance in pixels allowed to move while being held before the gesture stops being recognized.
Default value: 20
Type: Float

**MaxSecondsBetweenClicksOrTaps**
The maximum time in seconds allowed between clicks or taps (only used when MinClicksOrTaps > 1).
Default value: .5
Type: Float

**MaxPixelsBetweenClicksOrTaps**
The maximum distance in pixels allowed between clicks or taps (only used when MinClicksOrTaps > 1).
Default value: 20
Type: Float

**Outputs**

**Recognized**
Activated when a discrete (or series of discrete) click (or tap) gestures is recognized.

**StartX**
Starting X screen position of the click or tap in pixels.
Type: Float

**StartY**
Starting Y screen position of the click or tap in pixels.
Type: Float

**EndX**
Final X screen position of the click or tap in pixels.
Type: Float

**EndY**
Final Y screen position of the click or tap in pixels.
Type: Float

**Drag**
Recognizes continuous drag gestures.
Inputs

Enable

Enables gesture recognizer.

Disable

Disables gesture recognizer.

PointerIndex

The pointer (button or finger) index to track.

Default value: 0

Type: Integer

MinSecondsHeld

The minimum time in seconds after the initial press before a drag is recognized.

Default value: 0

Type: Float

MinPixelsMoved

The minimum distance in pixels that must be dragged before a drag is recognized.

Default value: 20

Type: Float

Outputs

Recognized

Activated when a continuous drag gesture is initiated.

Updated

Activated when a continuous drag gesture is updated.

Ended

Activated when a continuous drag gesture is ended.
**StartX**

X pixel position where the drag started.

Type: Float

**StartY**

Y pixel position where the drag started.

Type: Float

**CurrentX**

Current X pixel position (or where the drag ended).

Type: Float

**CurrentY**

Current Y pixel position (or where the drag ended).

Type: Float

**DeltaX**

X pixels dragged (CurrentX – StartX).

Type: Float

**DeltaY**

Y pixels dragged (CurrentY – StartY).

Type: Float

**Distance**

Pixel distance from the drag's start position to its current (or end) position.

Type: Float

**Hold**

Recognizes continuous hold gestures.

<table>
<thead>
<tr>
<th>Input: Gestures:Hold</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Initiated</td>
</tr>
<tr>
<td>Disable</td>
<td>Updated</td>
</tr>
<tr>
<td>PointerIndex=0</td>
<td>Ended</td>
</tr>
<tr>
<td>MinSecondsFired=2</td>
<td>StartX</td>
</tr>
<tr>
<td>MaxPixelsMoved=20</td>
<td>CurrentX</td>
</tr>
<tr>
<td></td>
<td>CurrentY</td>
</tr>
<tr>
<td></td>
<td>Duration</td>
</tr>
</tbody>
</table>

**Inputs**

**Enable**

Enables gesture recognizer.
Disable

Disables gesture recognizer.

**PointerIndex**

The pointer (button or finger) index to track.

Default value: 0

Type: Integer

**MinSecondsHeld**

The minimum time in seconds after the initial press before a hold is recognized.

Default value: 2

Type: Float

**MaxPixelsMoved**

The maximum distance in pixels that can be moved before a hold stops being recognized.

Default value: 20

Type: Float

**Outputs**

**Initiated**

Activated when a continuous hold gesture is initiated.

**Updated**

Activated when a continuous hold gesture is updated.

**Ended**

Activated when a continuous hold gesture is ended.

**StartX**

X pixel position where the hold started.

Type: Float

**StartY**

Y pixel position where the hold started.

Type: Float

**CurrentX**

X pixel position where the hold is currently (or where it ended).

Type: Float

**CurrentY**

Y pixel position where the hold is currently (or where it ended).
Lumberyard User Guide

Gestures Gem

Type: Float

Duration

Duration of the hold in seconds.

Type: Float

Pinch

Recognizes continuous pinch gestures (the primary and secondary touches moving towards or away from each other).

Inputs

Enable

Enables gesture recognizer.

Disable

Disables gesture recognizer.

MinPixelsMoved

The minimum distance in pixels that must be pinched before a pinch is recognized.

Default value: 50

Type: Float

MaxAngleDegrees

The maximum angle in degrees that a pinch can deviate before it is recognized.

Default value: 15

Type: Float

Outputs

Initiated

Activated when a continuous pinch gesture is initiated.

Updated

Activated when a continuous pinch gesture is updated.
**Ended**
Activated when a continuous pinch gesture is ended.

**StartMidpointX**
X pixel position (midpoint) where the pinch started.
Type: Float

**StartMidpointY**
Y pixel position (midpoint) where the pinch started.
Type: Float

**StartDistance**
Pixel distance between the two touch positions when the pinch started.
Type: Float

**CurrentMidpointX**
Current X pixel position (midpoint) of the pinch (or where it ended).
Type: Float

**CurrentMidpointY**
Current Y pixel position (midpoint) of the pinch (or where it ended).
Type: Float

**CurrentDistance**
Current pixel distance between the two touch positions (or when the pinch ended).
Type: Float

**Ratio**
The ratio of the pinch (\(\text{CurrentDistance} / \text{StartDistance}\)).
Type: Float

**Rotate**
Recognizes continuous rotate gestures (the primary and/or secondary touches moving in a circular motion around the other).

<table>
<thead>
<tr>
<th>Input: Gestures: Rotate</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable</td>
<td>Initiated</td>
</tr>
<tr>
<td>Disable</td>
<td>Updated</td>
</tr>
<tr>
<td>MaxPixelsMoved=50</td>
<td>Ended</td>
</tr>
<tr>
<td>MinAngleDegrees=15</td>
<td>StartMidpointX</td>
</tr>
<tr>
<td></td>
<td>StartMidpointY</td>
</tr>
<tr>
<td></td>
<td>StartDistance</td>
</tr>
<tr>
<td></td>
<td>CurrentMidpointX</td>
</tr>
<tr>
<td></td>
<td>CurrentMidpointY</td>
</tr>
<tr>
<td></td>
<td>CurrentDistance</td>
</tr>
<tr>
<td></td>
<td>RotationDegrees</td>
</tr>
</tbody>
</table>
Inputs

Enable

Enables gesture recognizer.

Disable

Disables gesture recognizer.

MaxPixelsMoved

The maximum distance in pixels that the touches can move toward or away from each other before a rotate is recognized.

Default value: 50

Type: Float

MinAngleDegrees

The minimum angle in degrees that must be rotated before the gesture is recognized.

Default value: 15

Type: Float

Outputs

Initiated

Activated when a continuous rotate gesture is initiated.

Updated

Activated when a continuous rotate gesture is updated.

Ended

Activated when a continuous rotate gesture is ended.

StartMidpointX

X pixel position (midpoint) where the rotate started.

Type: Float

StartMidpointY

Y pixel position (midpoint) where the rotate started.

Type: Float

StartDistance

Pixel distance between the two touch positions when the rotate started.

Type: Float

CurrentMidpointX

Current X pixel position (midpoint) of the rotate (or where it ended).

Type: Float
**CurrentMidpointY**

Current Y pixel position (midpoint) of the rotate (or where it ended).

Type: Float

**CurrentDistance**

Pixel distance between the two touch positions currently (or when the rotate ended).

Type: Float

**RotationDegrees**

The current rotation in degrees in the range [-180, 180].

Type: Float

---

**Swipe**

Recognizes discrete swipe gestures.

<table>
<thead>
<tr>
<th>Input: Gestures: Swipe</th>
<th>Recognized</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image.png" alt="Image" /></td>
<td>StartX</td>
</tr>
<tr>
<td></td>
<td>StartY</td>
</tr>
<tr>
<td></td>
<td>EndX</td>
</tr>
<tr>
<td></td>
<td>EndY</td>
</tr>
<tr>
<td></td>
<td>DeltaX</td>
</tr>
<tr>
<td></td>
<td>DeltaY</td>
</tr>
<tr>
<td></td>
<td>DirectionX</td>
</tr>
<tr>
<td></td>
<td>DirectionY</td>
</tr>
<tr>
<td></td>
<td>Distance</td>
</tr>
<tr>
<td></td>
<td>Duration</td>
</tr>
<tr>
<td></td>
<td>Velocity</td>
</tr>
</tbody>
</table>

**Inputs**

**Enable**

Enables gesture recognizer.

**Disable**

Disables gesture recognizer.

**PointerIndex**

The pointer (button or finger) index to track.

Default value: 0

Type: Integer

**MaxSecondsHeld**

The maximum time in seconds after the initial press for a swipe to be recognized.

Default value: .5

Type: Float
MinPixelsMoved

The minimum distance in pixels that must be moved before a swipe is recognized.

Default value: 100

Type: Float

Outputs

Recognized

Activated when a discrete swipe gesture is recognized.

StartX

X pixel position where the swipe started.

Type: Float

StartY

Y pixel position where the swipe started.

Type: Float

EndX

X pixel position where the swipe ended.

Type: Float

EndY

Y pixel position where the swipe ended.

Type: Float

DeltaX

X pixels swiped (EndX – StartX)

Type: Float

DeltaY

Y pixels swiped (EndY – StartY).

Type: Float

DirectionX

X direction of the swipe (normalized DeltaX, DeltaY).

Type: Float

DirectionY

Y direction of the swipe (normalized DeltaX, DeltaY).

Type: Float

Distance

Distance of the swipe in pixels.
Type: Float

Duration

Duration of the swipe in seconds.

Type: Float

Velocity

Velocity of the swipe in pixels per second.

Type: Float

C++

From C++, you can access the Gestures Gem interface using a convenience function such as the following:

```cpp
#include <Gestures/IGesturesGem.h>
IGesturesGem* GetIGesturesGem()
{
    ISystem* system = GetISystem();
    IGemManager* gemManager = system ? system->GetGemManager() : nullptr;
    return gemManager ? gemManager->GetGem<Gestures::IGesturesGem>() : nullptr;
}
```

For examples of how to create and register your own gesture recognizers from C++, refer to the various GestureRecognizer*FlowNode.cpp files, which contain the code that drives the respective flow graph nodes.

In-App Purchases Gem

The In-App Purchases Gem enables you to implement in-app purchases in your Android and iOS games. Platform-specific information is handled by the provided API, allowing you to use a single implementation of the In-App Purchases Gem for both Android and iOS.

Note

For Android, you must install the Google Play billing library from the Android SDK Manager. You can find this option under the extras section.

Handling Requests for Queries and Purchases

You can access the API through code by connecting to the EBus:

```cpp
EBUS_EVENT(InAppPurchases::InAppPurchasesRequestBus, Initialize);
```

To use the API, include the InAppPurchasesBus.h header file.

You can also access the API through the flow graph.

Initialize

Call this method first for all platforms. This method handles all necessary setup before the API can be used.

Parameters: None
Flow Graph node: None

**QueryProductInfo**

Use this method when the product IDs are shipped with the game. This method looks for a product ID file (product_ids.json on Android or product_ids.plist on iOS) and retrieves product details using the IDs that are specified in the file.

Parameters: None

Flow Graph node: None

**QueryProductInfoByIds**

Use this method to retrieve product details if the product IDs are provided at runtime, for example if they are retrieved from a server at runtime.

Parameters: AZStd::vector<AZStd::string>& productIds

Flow Graph node: InAppPurchases:QueryProductInfo

**QueryProductInfoById**

Use this method to retrieve product details if the product IDs are provided at runtime, for example if they are retrieved from a server at runtime. Use this method to retrieve details for a single product only.

Parameters: AZStd::string& productId

Flow Graph node: InAppPurchases:QueryProductInfo

**QueryPurchasedProducts**

Use this method to query the Google Play Store for products that were already purchased by the signed-in user. On iOS, this method reads the receipt that is stored on the device and lists the items purchased by the signed-in user.

Parameters: None

Flow Graph node: InAppPurchases:QueryPurchasedProducts

**RestorePurchasedProducts**

Use this method to restore purchases that were made by the user. This applies to purchases made on a different device, where the current device does not have receipts stored locally. This method is supported on iOS only.

Parameters: None

Flow Graph node: None

**ConsumePurchase**

Call this method for all purchases that are consumable, such as virtual currencies, health, and ammo. This method requires the purchase token provided by the Google Play Store when the product was purchased. This method is required and supported on Android only.

Parameters: AZStd::string& purchaseToken

Flow Graph node: InAppPurchases:ConsumePurchase

**FinishTransaction**

Call this method at the end of a transaction. This method requires the transaction ID provided by the iOS App Store when the product was purchased. It also accepts a boolean parameter to indicate...
whether or not to download content that is hosted on Apple servers. If this method is not called, the transaction will be reported each time the game is restarted. This method is required and supported on iOS only.

Parameters: AZStd::string& transactionId | bool downloadHostedContent

Flow Graph node: InAppPurchases:FinishTransaction

**Purchase**

Use this method to request to purchase a product from the Google Play Store or the iOS App Store. This method requires the product ID of the product being purchased.

Parameters: AZStd::string& productId

Flow Graph node: InAppPurchases:PurchaseProduct

**PurchaseProductWithDeveloperPayload**

Use this method to request to purchase a product from the Google Play Store or the iOS App Store. This method requires the product ID of the product being purchased. It accepts an additional parameter for the developer payload, which is used by Android to associate a purchase with a user account. When you request purchased products, you can use the developer payload to determine if the signed-in user made the purchase. On iOS, the user account is used in fraud detection.

Parameters: AZStd::string& productId | AZStd::string& developerPayload

Flow Graph node: InAppPurchases:PurchaseProduct

**GetCachedProductInfo**

Use this method to return product details that are stored in a cache each time a user queries for information. The cache only stores product details that were retrieved during the previous call to QueryProductInfo/QueryProductInfoByIds/QueryProductInfoById.

Parameters: None

Flow Graph node: None

**GetCachedPurchasedProductInfo**

Use this method to return details for purchased products that are stored in a cache. The cache only stores details for purchased products that were retrieved during the previous call to QueryPurchasedProducts.

Parameters: None

Flow Graph node: None

**ClearCachedProductDetails**

Use this method to clear the product details that were cached by the previous call to query product details.

Parameters: None

Flow Graph node: None

**ClearCachedPurchasedProductDetails**

Use this method to clear the details for purchased products that were cached by the previous call to query details for purchased products.
Handling Responses to Queries and Purchases

When a user makes a query or a purchase, the API sends the request to Apple or Google servers. Once a response is received, the API broadcasts the response on the `InAppPurchasesResponse` bus.

To handle responses to queries or purchases, overload the functions provided in the class in the `InAppPurchasesResponseBus.h` file.

**ProductInfoRetrieved**

This method is called when product information is retrieved for all requested products. Product information includes product ID, name, description, price, and more. Depending on the platform, the provided pointers must be cast to the appropriate type (`ProductDetailsAndroid` or `ProductDetailsApple`).

**Parameters:**

`const AZStd::vector<AZStd::unique_ptr<ProductDetails const> >& productDetails`

**PurchasedProductsRetrieved**

This method is called when details are retrieved for all purchased products. Details for purchased products include product ID, transaction ID, transaction time, and more. Depending on the platform, the provided pointers must be cast to the appropriate type (`PurchasedProductDetailsAndroid` or `PurchasedProductDetailsApple`).

**Parameters:**

`const AZStd::vector<AZStd::unique_ptr<PurchasedProductDetails const> >& purchasedProductDetails`

**NewProductPurchased**

This method is called when a new product is successfully purchased.

**Parameters:**

`const PurchasedProductDetails* purchasedProductDetails`

**PurchaseCancelled**

This method is called when a purchase is canceled.

**Parameters:**

`const PurchasedProductDetails* purchasedProductDetails`

**PurchaseRefunded**

This method is called when a purchase is refunded.

**Parameters:**

`const PurchasedProductDetails* purchasedProductDetails`

**PurchaseFailed**

This method is called when a purchase fails.

**Parameters:**

`const PurchasedProductDetails* purchasedProductDetails`

**HostedContentDownloadComplete**

This method is called when content that is hosted on Apple servers is downloaded successfully. The transaction ID and download path are provided.
Parameters: const AZStd::string& transactionId, AZStd::string& downloadedFileLocation

HostedContentDownloadFailed

This method is called when content that is hosted on Apple servers fails to download. The transaction ID and content ID of the failed content download are provided.

Parameters: const AZStd::string& transactionId, const AZStd::string& contentId

Input Management Framework Gem

The Input Management Framework Gem is in preview release and is subject to change.

This Gem provides a framework for managing cross-platform game input such as keyboard, controller, and touch in Lumberyard using the component entity system.

Lightning Arc Gem

The Lightning Arc Gem creates realistic electric arcing and sparking effects between points in a level.

While active, the entity sparks a new electrical arc to the assigned target entities randomly. The entity is able to trigger new sparks in either game mode or in AI/Physics mode.

Using the LightingArc Sample

The LightningArc Sample uses the LightningArc gem to demonstrate the various prescripted arc types.
Enabling the Lightning Arc Gem

You enable the Lightning Arc Gem from Project Configurator. You must also enable the Game Effect Gem, as the Lightning Arc Gem is dependent on it. This and other dependencies are listed in Project Configurator. For more information, see Using the Project Configurator (p. 24).

To enable the lightning arc Gem

1. Start Project Configurator and click Enable Packages.
2. Select Lightning Arc and Game Effect System.
3. Click Save.
4. Use the procedure in Gems (p. 895) to rebuild your project.

Placing Lightning Arc

When you place a lightning arc entity, you must specify at least one target. The lightning arcs between the lightning arc entity and each target that is linked. The lightning arc appears in the Lumberyard Editor when you turn on AI/Physics or enter game mode (Ctrl + G).

To place a lightning arc

1. In the Rollup Bar, on the Object tab, click Entity.
2. Under Browser, expand Environment, and then drag LightningArc into your scene.
3. Under Entity Properties, ensure that Active is selected.
4. Click AI/Physics in the bottom toolbar. This makes the lightning arc visible in Lumberyard Editor after you place and link the targets.
5. To place one or more targets, in the Rollup Bar's Objects tab, click AI. Under Object Type, click Tagpoint.
6. Move your mouse into the scene, and click to place the tag point where your lightning will arc.
7. To link your tag point, select your lightning arc entity in the scene.
8. If necessary, scroll down or collapse other headings in the Rollup Bar to find Entity Links. Click Pick Target. Select the tag point you placed. Once it appears in the Link Name list, double-click the link name and change it to Target.
10. Expand materials\effects. Right-click the desired lightning effect. Then click Assign to Selected Objects. Close the Material Editor.
Configuring the Lightning Arc

You can configure the properties for the lightning arc entity to make the lightning arc show outside only, toggle wind effects, add delays and variations between arcs, and more. You can also carefully customize your lightning arcs by selecting different presets for the type of arc generated.

To configure lightning arc entity parameters and properties

1. In the **Perspective** viewport, select the lightning arc entity you want to configure.
2. Beneath **Entity Params** (p. 535) and **Entity Properties**, select or clear check boxes for the preferred effects.

### Lightning Arc Entity Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Active</strong></td>
<td>Activates the effect</td>
</tr>
<tr>
<td><strong>Render</strong></td>
<td></td>
</tr>
<tr>
<td><strong>ArcPreset</strong></td>
<td>Sets the specified arc preset defined in the lightningarceffects.xml file as explained in Customizing a Lightning Arc Preset (p. 929).</td>
</tr>
<tr>
<td><strong>Timing</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Delay</strong></td>
<td>Sets the delay time between arcs</td>
</tr>
<tr>
<td><strong>DelayVariation</strong></td>
<td>Sets the variation of the delay based on the delay time</td>
</tr>
</tbody>
</table>

Customizing a Lightning Arc Preset

You can customize your lightning arc entity using the presets in the lightningarceffects.xml file. You can also copy and modify existing presets to create your own customized lightning arc presets.

**To use a lightning arc preset**

1. In Lumberyard Editor, use the **Select** tool to select the lightning arc entity you want to customize.
2. In a text editor, open `\dev\Gems\LightningArc\Assets\libs\lightningarc \lightningarceffects.xml` in the Lumberyard root directory (`\lumberyard\dev`).
3. Choose one of the existing presets from the lightningarceffects.xml file (follows **Arc name** in the example) and, in Lumberyard Editor, under **Entity Properties**, type your chosen **Arc name** into the **ArcPreset** field.

   For example, type **ExtendedArc** or **KickSparks**, which are existing names of presets as shown in the following lightningarceffects.xml file. This sample shows only the partial contents; open the file on your computer to view the full contents of the file.

   ```xml
   <LightningArc>
   <Arc name="Default">
   <param name="lightningDeviation" value="0.2" />
   <param name="lightningFuzzyness" value="0.1" />
   <param name="branchMaxLevel" value="1" />
   <param name="branchProbability" value="2.0" />
   </Arc>
   </LightningArc>
   ```

Version 1.9
929
To create a new lightning arc preset

1. Open the lightningarceffects.xml file.
2. Copy the text (between and including <Arc name="Name"> through </Arc>) for an existing preset.
3. Paste it at the end of the file before the </LightningArc> closing bracket.
4. Replace the Arc name with your own custom preset name, then modify the following parameters to fit your needs.

The following table lists definitions for the parameters in the lightningarceffects.xml file.
## Lightning Arc Entity Properties

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>lightningDeviation</code></td>
<td>The smoothness of the effect in meters.</td>
</tr>
<tr>
<td><code>lightningFuzzyness</code></td>
<td>The noisiness of the effect in meters.</td>
</tr>
<tr>
<td><code>branchMaxLevel</code></td>
<td>Allows child branches to strike out of the main beam and child branches to strike out from other child beams if this value is 2 or higher. A setting of 0 or 1 is recommended.</td>
</tr>
<tr>
<td><code>branchProbability</code></td>
<td>Probability that child branch will strike out from another beam segment. Consider these examples:</td>
</tr>
<tr>
<td></td>
<td>• 0 – No branch is generated</td>
</tr>
<tr>
<td></td>
<td>• 0.5 – Creates one branch per beam half the time</td>
</tr>
<tr>
<td></td>
<td>• 1.0 – Creates one branch per beam</td>
</tr>
<tr>
<td></td>
<td>• 2.0 – Creates 2 branches per beam</td>
</tr>
<tr>
<td><code>lightningVelocity</code></td>
<td>Rate at which a branch shifts upward from its original position after being triggered.</td>
</tr>
<tr>
<td><code>strikeTimeMin</code></td>
<td>Minimum time a branch remains visible.</td>
</tr>
<tr>
<td><code>strikeTimeMax</code></td>
<td>Maximum time a branch remains visible.</td>
</tr>
<tr>
<td><code>strikeFadeOut</code></td>
<td>Time to fade out after a branch disappears. This setting decreases the branch beamSize to 0 instead of actually fading with transparency.</td>
</tr>
<tr>
<td><code>strikeNumSegments</code></td>
<td>Number of snaking segments generated.</td>
</tr>
<tr>
<td><code>strikeNumPoints</code></td>
<td>Number of points per segment generated to create the noisy effect. The number of actual segments generated is defined by <code>strikeNumSegments * strikeNumPoints</code>.</td>
</tr>
<tr>
<td></td>
<td>When the code generates the geometry, it creates a camera-aligned beam with exactly two triangles. This means the number of triangles per strike is <code>strikeNumSegments*strikeNumPoint*2</code>. Since <code>maxNumStrikes</code> is the hard limit of potential number of sparks active at any time, the potential number polygons of a given lightning effect is <code>strikeNumSegments*strikeNumPoint*2*maxNumStrike</code>. Note that with the LightningArc entity, each lightning strike triggers a new lightning strike. Therefore the total poly count of a given effect can be much higher. The game has internal limits for the total amount of lightning effects, lightning strikes, and polygons that cannot be surpassed.</td>
</tr>
<tr>
<td><code>maxNumStrikes</code></td>
<td>Hard limit on the number of beam segments that can be generated.</td>
</tr>
<tr>
<td><code>beamSize</code></td>
<td>Width of the beam generated. Child beams have half the width.</td>
</tr>
<tr>
<td><code>beamTexTiling</code></td>
<td>Texture tiling depends on the world size. A value of 2.0 means the texture wraps around twice every meter. A value of 0.25 means the texture will wrap around every 4 meters.</td>
</tr>
<tr>
<td><code>beamTexShift</code></td>
<td>Rate at which the U coordinate moves in a given direction. While <code>beamTexTiling</code> affects only the U coordinate, the V coordinate is automatically calculated to select one of the texture's frames.</td>
</tr>
</tbody>
</table>
### Metastream Gem

Twitch Metastream is a feature that allows broadcasters to customize their streams with overlays of statistics and events from their game session. Using any web authoring tool, such as Dreamweaver or CoffeeCup, broadcasters can create custom HTML5 pages to control the information, graphics, layout, and behavior of each unique overlay. With Metastream, broadcasters can create more polished, interactive viewing experiences on any of their favorite streaming services, similar to what you see in professional Esports and TV broadcasts.

Examples of information displayed in an overlay include:

- Character art
- Character strengths and weaknesses
- Player standings
- Stats for two leaders in a match
- Gold collected
- Kills, deaths, and assists
- Damage dealt

Broadcasters can switch between different graphic overlays that are timed to game events. They can also use a picture-in-picture style to display complementary information such as a minimap and live team stats.

To enable broadcasters to use Twitch Metastream, you must do the following:

1. Add the Metastream gem to your project.
2. Add a single line of code for each event you want broadcasters to access.

**Note**

Twitch Metastream is supported on Windows only.

### Adding the Metastream Gem

Add the Metastream Gem to your project to turn on the local HTTP Metastream server that is included with Lumberyard.

**To add the Metastream Gem**

1. Open the Project Configurator (located in the `\dev\Tools\LmbrSetup\Win` directory at the root of your Lumberyard installation).
2. In the Project Configurator, select your project and click Set as default.
3. Under your project name, click Enable Gems.
4. On the Gems (extensions) page, select the Metastream Gem.
5. Click Save.
6. Rebuild your project.

---

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>beamTexFrames</td>
<td>Number of frames in the animation.</td>
</tr>
<tr>
<td>beamTexFPS</td>
<td>Frames per second of the multiframe animation.</td>
</tr>
</tbody>
</table>
Setting Options for the HTTP Server

After you enable Metastream, an HTTP server is embedded into the game client and serves as the access point for exposed data. You can set the following options for the HTTP server.

metastream_enabled

Read-only CVAR that describes the current state of the embedded HTTP server. 0 = disabled. 1 = enabled.

metastream_serverOptions

Sets the options for the embedded HTTP server. Options are a set of semicolon separated `key=value` pairs.

If a key value requires a semi-colon character `;` or the equal character `=` you may use the `$semi` macro or `$equ`.

The embedded HTTP server is based on CivetWeb. You can find the full list of options that can be set at:


For security reasons, the following CivetWeb options are ignored:

- enable_directory_listing
- cgi_interpreter
- run_as_user
- put_delete_auth_file

Files that you place inside the document root will be served by the HTTP server. See Accessing Data through the HTTP API (p. 938).

You can also use the following console commands:

metastream_start

Starts the embedded HTTP server

metastream_stop

Stops the embedded HTTP server

Exposing Data through Metastream

Metastream exposes data through the C++ API or the Metastream:CacheData flow graph node.

C++ API

Controlling the HTTP Server

The Metastream gem uses the following API to start the HTTP server:

```cpp
bool result; // True when the server is successfully started, false when an error occurs.
```
Attempting to start the HTTP server when it is already running has no effect, and the call returns true.

The Metastream gem uses the following API to stop the HTTP server:

```cpp
Metastream::MetastreamRequestBus::BroadcastResult(result,&Metastream::MetastreamRequests::StartHTTPServer);
```

If the server is not running, attempting to stop the server has no effect.

**Exposing Data**

The Metastream gem uses a simple API to expose in-game data using the EBus system. See Accessing Data through the HTTP API (p. 938) for these values. Currently, the Metastream API supports UTF8 strings, bools, Vec3, doubles, signed and unsigned 64-bit values. The EBus system requires these calls to be discrete. This API allows you to add values to objects and/or arrays and the cache. This allows for a fully flexible system in exposing data to a Web client.

**Add to Cache**

To add an object to the root cache, use the following syntax:

```cpp
void MetastreamRequests::AddStringToCache(const char* table, const char* key, const char* value)
void MetastreamRequests::AddBoolToCache(const char* table, const char* key, bool value)
void MetastreamRequests::AddVec3ToCache(const char* table, const char* key, const Vec3& value)
void MetastreamRequests::AddDoubleToCache(const char* table, const char* key, double value)
void MetastreamRequests::AddUnsigned64ToCache(const char* table, const char* key, AZ::u64 value)
void MetastreamRequests::AddSigned64ToCache(const char* table, const char* key, AZ::s64 value)
void MetastreamRequests::AddArrayToCache(const char* table, const char* key, const char* arrayName)
void MetastreamRequests::AddObjectToCache(const char* table, const char* key, const char* objectName)
```

Definitions for the parameters listed:

**table**

Name of the table.

**key**

Name of the key.

**value**

The value to add. If the value exists, it is updated. If the value type is bool, it is represented in the JSON doc as true or false. Signed, unsigned, and double types are represented as JSON numbers; strings are UTF8 and will be escaped, if necessary.

**arrayName**

The name of the array to add. If no array exists, then empty array is added. The array is deleted after it is added to the cache.

**objectName**

The name of the object to add. If no object exists, then a NULL object is added. The object is deleted after it is added to the cache.
None of the above returns any values.

**Add to Array**

To add an object to an array, use the following syntax:

```c++
void MetastreamRequests::AddStringToArray(const char* table, const char* arrayName, const char* value)
void MetastreamRequests::AddBoolToArray(const char* table, const char* arrayName, bool value)
void MetastreamRequests::AddVec3ToArray(const char* table, const char* arrayName, const Vec3 &value)
void MetastreamRequests::AddDoubleToArray(const char* table, const char* arrayName, double value)
void MetastreamRequests::AddUnsigned64ToArray(const char* table, const char* arrayName, AZ::u64 value)
void MetastreamRequests::AddSigned64ToArray(const char* table, const char* arrayName, AZ::s64 value)
void MetastreamRequests::AddObjectToArray(const char* table, const char* destArrayName, const char* sourceObjectName)
```

Definitions for the parameters listed:

- **table**
  - Name of the table.

- **arrayName**
  - The name of the array to add. If no array exists, then an empty array is added. The array is deleted after it is added to the cache.

- **value**
  - The value to add to the array. If value type is bool, it is represented in the JSON doc as `true` or `false`. Signed, unsigned, and double types are represented as JSON numbers; strings are UTF8 and will be escaped, if necessary.

- **arrayName**
  - The name of the array to add to. If no array exists, one is created.

- **destArrayName**
  - The name of destination array to add to. If no array exists, one is created.

- **sourceObjectName**
  - The name of the object to add to the array. If no object exists, then a NULL object is added. The object is deleted after it is added to the cache.

None of the above returns any values.

**Add to Object**

To add an object to an object, use the following syntax:

```c++
void MetastreamRequests::AddArrayToObject(const char* table, const char* destObjectName, const char* key, const char* srcArrayName)
void MetastreamRequests::AddObjectToObject(const char* table, const char* destObjectName, const char* key, const char* sourceObjectName)
void MetastreamRequests::AddStringToObject(const char* table, const char* objectName, const char* key, const char* value)
```
void MetastreamRequests::AddBoolToObject(const char* table, const char* objectName, const char* key, bool value)
void MetastreamRequests::AddVec3ToObject(const char* table, const char* objectName, const char* key, const Vec3 & value)
void MetastreamRequests::AddDoubleToObject(const char* table, const char* objectName, const char* key, double value)
void MetastreamRequests::AddUnsigned64ToObject(const char* table, const char* objectName, const char* key, AZ::u64 value)
void MetastreamRequests::AddSigned64ToObject(const char* table, const char* objectName, const char* key, AZ::s64 value)

Definitions for the parameters listed:

**table**
Name of the table.

**key**
Name of the key.

**objectName**
The name of the object to add. If no object exists, then one is created.

**value**
The value to add. If the value exists, it is updated. If value type is bool, it is represented in the JSON doc as `true` or `false`. Signed, unsigned, and double types are represented as JSON numbers; strings are UTF8 and will be escaped, if necessary.

**srcArrayName**
The name of the array to add to. If no array exists, one is created. The array is deleted after it is added to the object.

**sourceObjectName**
The name of the object to add. If no object exists, then a NULL object is added. The object is deleted after it is added to the cache.

None of the above returns any values.

**Examples**

The following example shows how to use the Metastream C++ API in a project:

```cpp
Metastream::MetastreamRequestBus::Broadcast(&Metastream::MetastreamRequestBus::Events::AddToCache, table, key, value);
```

**Note**
Any value that is added to the cache should be JSON compliant. For information, see the JSON RFC.

The following example shows how to reflect the system information. Basically all of the info is added to a object name, `sysInfo`, and this object is then added to the cache as `systeminfo`.

**Compound object:**

```cpp
Metastream::MetastreamRequestBus::Broadcast(
```
&Metastream::MetastreamRequestBus::Events::AddUnsigned64ToObject,
kDataBaseName.c_str(), "sysInfo", "drivespace", GetFreeDriveSpace());

Metastream::MetastreamRequestBus::Broadcast(
    &Metastream::MetastreamRequestBus::Events::AddUnsigned64ToObject,
    kDataBaseName.c_str(), "sysInfo", "memoryload", GetMemoryLoad());

Metastream::MetastreamRequestBus::Broadcast(
    &Metastream::MetastreamRequestBus::Events::AddDoubleToObject,
    kDataBaseName.c_str(), "sysInfo", "cpuloadsystem", GetCPULoadSystem());

Metastream::MetastreamRequestBus::Broadcast(
    &Metastream::MetastreamRequestBus::Events::AddDoubleToObject,
    kDataBaseName.c_str(), "sysInfo", "cpuloadprocess", GetCPULoadProcess());

Metastream::MetastreamRequestBus::Broadcast(
    &Metastream::MetastreamRequestBus::Events::AddUnsigned64ToObject,
    kDataBaseName.c_str(), "sysInfo", "tickcount", GetTickCount64());

Metastream::MetastreamRequestBus::Broadcast(
    &Metastream::MetastreamRequestBus::Events::AddObjectToCache,
    kDataBaseName.c_str(), "systeminfo", "sysInfo");

Exposing Data through Flow Graph

Metastream:HTTPServer Node

The Metastream:HTTPServer node controls the embedded HTTP server.

Node Inputs

Start

Starts the embedded HTTP server.

Stop

Stops the embedded HTTP server.

Node Outputs

Out

Triggers an output when the server start or stop is finished.

Error

Triggers an output of true if an error occurs.

Type: Bool

Metastream:CacheData Node

The Metastream:CacheData node exposes in-game data using the flow graph.

Node Inputs

Activate

Writes or updates the key-value pair in the specified table and exposes it through Metastream.
Type: Any

**Table**

Writes the key-value pair to the specified table.

Type: String

**Key**

Identifies the value.

Type: String

**Value**

Writes the value to Metastream and automatically converts the value to meet JSON compliance.

Type: Any

**Node Outputs**

**Out**

Triggers an output when the data is successfully written to Metastream.

Type: Any

**Error**

Signals with `true` if an error occurred.

Type: Bool

---

**Accessing Data through the HTTP API**

You can access game data that has been exposed through Metastream by using the HTTP API Get requests. You can then use JavaScript to work with the data.

**http://localhost:**`port`/pathToFile

Serves a file from the document root. File types include HTML, JS, CSS, images, sounds, resources, or assets.

**Note**

The data path is reserved for Metastream data. Files that are saved to the `document_root/data/` directory will not be accessible.

**http://localhost:**`port`/data

Returns a list of available Metastream tables that contain key=value pairs.

**http://localhost:**`port`/data?table=`table_name`

Returns a list of all Metastream keys in the specified table.

**Note**

You can retrieve multiple key-value pairs in a single request by listing the keys in a comma-separated list. For example, `http://localhost:8082/data?table=sample&key=key1,key2,key3`
http://localhost:port/data?table=table_name&key=key_name

Returns the value for the specified key in the specified table.

**Note**
Multiple key=value pairs can be retrieved in a single request by listing the desired keys separated by commas. For example, http://localhost:8082/data?table=sample&key=key1,key2,key3.
To list all keys and their values for a table: http://localhost:8082/data?table=sample&key=*  

Data requests are returned in the following format:

<table>
<thead>
<tr>
<th>Request</th>
<th>Return</th>
</tr>
</thead>
<tbody>
<tr>
<td>/data</td>
<td>{ &quot;tables&quot;: [ &quot;table1&quot;, &quot;table2&quot;, ... ] }</td>
</tr>
<tr>
<td>/data?table=table_name</td>
<td>{ &quot;keys&quot;: [ &quot;key1&quot;, &quot;key2&quot;, ... ] }</td>
</tr>
<tr>
<td>/data?table=table_name&amp;key=key_name</td>
<td>{ &quot;key_name&quot;: value }</td>
</tr>
</tbody>
</table>
| /data?table=table_name&key=keys_list | {  
|                                             | "key1": value1,  
|                                             | "key2": value2,  
|                                             | ...                                        |

**Using the Metastream Sample**

Located in the \dev\SamplesProject\Levels\Samples\Metastream_Sample directory, the Metastream sample level demonstrates how to expose data through the flow graph.

In conjunction with the sample level, the Metastream sample HTML file (located in the \dev\Gems\Metastream\Files directory) shows how to use the data to create a simple, dynamic overlay. These
overlays can provide a more engaging experience for viewers without creating visual clutter on a broadcaster’s game screen.

The following is the flow graph from the Metastream sample level.

The sample overlay file `metastream_sample.html` (located in `dev/Gems/Metastream/Files`) is shown here rendered in Chrome.

The position and direction of the yellow pin update dynamically to represent the position and orientation of the chicken in the sample level. The following example shows the overlay rendered on top of the game stream.
The following example from Amazon Game Studios' game Breakaway shows an overlay with stats from the two leaders in a match.

**Multiplayer Gem**

The Multiplayer Gem makes it easy for you to add some basic network functionality to your games without digging too deeply into specific details or customization. To make this possible, Lumberyard has created a set of flow graph nodes, a Multiplayer Lobby component, and CVars for general networking use.

You can also use the [Multiplayer sample project](p. 1302) for an example of how to build and structure multiplayer games that use the various features of the GridMate networking library.

For more information about networking in Lumberyard, see Networking System in the Amazon Lumberyard Developer Guide.

Topics

- Flow Graph Nodes (p. 942)
Flow Graph Nodes

The flow graph nodes in the Multiplayer Gem provide networking features to list and connect to servers that are using a particular service or to host a server on that service. You can use these flow graph nodes to create a simple lobby through which players can search, join, and host an instance of a game.

Multiplayer:Functions:LAN:Host

Attempts to host a server on the LNSessionService.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Attempts to host the server.</td>
</tr>
<tr>
<td>ServerName</td>
<td>The name of the server. Returned as part of the result from the LAN:ListServers call.</td>
</tr>
<tr>
<td>MaxPlayers</td>
<td>The maximum number of players allowed to join the server.</td>
</tr>
<tr>
<td>Map</td>
<td>The map to load after the session is created on the host. If empty, the host remains on the current map.</td>
</tr>
<tr>
<td>Port</td>
<td>The port to use for hosting the game server. If -1 is specified, the value of the sv_port cvar is used.</td>
</tr>
<tr>
<td>DisconnectDetection</td>
<td>Enables disconnect detection on the server (that is, whether clients that do not respond within a particular time are dropped from the session). For disconnect detection to be enabled, both the gm_disconnectDetection CVar (true by default) and the DisconnectDetection value must be true.</td>
</tr>
<tr>
<td>ConnectionTimeout</td>
<td>How long a connection must fail to respond before being disconnected from the session. To use this setting, you must enable disconnect detection.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>A GridSession was successfully created.</td>
</tr>
<tr>
<td>Failed</td>
<td>An error occurred during the attempt to create the GridSession.</td>
</tr>
</tbody>
</table>

Multiplayer:Functions:LAN:ListServers

Uses the LNSessionService to perform a GridSearch. The results can be displayed or used to connect to a particular server.
## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the flow graph node to perform a GridSearch for active sessions.</td>
</tr>
<tr>
<td>MaxResults</td>
<td>Specifies the maximum number of results that should be returned from the search.</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The search ran successfully.</td>
</tr>
<tr>
<td>Failed</td>
<td>An error occurred during the search.</td>
</tr>
<tr>
<td>NumResults</td>
<td>The number of search results that were found.</td>
</tr>
<tr>
<td>Results</td>
<td>Returns the information about a search result. This output is returned once for each search result.</td>
</tr>
</tbody>
</table>

**Note**
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

### Multiplayer:Functions:LAN:Connect

Uses the LANSessionService to attempt to join the specified server.

## Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the client to attempt to join the selected session.</td>
</tr>
<tr>
<td>Server Address</td>
<td>The network address of the server.</td>
</tr>
<tr>
<td>Port</td>
<td>The network port to use. If -1 is specified, the value of the cl_serverport CVar is used.</td>
</tr>
<tr>
<td>Result</td>
<td>The result generated from LAN:ListServers.</td>
</tr>
</tbody>
</table>

## Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The client successfully joined the chosen session.</td>
</tr>
<tr>
<td>Failed</td>
<td>An error occurred when the client tried to join the chosen session.</td>
</tr>
</tbody>
</table>
Note
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

Multiplayer:Functions:XBone:Host
Attempts to host a server on the XBoneSessionService.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Attempts to host the server.</td>
</tr>
<tr>
<td>ServerName</td>
<td>The name of the server. Returned as part of the result from the XBone:ListServers call.</td>
</tr>
<tr>
<td>MaxPlayers</td>
<td>The maximum number of players that can join the specified server.</td>
</tr>
<tr>
<td>Map</td>
<td>The map to load after the session is created on the host. If empty, the host remains on the current map.</td>
</tr>
<tr>
<td>Port</td>
<td>The port to use for hosting the game server. If -1 is specified, the value of the sv_port CVar is used.</td>
</tr>
<tr>
<td>DisconnectDetection</td>
<td>Enables disconnect detection on the server (that is, whether clients that do not respond within a particular time are dropped from the session). For disconnect detection to be enabled, both the gm_disconnectDetection CVar (true by default) and the DisconnectDetection value must be true.</td>
</tr>
<tr>
<td>ConnectionTimeout</td>
<td>How long a connection must fail to respond before being disconnected from the session. To use this setting, you must enable disconnect detection.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Activated when a GridSession is successfully created.</td>
</tr>
<tr>
<td>Failed</td>
<td>Activated when an error is encountered when an attempt is made to create the GridSession.</td>
</tr>
</tbody>
</table>

Multiplayer:Functions:XBone:ListServers
Uses the XBoneSessionService to perform a GridSearch. The results can be displayed or used to connect to a particular server.
Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the flow graph node to perform a GridSearch for active sessions.</td>
</tr>
<tr>
<td>MaxResults</td>
<td>Specifies the maximum number of results that should be returned from the search.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The search ran successfully.</td>
</tr>
<tr>
<td>Failed</td>
<td>The search failed to run.</td>
</tr>
<tr>
<td>NumResults</td>
<td>The number of search results that were found.</td>
</tr>
<tr>
<td>Results</td>
<td>Returns the information about a search result. This output is returned once for each search result.</td>
</tr>
</tbody>
</table>

**Note**
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

Multiplayer:Functions:XBone:Connect

Attempts to join the given specified server using the XBoneSessionService.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the client to attempt to join the selected session.</td>
</tr>
<tr>
<td>Server Address</td>
<td>The network address of the server.</td>
</tr>
<tr>
<td>Port</td>
<td>The network port to use. If -1 is specified, the value of the cl_serverport CVar is used.</td>
</tr>
<tr>
<td>Result</td>
<td>The result generated from XBone:ListServers.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Activated when the client successfully joins the chosen session.</td>
</tr>
<tr>
<td>Failed</td>
<td>Activated when the client encounters an error when attempting to join the chosen session.</td>
</tr>
</tbody>
</table>
**Note**
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

**Multiplayer:Functions:PSN:Host**

Attempts to host a server on the `PSNSessionService`

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Attempts to host the server.</td>
</tr>
<tr>
<td>ServerName</td>
<td>The name of the server. Returned as part of the result from the <code>PSN:ListServers</code> call.</td>
</tr>
<tr>
<td>MaxPlayers</td>
<td>The maximum number of players that can join the server.</td>
</tr>
<tr>
<td>Map</td>
<td>The map to load after the session is created on the host. If empty, the host remains on the current map.</td>
</tr>
<tr>
<td>Port</td>
<td>The port to use for hosting the game server. If -1 is specified, the value of the <code>sv_port</code> cvar is used.</td>
</tr>
<tr>
<td>DisconnectDetection</td>
<td>Enables disconnect detection on the server (that is, whether clients that do not respond within a particular time are dropped from the session). For disconnect detection to be enabled, both the <code>gm_disconnectDetection</code> CVar (true by default) and the <code>DisconnectDetection</code> value must be true.</td>
</tr>
<tr>
<td>ConnectionTimeout</td>
<td>How long a connection must fail to respond before being disconnected from the session. To use this setting, you must enable disconnect detection.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Activated when a <code>GridSession</code> is successfully created.</td>
</tr>
<tr>
<td>Failed</td>
<td>Activated when an error is encountered when an attempt is made to create the <code>GridSession</code>.</td>
</tr>
</tbody>
</table>

**Multiplayer:Functions:PSN:ListServers**

Uses the `PSNSessionService` to perform a `GridSearch`. The results can be displayed or used to connect to a particular server.
Lumberyard User Guide
Multiplayer Gem

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the flow graph node to perform a GridSearch for active sessions.</td>
</tr>
<tr>
<td>MaxResults</td>
<td>Specifies the maximum number of results that should be returned from the search.</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The search ran successfully.</td>
</tr>
<tr>
<td>Failed</td>
<td>The search failed to run.</td>
</tr>
<tr>
<td>NumResults</td>
<td>The number of search results that were found.</td>
</tr>
<tr>
<td>Results</td>
<td>Returns the information about a search result. This output is returned once for each search result.</td>
</tr>
</tbody>
</table>

Note
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

Multiplayer:Functions:PSN:Connect

Uses the PSNSessionService to attempts to join the specified server.

Inputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Causes the client to attempt to join the selected session.</td>
</tr>
<tr>
<td>Server Address</td>
<td>The network address of the server.</td>
</tr>
<tr>
<td>Port</td>
<td>The network port to use. If -1 is specified, the value of the cl_serverport CVar is used.</td>
</tr>
<tr>
<td>Result</td>
<td>The result generated from PSN:ListServers</td>
</tr>
</tbody>
</table>

Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>Activated when the client successfully joins the chosen session.</td>
</tr>
<tr>
<td>Failed</td>
<td>Activated when the client encounters an error when attempting to join the chosen session.</td>
</tr>
</tbody>
</table>
**Note**
This node does not provide any options for configuring encryption. Encryption must be configured before you use this flow graph node.

**Multiplayer:Gamelift:Start**

Starts the GameLiftSessionService using the supplied parameters. The GameLiftSessionService must be started before the GameLift service can be queried or return results.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWSAccessKey</td>
<td>The access key to use with AWS.</td>
</tr>
<tr>
<td>AWSSecretKey</td>
<td>The secret key to use with AWS.</td>
</tr>
<tr>
<td>AWSRegion</td>
<td>The region to use with AWS.</td>
</tr>
<tr>
<td>GameLiftEndpoint</td>
<td>The GameLift endpoint. This parameter is optional.</td>
</tr>
<tr>
<td>FleetID</td>
<td>The fleet ID on AWS.</td>
</tr>
<tr>
<td>AliasID</td>
<td>The alias ID to use on AWS. Required if no FleetID is supplied.</td>
</tr>
<tr>
<td>PlayerID</td>
<td>The player ID to use on AWS. This parameter is optional.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The GameLiftSessionService started successfully.</td>
</tr>
<tr>
<td>Failure</td>
<td>An error occurred when attempting to start the GameLiftSessionService.</td>
</tr>
</tbody>
</table>

**Multiplayer:Gamelift:CreateGameSession**

Creates a GameLift session using the GameLiftSessionService.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Creates the session.</td>
</tr>
<tr>
<td>ServerName</td>
<td>The server name of the GameLift server that is instantiated. The server name is returned in the GameLift:ListServers Call.</td>
</tr>
<tr>
<td>Map</td>
<td>The map that the server should be loaded into.</td>
</tr>
<tr>
<td>MaxPlayers</td>
<td>The maximum number of players allowed to join the session.</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>A session was successfully created.</td>
</tr>
<tr>
<td>Failed</td>
<td>An error occurred during the attempt to create a session.</td>
</tr>
<tr>
<td>Results</td>
<td>The session that was created, if session creation was successful.</td>
</tr>
</tbody>
</table>

**Multiplayer:Gameliift:ListServers**

Uses the GameLiftSessionService to perform a GridSearch and return a list of the GridSessions it was able to find.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>Starts the search.</td>
</tr>
<tr>
<td>MaxResults</td>
<td>Specifies the maximum number of results that should be returned from the search.</td>
</tr>
</tbody>
</table>

**Outputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The search ran successfully.</td>
</tr>
<tr>
<td>Failure</td>
<td>An error occurred during the search.</td>
</tr>
<tr>
<td>NumResults</td>
<td>The number of search results that were found.</td>
</tr>
<tr>
<td>Results</td>
<td>The results that were found. This port activates once per result.</td>
</tr>
</tbody>
</table>

**Multiplayer:Functions:GameLift:Connect**

Attempts to connect to the specified GameLift session.

**Inputs**

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Server Address</td>
<td>The network address of the server.</td>
</tr>
<tr>
<td>Port</td>
<td>The network port to use. If -1 is specified, the value of the cl_serverport CVar is used.</td>
</tr>
<tr>
<td>Result</td>
<td>The result generated from GameLift:ListServers.</td>
</tr>
</tbody>
</table>
Outputs

<table>
<thead>
<tr>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Success</td>
<td>The client successfully joined the chosen session.</td>
</tr>
<tr>
<td>Failed</td>
<td>An error occurred when the client tried to join the chosen session.</td>
</tr>
</tbody>
</table>

**Note**

If the GameLift service has not started, the flow graph node attempts to start it by using the configuration values specified in the following GameLift CVars.

- `gamelift_aws_region`
- `gamelift_aws_access_key`
- `gamelift_aws_secret_key`
- `gamelift_fleet_id`

**Examples**

The following example shows how to use flow graph nodes to create and join PSN and LAN sessions.
The following example shows how to use flow graph nodes to create and join a session using GameLift.
The Multiplayer Lobby Component

In addition using the flow graph nodes to create a simple lobby, you can use the self-contained lobby from Lumberyard’s component entity system. You can add the MultiplayerLobbyComponent to a component entity in a scene. The MultiplayerLobbyComponent provides a basic lobby that can perform the following tasks:

- Search for an active game session
- Create a visual list of game sessions
- Join a particular game session
- Create a game session
- Name a game session
- Determine the map to load into
- Report errors

Supported Session Services

The MultiplayerLobbyComponent currently supports the following session services:

- LANSessionService
- PSNSessionService
- XBoneSessionService
- GameLiftSessionService

Configuration Settings

The MultiplayerSampleComponent has configuration settings that you can use to customize the hosted sessions that the component creates.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max Players</td>
<td>The maximum number of players allowed to join the session.</td>
</tr>
<tr>
<td>Setting</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Port</strong></td>
<td>The port on which the game session operates.</td>
</tr>
<tr>
<td><strong>Enable Disconnect Detection</strong></td>
<td>Enables disconnect detection. If a player's connection does not respond to inquiries from the session host within the specified timeout window, the player is disconnected from the session.</td>
</tr>
<tr>
<td><strong>Timeout</strong></td>
<td>The timeout window, in milliseconds, that a client has to respond to inquiries from the session host before being disconnected, if disconnect detection is enabled.</td>
</tr>
<tr>
<td><strong>Default Map</strong></td>
<td>The default value for the Map field of the display.</td>
</tr>
<tr>
<td><strong>Default Server Name</strong></td>
<td>The default value for the Server Name field of the display.</td>
</tr>
</tbody>
</table>

**Note**
This component does not handle the initialization of encryption, but utilizes encryption if it is already enabled. If you want to use encryption with the component, you must configure encryption before you use the component.

**Lobby Description**

The following image shows a sample lobby and its details.

1. **Return** – Exits the current lobby and returns to the SessionService selection screen.
2. **Session List** – Populates with server results from a successful GridSearch. This lists all of the sessions available, the name of each session, and the number of players in each session.
3. **Refresh** – Performs a GridSearch on the selected SessionService and displays the results in the session list.
4. **Join** – Attemps to join the currently selected session in the session list. If an error occurs, an error message is displayed. If no GridSession has been selected, this option is disabled.
5. **Create a Server** – Use these text boxes to configure sessions.
• **Server Name** – Specifies the name that will be displayed in the session list when GridSession instances are searched for and the created GridSession is returned.

• **Map** – Use to specify the map to be loaded when the GridSession is successfully created.

6. **Create Server** – Attempts to create a GridSession in the selected SessionService.

---

**Multiplayer Gem CVars**

For convenience, the Multiplayer Gem provides the following CVar commands that you can use to test features or configurations.

**mphost <port number>**

Creates a GridSession using the LANSessionService on the local machine. The optional port number determines the port on which the grid session runs.

**mpjoin <server address> <port number>**

Performs a GridSearch using the LANSessionService and joins the first session returned. The server address and port number are optional parameters that can be used to refine the GridSearch.

**mpsearch**

Performs a GridSearch using the LANSessionService.

**mpdisconnect**

Disconnects the local client from its active GridSession, if any.

**gm_version**

Sets the GridMate version number.

**gm_netsec_enable**

Specifies whether encryption is used for connections. The default is `false`.

**Note**

If encryption parameters are not present or invalid, the connection for the session is not encrypted.

**gm_netsec_private_key**

Specifies the private key file (PEM format) for a secure network connection when FileDataSource is used as a certificate manager. This setting overrides any previously configured values in FileDataSource. If network encryption is enabled, this value must be set on the host of a GridSession when the session is created. This setting is disabled in release builds.

**gm_netsec_certificate**

Specifies the private key file (PEM format) for a secure network connection when FileDataSource is used as a certificate manager. This setting overrides any previously configured values in FileDataSource. If network encryption is enabled, this value must be set on the host of a GridSession when the session is created. This setting is disabled in release builds.

**gm_netsec_ca**

Specifies the CA Certificate file (PEM format) for a secure network connection when the FileDataSource is used as a certificate manager. This setting overrides any previously configured values in FileDataSource. This value must be set on the client when trying to join a GridSession using encryption. This setting is disabled in release builds.

**gm_netsec_verify_client**

Enables client verification. If not enabled, only the server is authenticated. Must be set on the host of a GridSession. The default is `false`. 
gm_disconnectDetection

Sets whether disconnect detection is enabled for a particular GridSession. Must be set on the host of GridSession. If disconnect detection is enabled, clients that do not respond to inquiries within the timeout window are disconnected. The default is true.

gm_disconnectDetectionRttThreshold

A RTT threshold, in milliseconds, that specifies the time after which a connection is dropped when there is no response. The default is 500.

gm_disconnectDetectionPacketLossThreshold

A value between 0 and 1 that represents the percentage of packets that are permitted to be lost in communication with a particular client. If a client experiences a packet loss greater than the specified value, the connection is dropped. The default is 0.3.

gm_recvPacketsLimit

The maximum number of packets per second allowed to be received from an existing connection. The default is 0 (no limit).

gm_ipversion

Specifies which Internet protocol version to use. Possible values are IPv4 or IPv6. The default is IPv4.

gm_securityData

Specifies the security data for session. On Xbox One, this is the security template name.

gm_replicasSendTime

Specifies, in milliseconds, the time interval between replica updates. A value of 0 binds the interval to the GridMate tick rate. The default is 0.

gm_replicasSendLimit

Limits the amount of replica data sent per second. 0 specifies no limit. The default is 0. This value is disabled in release builds.

gm_burstTimeLimit

Specifies, in seconds, an interval window during which bandwidth capping is not applied. If bandwidth usage continues to exceed the replica send limit outside of this interval, the sent amount is capped at the send limit. The default is 10. This variable is disabled in release builds.

gm_durango_session_template

Specifies an Xbox live session template name for smart matchmaking.

gm_durango_match_hopper

Specifies an Xbox live hopper name for smart matchmaking.

gamelift_fleet_id

Specifies the GameLift FleetId to use for this client when starting GameLiftSessionService.

gamelift_aws_access_key

Specifies the AWS access key associated with the GameLift fleet.

gamelift_aws_secret_key

Specifies the AWS secret key associated with the GameLift fleet.

gamelift_aws_region

Specifies the AWS region associated with the GameLift fleet. The default is us-west-2.

gamelift_endpoint

Specifies the GameLift service endpoint. The default is gamelift.us-west-2.amazonaws.com.
**gamelift_alias_id**

Specifies the GameLift alias ID to use with the client.

**gamelift_player_id**

Specifies the GameLift player ID associated with the client.

**gamelift_stop_client**

Stops the GameLiftSessionService and terminates the current GridSession, if one is connected.

**sv_port <local_port>**

Sets the local UDP port that initializes the socket. The default port is 30090. To use the ephemeral port, set the port to 0. This is useful if you want to connect to a server on the same computer as the client.

---

**Physics Entities Gem**

The PhysicsEntities Gem is a collection of physics entities used to simulate physical events such as explosions, gravity fields, or wind, or to physicalize objects such as cloth, breakable entities, or ropes. Physical entities that are related to a body instead of an event are connected to an object.

**To access the Physics entities**

1. On the **Objects** tab in the Rollup Bar, choose **Entity**.
2. Expand **Physics**.
3. Drag the entity into your level in the viewport.

---

**Process Life Management Gem**

The **ProcessLifeManagement** Gem demonstrates how you can respond to various application lifecycle events dispatched by the Lumberyard engine, in order to pause your game, display a modal splash screen, or anything else you may need to do when your application loses/regains focus.

---

**Topics**

- **Process Life Management Gem C++ (p. 957)**

---

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Process Life Management Gem C++

You can access all system-specific events from C++ (even without enabling the Process Life Management Gem) by connecting to the appropriate EBus. Lumberyard also generates platform-agnostic events so that you can handle these events for all supported platforms.

Lumberyard Application Lifecycle Events

<table>
<thead>
<tr>
<th>Lumberyard Application Lifecycle Events</th>
<th>iOS</th>
<th>Android</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnApplicationConstrained</td>
<td>applicationWillResignActive</td>
<td>onPause()</td>
</tr>
<tr>
<td>OnApplicationUnconstrained</td>
<td>applicationDidBecomeActive</td>
<td>onResume()</td>
</tr>
<tr>
<td>OnApplicationSuspended</td>
<td>applicationDidEnterBackground</td>
<td>onPause()</td>
</tr>
<tr>
<td>OnApplicationResumed</td>
<td>applicationWillEnterForeground</td>
<td>onResume()</td>
</tr>
<tr>
<td>OnMobileApplicationWillTerminate</td>
<td>applicationWillTerminate</td>
<td>onDestroy()</td>
</tr>
<tr>
<td>OnMobileApplicationLowMemoryWarning</td>
<td>applicationDidReceiveMemoryWarning</td>
<td>onLowMemory()</td>
</tr>
</tbody>
</table>

As demonstrated in ProcessLifeManagementGem.h\ProcessLifeManagementGem.cpp, use the following basic steps to receive process lifecycle events in your game.

To receive process lifecycle events in your game

1. Derive your class from AzFramework::ApplicationLifecycleEvents::Bus::Handler (or AzFramework::[Ios|Android|Windows]LifecycleEvents::Bus::Handler for platform specific events).
2. Override the functions corresponding to the events that you want to override:
   ```cpp
   void OnApplicationConstrained(Event /lastEvent/) override;
   void OnApplicationUnconstrained(Event /lastEvent/) override;
   void OnApplicationSuspended(Event /lastEvent/) override;
   void OnApplicationResumed(Event /lastEvent/) override;
   ```
3. Connect to the event bus when you want to start listening for events. In addition, be sure to disconnect when you no longer want to receive them. Use the following syntax:
   ```cpp
   ApplicationLifecycleEvents::Bus::Handler::BusConnect();
   ...
   ApplicationLifecycleEvents::Bus::Handler::BusDisconnect();
   ```

RAD Telemetry Gem

RAD Telemetry 3 is an instrumentation-based profiling and performance visualization middleware product created by RAD Game Tools. The RAD Telemetry Gem provides a RAD Telemetry 3 integration for Lumberyard for those who have licensed RAD Telemetry.

The RAD Telemetry Gem provides one example of how to integrate instrumentation-based profiling middleware. You could write a gem for your own instrumentation-based profiler and leverage Lumberyard's existing performance markers. See the ProfileTelemetry.h file in the AzCore/Debug/
Profiler.h directory to see how the RAD Telemetry Gem ties into Lumberyard's existing performance markers.

**Note**

If the RAD Telemetry Gem is disabled or you do not have the RAD redistributable files for a particular platform, the performance instrumentation compiles to Lumberyard's performance markers.

Another option is to use Lumberyard's own built-in profiler, Statoscope (p. 1328).

**To enable the RAD Telemetry Gem**

1. Extract the Telemetry redistributables from RAD Game Tools to /Gems/RADTelemetry/External. You should see the following subdirectories, which match the subdirectories provided by RAD:
   - Dll
   - Lib
   - Include
   - Docs

   **Note**
   - If you are compiling for case-sensitive platforms, note that the first letter of each subdirectory listed above is capitalized.
   - When compiling a project with the RAD Telemetry Gem enabled, the static lib file for the target platform must exist in the Gems\RADTelemetry\External\Lib directory. The Waf build system then compiles with the AZ_PROFILE_TELEMETRY defined globally and links RAD Telemetry libraries for the specified platform. You can add additional platforms by editing the rad_telemetry.json file (located in the Gems\RADTelemetry\3rdParty directory).

2. Extract RAD Telemetry Tools to the /Gems/RADTelemetry/Tools directory. This should include telemetry.exe and your license file from RAD.

3. Use the Project Configurator to enable (p. 895) the RAD Telemetry Gem for your project. You must enable this gem (and any other gem) for each project. Gems are not globally enabled.

4. Rebuild your project (p. 895). You must build using profile (preferred) or debug (p. 1624) in order to enable RAD Telemetry.

**Instrumenting Your Code**

With the RAD Telemetry Gem, Lumberyard introduces a set of scoped performance markers:

- **AZPROFILE_FUNCTION** – Instruments entire functions. Automatically names the performance event with the function's name.
- **AZPROFILE_SCOPE** – Instruments a local scope within a function of interest. You must provide the name.
- **AZPROFILE_SCOPE_DYNAMIC** – Instruments a printf style format string to dynamically generate a performance event name. Use the dynamic name sparingly because there may be performance overhead of a string copy and transmission over the network.

A scoped performance marker constructs an object that calls a start event and calls a stop event when it is destroyed. This means that you do not have to worry about early returns. We recommend that you use the AZ_PROFILE events when marking up your code, as it allows you to switch to Driller for a different view of profiling data.
Lumberyard also uses the following legacy performance event markers:

- PROFILE_FUNCTION
- PROFILE_FRAME

If you do not regularly use Statoscope (p. 1328) or profile 1, you can compile with legacy performance events disabled (and lower profiling overhead) by commenting out USE_FRAME_PROFILER in the ProjectDefines.h file.

Lumberyard also includes a performance marker, FUNCTION_PROFILER_LEGACYONLY, which does not include an AZ_PROFILE performance event. This is useful for removing events that are overly chatty in RAD Telemetry for your title but for which you still want to retain the Statoscope event.

Lumberyard has disabled but not removed performance events around interaction with the graphics device. These performance events are not useful in tracking higher level CPU performance issues and send thousands of events per frame.

**Capturing with RAD Telemetry**

See the RAD Telemetry documentation for more information. The basic procedure is described below.

**To capture with RAD Telemetry**

1. Set the console variables for the RAD Telemetry capture using either a configuration file or by typing them into the console at runtime.
   
   All RAD Telemetry console variables start with radtm_. For example, radtm_Address and radtm_Port if your Telemetry server is on another machine. The console variables are defined in the RADTelemetryModule.cpp file. You can augment these console variables to better suit profiling for your title.

2. Use either telemetry.exe or the standalone telemetry server to start your RAD Telemetry server.

3. Run radtm_ToggleEnabled to begin a capture. You can also set this from the command line when launching your application with +radtm_ToggleEnabled.

4. Run radtm_ToggleEnabled again from the console or the remote console, or shut down your game process to end the session. As currently instrumented, captures can get large quickly, so you may want to perform focused captures around performance scenarios of interest (under 30 seconds in length).

5. Use the Telemetry visualizer (telemetry.exe) to analyze your capture.

**Rain Gem**

The Rain Gem creates realistic rain effects in your levels, including rain drops, puddles, mist, wet surfaces, and splashes. To enable the Rain Gem in your project, see Gems (p. 895).

This gem is a game object extension. On initialization, it preloads all textures listed in the raintextures.xml file.
Place only a single Rain entity in your scene.

Placing Rain

You can place rain and customize it for your level by modifying properties for amount of puddles, strength and frequency of puddle ripples, quantity of rain, size and speed of the rain drops, and more.

To add rain to your level

1. In the Rollup Bar, click Entity.
2. Under Browser, expand Environment.
3. Drag the Rain entity into your scene.

Configuring Rain

You can configure the rain's properties under Entity Params (p. 535) and Entity Properties.

Rain Entity Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amount</td>
<td>Sets overall amount of the rain entity's various effects</td>
</tr>
<tr>
<td>DiffuseDarkening</td>
<td>Sets the degree to which the rain darkens the surface diffuse</td>
</tr>
<tr>
<td>DisableOcclusion</td>
<td>Turns off checking whether an object is under cover and should be occluded from rain</td>
</tr>
<tr>
<td>Enabled</td>
<td>Toggles the rain effect</td>
</tr>
<tr>
<td>IgnoreVisareas</td>
<td>Continue to render rain when player is inside a visarea</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PuddlesAmount</td>
<td>Sets the size and number of puddles that the rain creates</td>
</tr>
<tr>
<td>PuddlesMaskAmount</td>
<td>Sets the strength of the puddle mask to balance different puddle results</td>
</tr>
<tr>
<td>PuddlesRippleAmount</td>
<td>Sets the height and frequency of ripples in rain puddles</td>
</tr>
<tr>
<td>Radius</td>
<td>Sets the area on which rain falls</td>
</tr>
<tr>
<td>RainDropsAmount</td>
<td>Sets the number of rain drops</td>
</tr>
<tr>
<td>RainDropsLighting</td>
<td>Sets the brightness of the rain drops</td>
</tr>
<tr>
<td>RainDropsSpeed</td>
<td>Sets the rate at which rain falls</td>
</tr>
<tr>
<td>SplashesAmount</td>
<td>Sets the degree of splashing on a surface</td>
</tr>
</tbody>
</table>

## Using Console Variables for Rain

You can use the following console variables for the rain entity.

### Rain Entity Console Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>r_Rain</td>
<td>Enables rain rendering</td>
</tr>
<tr>
<td>r_RainAmount</td>
<td>Sets rain amount</td>
</tr>
<tr>
<td>r_RainDistMultiplier</td>
<td>Multiplier for the rain layer's distance from the camera</td>
</tr>
<tr>
<td>r_RainDropsEffect</td>
<td>Enables rain drops effect</td>
</tr>
<tr>
<td>r_RainIgnoreNearest</td>
<td>Disables the layer showing the reflection of objects in rainy or wet areas</td>
</tr>
<tr>
<td>r_RainMaxViewDist</td>
<td>Sets the maximum distance at which rain is visible</td>
</tr>
<tr>
<td>r_RainMaxViewDist_Deferred</td>
<td>Sets maximum distance (in meters) at which the deferred rain reflection layer is visible</td>
</tr>
<tr>
<td>r_RainOccluderSizeThreshold</td>
<td>Blocks rain for objects bigger than this value</td>
</tr>
</tbody>
</table>

## Using the Rain Sample

The Rain Sample uses the Rain, Clouds, and LightningArc gems to demonstrate how to use rain as an environment special effects (FX) in a level. The Lightning entity (from the LightningArc gem) shows how the lightning FX can enhance a rain storm with flashes of light and random strikes of lightning on the ground. The clouds are enabled to show how they can fill a scene.
Sky Clouds Gem

The Sky Clouds Gem creates realistic and detailed cloud and weather effects in your game levels. You can create clouds with either simple, sprite-based shading, or more complex, voxelized 3D volume shading. To enable the Sky Clouds Gem in your project, see Gems (p. 895).

For more information about working with clouds, including setting cloud shading parameters, adding 3D cloud shadows, and creating 3D cloud templates, see Adding Clouds (p. 1015).

Topics

- Placing Simple Clouds (p. 963)
- Placing Complex Clouds (p. 965)

Placing Simple Clouds

You can place simple clouds with sprite-based shading and customize it for your level by choosing your cloud texture and modifying such properties as movement speed, size, movement from wind, and so on.
To add simple clouds to your level

1. In the Rollup Bar’s Objects tab, click Entity.
2. Under Browser, expand Render.
3. Drag the Cloud entity into your scene.

Files Associated with Simple Clouds

The following are files associated with simple clouds.

<table>
<thead>
<tr>
<th>Filename</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>CloudFile</td>
<td>Lib\Clouds\default.xml</td>
</tr>
<tr>
<td>Script</td>
<td>Scripts\Entities\Render\cloud.lua</td>
</tr>
<tr>
<td>Entity</td>
<td>Entities\cloud.ent</td>
</tr>
</tbody>
</table>

Configuring Simple Clouds

You can configure the properties for your simple clouds under Entity Params and Entity Properties.

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CloudFile</td>
<td>The .xml file containing the description of the cloud</td>
</tr>
<tr>
<td>Scale</td>
<td>The scale of the cloud.</td>
</tr>
</tbody>
</table>

**Note**

This feature will be unavailable in a future release.
## Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Movement</strong></td>
<td></td>
</tr>
<tr>
<td>AutoMove</td>
<td>Enables cloud movement</td>
</tr>
<tr>
<td>FadeDistance</td>
<td>The distance in meters at which the cloud fades in when moving from one side of the space loop box to the other.</td>
</tr>
<tr>
<td>SpaceLoopBox</td>
<td>The size of the box in which the volume object moves from one end to the other</td>
</tr>
<tr>
<td>Speed</td>
<td>The rate of movement in the x, y, and z dimensions</td>
</tr>
</tbody>
</table>

### Placing Complex Clouds

You can place more complex clouds, also called volume objects, which feature complex voxelized three-dimensional volume shading.

To add complex clouds to your level

1. In the **Rollup Bar**'s **Object**'s tab, click **Entity**.
2. Under **Browser**, expand **Render**.
3. Drag the **VolumeObject** entity into your scene.

### Files Associated with Complex Clouds

The following are files associated with volume objects, or complex clouds.

<table>
<thead>
<tr>
<th>Filename</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>CloudFile</td>
<td>Lib\Clouds\default.xml</td>
</tr>
<tr>
<td>Script</td>
<td>Scripts\Entities\Render\volumeobject.lua</td>
</tr>
<tr>
<td>Entity</td>
<td>Entities\volumeobject.ent</td>
</tr>
</tbody>
</table>
Configuring Complex Clouds

You can configure the properties for your complex clouds under **Entity Params** and **Entity Properties**.

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VolumeObjectFile</td>
<td>The .xml file containing the description of the cloud</td>
</tr>
<tr>
<td><strong>Movement</strong></td>
<td></td>
</tr>
<tr>
<td>AutoMove</td>
<td>Enables volume object movement</td>
</tr>
<tr>
<td>FadeDistance</td>
<td>The distance in meters at which the cloud fades in when moving from one side of the space loop box to the other</td>
</tr>
<tr>
<td>SpaceLoopBox</td>
<td>The size of the box in which the volume object moves from one end to the other</td>
</tr>
<tr>
<td>Speed</td>
<td>The rate of movement in the x, y, and z dimensions</td>
</tr>
</tbody>
</table>

**Snow Gem**

The Snow Gem creates realistic snow effects in your levels, including snowflake and surface effects, such as snow buildup. To enable the Snow Gem in your project, see Gems (p. 895).

**Note**

Place only a single **Snow** entity in your scene.

**Placing Snow**

You can place your snow and customize it to your level by modifying properties for brightness, gravity, size and quantity of snow flakes, how much snow and frost builds on a surface, and more.
To add snow to your level

1. In the Rollup Bar, click Entity.
2. Under Browser, expand Environment.
3. Drag the Snow entity into your scene.

Configuring Snow

You can configure the snow's properties under Entity Params (p. 535) and Entity Properties.

Snow Entity Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Enables snow effect</td>
</tr>
<tr>
<td>Radius</td>
<td>Sets the area on which snow falls</td>
</tr>
<tr>
<td>SnowFall</td>
<td></td>
</tr>
<tr>
<td>Brightness</td>
<td>Sets the brightness of the snow effect</td>
</tr>
<tr>
<td>GravityScale</td>
<td>Sets the gravity strength, which determines the rate at which snow falls</td>
</tr>
<tr>
<td>SnowflakeCount</td>
<td>Sets the quantity of snowflakes</td>
</tr>
<tr>
<td>SnowflakeSize</td>
<td>Sets size of individual snowflakes</td>
</tr>
<tr>
<td>TurbulenceFreq</td>
<td>Sets the frequency of the turbulence affecting the snow</td>
</tr>
<tr>
<td>TurbulenceStrength</td>
<td>Sets the strength of the turbulence affecting the snow</td>
</tr>
<tr>
<td>WindScale</td>
<td>Determines the impact of wind on the falling snow</td>
</tr>
<tr>
<td>Surface</td>
<td></td>
</tr>
<tr>
<td>FrostAmount</td>
<td>Sets the amount of frost on a surface</td>
</tr>
<tr>
<td>SnowAmount</td>
<td>Sets the amount of snow on a surface</td>
</tr>
<tr>
<td>SurfaceFreezing</td>
<td>Sets the degree to which surfaces appear frozen</td>
</tr>
</tbody>
</table>

Using Console Variables for Snow

You can use the following console variables console variables (p. 83) for the snow entity.

Snow Entity Console Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>r_Snow</td>
<td>Enables snow rendering</td>
</tr>
<tr>
<td>r_SnowDisplacement</td>
<td>Enables displacement for snow accumulation</td>
</tr>
<tr>
<td>r_SnowFlakeClusters</td>
<td>Number of snow flake clusters</td>
</tr>
<tr>
<td>r_SnowHalfRes</td>
<td>When enabled, renders snow at half resolution to conserve fill rate</td>
</tr>
</tbody>
</table>
Using the Snow Sample

The Snow Sample uses the Snow and Clouds gems to demonstrate how to use the Snow entity as an environment special effects in a level. The Snow entity shows how snow falls and provides properties that you can set to randomly change the snow fall over time, creating a more dynamic weather experience.
Tornadoes Gem

The Tornadoes Gem creates realistic tornado effects in your levels.

You can place your tornado and customize it to your level by modifying such properties as its height, funnel effect, radius, spin impulse, and so on. To enable the Tornadoes Gem in your project, see Gems (p. 895).

To add a tornado to your level

1. In the Rollup Bar, click Entity.
2. Under Browser, expand Environment.
3. Drag the Tornado entity into your scene.

Configuring Tornadoes

You can configure the properties for the tornado entity to set properties for attraction impulse, spin speed affecting close objects, wander speed, and more. You can also set what type of material is inside the tornado.

To configure the tornado parameters and properties

1. Select the tornado entity you want to configure.
2. Under Entity Params (p. 535) and Entity Properties, select or clear check boxes for the preferred effects.
Tornado Entity Properties

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AttractionImpulse</td>
<td>Specifies how strongly the tornado attracts objects.</td>
</tr>
<tr>
<td>CloudHeight</td>
<td>Sets the height of the clouds above the tornado.</td>
</tr>
<tr>
<td>FunnelEffect</td>
<td>Sets the specified particle effect defined in one of the tornado.xml files as explained in Customizing a Tornado Preset (p. 971).</td>
</tr>
<tr>
<td>Radius</td>
<td>Sets the area that the tornado influences</td>
</tr>
<tr>
<td>SpinImpulse</td>
<td>Sets the spin speed that affects objects close to the tornado</td>
</tr>
<tr>
<td>UpImpulse</td>
<td>Sets the speed of upward pull that affects objects close to the tornado</td>
</tr>
<tr>
<td>WanderSpeed</td>
<td>Sets the speed at which the tornado moves</td>
</tr>
</tbody>
</table>

Customizing a Tornado Preset

You can customize your tornado entity using the presets in the tornado.xml file.
To use or customize a tornado preset

1. In a text editor, open `\dev\Gems\Tornadoes\Assets\libs\Particles\tornado.xml` in the Lumberyard root directory (`\lumberyard\dev`).

2. Choose one of the existing presets from the `tornado.xml` file (follows Arc name in the example) and, in Lumberyard Editor, under Entity Properties, type your chosen Arc name into the ArcPreset field.

   For example, type `ExtendedArc` or `KickSparks`, which are existing names of presets as shown in the following `lightningarceffects.xml` file. This sample shows only the partial contents; open the file on your computer to view the full contents of the file.

   Do one of the following:
   
   - Copy one of the existing presets (see example of a preset below).
   - Create your own new preset in the file and copy it.

3. In the Rollup Bar’s Objects tab, click Entity. Under Entity Properties, click FunnelEffect and paste the copied text.

The following is a sample of a preset contained in the `\dev\Gems\Tornadoes\Assets\libs\MaterialEffects\FXLibs\tornado.xml` file in the Lumberyard root directory (`\lumberyard\dev`).

```xml
<Particles Name="tornado.leaves">
  <Params Count="35" Continuous="true" ParticleLifeTime="4,Random=0.248"
  FocusGravityDir="true" EmitAngle="Random=1" OrientToVelocity="true"
  Texture="textures/sprites/smoke/smoke_b.tif" SoftParticle="true"
  Alpha="0.267,ParticleAge=(t=0.055,v=1:t=0.518;t=1)"
  Color="(x=0.608,y=0.467,z=0.34)"
  DiffuseLighting="0.554" DiffuseBacklighting="0.494"
  Size="20,Random=0.812,ParticleAge=(v=1;t=0.25;t=1)"
  Speed="5" GravityScale="0.2"
  Stretch="0.2"
  Speed="5" GravityScale="-2"
  TurbulenceSize="1.699147" TurbulenceSpeed="335.1465"
  RandomAngles="y=359" />
  <Childs>
    <Particles Name="base_dirt1">
      <Params Count="44" Continuous="true" ParticleLifeTime="0.35" FocusGravityDir="true"
      EmitAngle="70" OrientToVelocity="true" Texture="textures/sprites/dirt/dirt_c.tif"
      SoftParticle="true" Alpha="0.3,ParticleAge=(t=0.5,v=1;t=1)"
      Color="(x=0.733,y=0.725,z=0.616)"
      DiffuseBacklighting="1"
      Size="120,Random=0.2307692"
      Speed="180" Turbulence3DSpeed="50"
      TurbulenceSize="10"
      TurbulenceSpeed="-35.8"
      Bounciness="-1"
      SortOffset="-0.02"
      VisibleUnderwater="If_False"
      ConfigMin="Medium" />
    </Particles>
    <Particles Name="base_smoke1">
      <Params Count="25" Continuous="true" ParticleLifeTime="0.9,Random=0.168"
      RandomOffset="x=15,y=15"
      FocusGravityDir="true"
      EmitAngle="90"
      TextureTiling="TilesX=2,TilesY=2,VariantCount=4"
      SoftParticle="true"
      Alpha="ParticleAge=(t=0.49,v=1;t=1)"
      Color="(x=0.73,y=0.62,z=0.52)"
      DiffuseBacklighting="1"
      Size="40,Random=0.119,ParticleAge=(v=0.34;t=1,v=1)"
      Speed="60,Random=0.238"
      RandomAngles="y=359"
      RandomRotationRate="y=180"
      Bounciness="-1"
      SortOffset="-0.01"
      ConfigMin="Medium" />
    </Particles>
    <Particles Name="debris">
      <Params Count="50" Continuous="true" ParticleLifeTime="30,Random=0.3"
      RandomOffset="x=20,y=20"
      FocusGravityDir="true"
      EmitAngle="Random=1"
      Facing="Free"
      TextureTiling="TilesX=2,TilesY=2,VariantCount=4"
      DiffuseBacklighting="1"
      Size="5,Random=0.317,ParticleAge=(v=0.114;t=1,v=1,flags=4)"
      Speed="10,Random=0.3,EmitterStrength=(v=0.5;t=1,v=1,flags=4)"
      GravityScale="ParticleAge=(t=1,v=1)"
      TurbulenceSize="60,Random=0.2,ParticleAge=(v=0.09;t=0.663,v=0.23;t=1,v=1,flags=4)"
      TurbulenceSpeed="-100,Random=0.5"
      RandomAngles="z=180"
      RandomRotationRate="x=600,y=600,z=600"
      FillRateCost="0.2" />
  </Childs>
</Particles>
```

Version 1.9
972
Twitch Gem

To use the Twitch Gem, you must be authorized as a Twitch development partner. To get started with this process, visit https://devportal.twitch.tv/. After you have been verified as a developer, you can contact the Amazon Lumberyard team to gain access to the Twitch Gem and its documentation.

Install the Twitch Gem into your Lumberyard project to access Twitch features. This gem makes it simple to engage broadcasters, support the Twitch Commerce platform, and leverage existing Twitch functionality for your game.

The Twitch Gem supports the following features:

- **Twitch Friends** – Once the Twitch Gem is installed, developers can take advantage of Twitch Friends from within their product. Gamers can use this feature to stay connected and communicate with one another, whether they are in-game or on the web watching their favorite broadcaster.

- **Activity Sharing (Rich Presence)** – This technology creates presence awareness, where Twitch users can see what channels their friends are watching, whether their friends are broadcasting, and even what games they are playing. This helps developers design and build a more connected gaming experience while expanding their product's visibility across the Twitch platform.

- **Channels** – Currently available in the released Twitch API.

UiBasics Gem

The UiBasics Gem is a collection of assets to be used as defaults with the Lumberyard UI Editor, including basic UI prefabs (image, text, button, and text input) and the textures that those prefabs require. For more information, see UI System (p. 1350).
UiDemo Gem

The UiDemo Gem is a collection of assets that you can use to complete the UI Creation tutorial. For more information see, Amazon Lumberyard Tutorials.

User Login Default Gem

The UserLoginDefault Gem provides a default user login implementation for all platforms, which is useful for testing and debugging.

Video Playback Gem

With the Video Playback gem, you can play a video file on an object in your Lumberyard level. When you add the video playback gem, the video playback component is enabled. For instructions on how to prepare Lumberyard for video playback, and how to set up video playback in your level, see Video Playback Component (p. 502).

Woodland Asset Collection Gem

The Woodland Asset Collection Gem is a collection of animations, materials, objects, and effects to create realistic and detailed forest levels. You can download the Woodland Assets separately from the Amazon Lumberyard Downloads page and install it as a gem using the Project Configurator.

To access the Woodland Asset Collection Gem assets

1. On the Objects tab in the Rollup Bar, choose Brush.
2. Expand the appropriate folder as listed and drag the assets into your level in the viewport.
3. For certain woodland materials, use the following:
   - For clouds use the Common.Cloud Shader (p. 1183) and DistanceClouds Shader (p. 1184).
   - For skies use the Sky Shader (p. 1206) and SkyHDR Shader (p. 1207) shaders
• For terrain use the Terrain.Layer Shader (p. 1209).
• For water use the Water Shader (p. 1213), Waterfall Shader (p. 1215), and WaterVolume Shader (p. 1217).
Levels and Environment

A level, also known as world or map, represents the space or area available to the player during the course of completing a discrete game objective. Most games consist of multiple levels through which a player can advance to or move through, although usually only a single level is loaded at a time. Each level can be grouped into multiple layers, which you use to logically group types of objects.

The environment includes lighting, terrain, bodies of water, vegetation, sky, and weather effects.

Topics

- Creating a New Level (p. 976)
- Creating Terrain (p. 977)
- Working with Layers (p. 999)
- Working with Database Libraries (p. 1002)
- Adding Sky Effects (p. 1003)
- Adding Weather Effects (p. 1013)
- Adding Vegetation (p. 1017)

Creating a New Level

The first step in creating a game world is to create a level.

To create a new level

1. In Lumberyard Editor, click File, New.
2. In the New Level window, type a file name and select a directory location for the file.
3. Select the desired Heightmap Resolution and Meters per Texel values. Click OK.
4. In the Generate Terrain Texture window, for Texture Dimensions, select texture dimensions to determine texture tile resolution.
Creating Terrain

You can add realistic elements such as mountains, valleys, lakes, rivers, and roads to your terrain for your environment levels.

One of the primary tools used to first create a terrain is the Terrain Editor, as the following shows:
Using the Terrain Heightmap

The heightmap is the base of the terrain in your level. You have three options for obtaining a terrain heightmap:

• Create a new heightmap using the Terrain Editor
• Create a new heightmap using a third-party terrain-building tool
• Importing an existing heightmap

Creating a Terrain Heightmap

The first step in creating the heightmap using Lumberyard Editor is to specify the resolution and grid spacing, both of which define the terrain size. Terrain size is determined by multiplying heightmap resolution by meters per texel. This value should not exceed 4096 x 4096 kilometers.

Meters per texel is the distance in meters between two vertices on the grid. So a value of two means there is a grid point every two meters. You can use larger values to create a larger terrain, but it is less detailed for the same heightmap resolution.

The following images show a terrain heightmap and the corresponding generated terrain.
To create a new heightmap using Terrain Editor

1. In Lumberyard Editor, click **File, New**.
2. In **New Level**, enter a file name and directory location for the heightmap file.
3. Select the desired **Heightmap Resolution** and **Meters per Texel** values, and then click **OK**.
4. In the editor menu, click **Game, Terrain, Edit Terrain**.
5. In Terrain Editor, click **Tools, Generate Terrain**.
6. In **Generation**, adjust the following parameter values as needed.

   **Feature Size**
   
   Determines the amount of land created.

   **Bumpiness/Noise (Fade)**
   
   Determines the degree of bumpiness or deformation of the surface.

   **Slope Detail (Passes)**
   
   Determines the number of times that effect is applied.

   **Seed (Random Base)**
   
   Determines the degree of random variation for the heightmap.

   **Slope Smoothing (Blur Passes)**
   
   Sets the number of times that smoothing is applied to the noise filter.

   **Cover (Exp. Substract)**

   **Sharpness (Exp. Base)**
   
   Determines the sharpness of the surface.

   **Sharpness (Freq. Step)**
   
   Determines the number of times that the sharpness filter is applied to the surface.

### Setting Heightmap Properties

You can use the Terrain Editor to set various heightmap properties and parameters that affect the shape of the terrain profile.

**To set heightmap properties**

1. In Lumberyard Editor, click **Game, Terrain, Edit Terrain**.
2. In **Terrain Editor**, click **Modify**, and then click and adjust the various following properties and parameters:

   **Make Isle**
   
   Sinks the heightmap so that it is surrounded by ocean.

   **Remove Ocean**
   
   Sets the ocean level to −100000 meters.

   **Set Ocean Height**
   
   Sets the ocean level in meters.

   **Set Terrain Max Height**
   
   Sets the maximum height for the tallest mountain. (Default is 1024 meters).
Set Unit Size

Sets the meters per texel size of the heightmap.

Flatten

Flattens terrain to either a higher or lower point.

Smooth

Removes all hard edges from the heightmap.

Smooth Slope

Removes hard edges from steep areas of the heightmap.

Smooth Beaches/Coast

Removes hard edges from flat areas of the heightmap.

Normalize

Ensures the entire greyscale spectrum is used between the Max Height value and zero.

Reduce Range (Light)

Makes heightmap mountains smaller.

Reduce Range (Heavy)

Makes heightmap mountains small.

Erase Terrain

Deletes all heightmap data.

Resize Terrain

Resizes the terrain heightmap.

Invert Terrain

Inverts all grayscale data, changing black to white and vice versa.

Importing a Terrain Heightmap

The following file formats are supported for importing a heightmap file:

- .tif
- .png
- .jpg
- .tga
- .tga
- .bmp
- .pgm
- .raw
- .r16

To import a heightmap

1. In Lumberyard Editor, click Game, Terrain, Edit Terrain.
2. In Terrain Editor, click File, Import Heightmap.
Exporting a Terrain Heightmap

You can export a heightmap file created using the Terrain Editor to the following file formats:

- .tif
- .png
- .jpg
- .tga
- .bmp
- .pgm
- .raw
- .r16

To export a heightmap

1. In Lumberyard Editor, click Game, Terrain, Edit Terrain.
2. In Terrain Editor, click File, Export Heightmap and enter a file name and directory location.

Resizing a Terrain Heightmap

Resizing the terrain heightmap involves changing the resolution of your heightmap. Terrain size is determined by multiplying heightmap by meters per texel. When resizing, this value should not exceed 4096x4096 kilometers.

Meters per texel is the distance in meters between two vertices on the grid. So a value of two means there is a grid point every two meters. You can use larger values to create a larger terrain, but it is less detailed for the same heightmap resolution.

To resize a heightmap

1. In Lumberyard Editor, click Game, Terrain, Resize Terrain.
2. For Heightmap Resolution, select the desired value.
3. For Meters Per Texel, select the desired value.

Rotating a Terrain Heightmap

Rotating a terrain heightmap involves just a few simple steps.

To rotate the heightmap

1. In the Rollup Bar, on the Terrain tab, click Move Area.
2. Click Select Source.
3. At the bottom of Lumberyard Editor, type the X and Y coordinates for the heightmap center, then click Lock Selection.
4. Click Select Target and repeat Step 3.
5. In Target Rotation, select a value in degrees.

Using Terrain Texture Layers

You can create terrain texture layers and paint them to enhance your environment level.
The primary tool for creating and managing terrain texture layers in your level is the Terrain Texture Layers editor, as shown below:

### Topics
- Adding a Terrain Texture Layer (p. 983)
- Applying a Texture Layer Material (p. 984)
- Importing Terrain Texture Layers (p. 984)
- Exporting Terrain Texture Layers (p. 984)
- Painting Terrain Texture Layers (p. 984)
- Changing Terrain Tile Resolution (p. 985)

### Adding a Terrain Texture Layer

Create a new texture layer and change the terrain texture and material as desired.

**To add a terrain texture layer**

1. In Lumberyard Editor, click **Tools, Other, Terrain Texture Layers**.
2. In **Terrain Texture Layers**, under **Layer Tasks**, click **Add Layer**.
3. Double-click the **NewLayer** text and assign a unique name to it.
4. Click **Materials/material_terrain_default** to open Material Editor.
5. In the tree, click **Materials\material_terrain_default** and adjust material and other settings as needed.
Applying a Texture Layer Material

All terrain texture layer materials use the Terrain.Layer Shader (p. 1209). All terrain materials should be "high-passed" in your DCC tool in order for them to work correctly with this shader.

To apply or edit a material for a texture layer
1. In Lumberyard Editor, click Tools, Other, Terrain Texture Layers.
2. In Terrain Texture Layers, double-click the layer you want to apply or edit a material for.
3. In Material Editor, expand the tree and select your asset.
4. Change settings and shader parameters as needed.
6. Close Material Editor.

Importing Terrain Texture Layers

By importing a saved layer, all materials, textures, and shader settings can be quickly applied to your level.

To import a terrain texture layer
1. In Lumberyard Editor, click Tools, Other, Terrain Texture Layers.
2. Click File, Import Layers.
3. Select the layer (.lay) file for import, then click Open.

Exporting Terrain Texture Layers

By exporting your terrain texture layer, you can reused it in multiple levels.

To export a terrain texture layer
1. In Lumberyard Editor, click Tools, Other, Terrain Texture Layers.
2. Click File, Export Layers.
3. Type a file name and select a directory path for the exported file, then click Save.

Painting Terrain Texture Layers

Lumberyard uses two components for painting terrain texture layers:

- The first is a low-resolution texture with color information. This texture is visible from a distance and provides underlying color information for the base terrain texture. This texture should be less than 512 x 512 pixels in size.
- The second is a high-resolution material. This material is visible at close distances and can have several texture maps like diffuse, bump, and specular. The diffuse map should be set to white (255).

The distance at which low-resolution textures are replaced with those of a higher resolution is defined by the DetailLayersViewDistRatio parameter. To access this parameter, in the Rollup Bar, on the Terrain tab, click Environment and adjust the value as needed.

To paint a terrain texture layer
1. In the Rollup Bar, on the Terrain tab, click Terrain, Layer Painter.
2. Adjust the following terrain brush settings as needed.

   **Radius**

   Specifies the size of the brush. Use the slider to adjust the size, or use the following keyboard shortcuts: [ to increase the brush radius size or ] to decrease the brush radius size.

   **Hardness**

   Specifies the strength of the brush when applying the material. Provide a lower value for a softer translucent effect. Provide a value of 1 for a painted material that appears opaque. Use the slider to adjust the size, or use the following keyboard shortcuts: Shift+[ to decrease the hardness shape of the fall-off curve between the inner and outer radius of the brush or Shift+] to increase the hardness shape.

   **Paint LayerID (DetailLayer)**

   When enabled, the painter only paints the detail texture layer of the terrain material.

   **Mask by Layer Altitude and Slope**

   Sets the material to only paint between the layer Altitude and Slope parameters defined below.

   **Mask by**

   Select a layer to prevent it from being painted over.

3. Adjust the following layer brush settings as needed.

   **Brightness**

   Modifies the brightness of the material base color. Click the Color box to open up the color selector and alter the base color of your material. Click Save Layer when done.

   **Altitude**

   Sets a minimum and maximum altitude mask for painting—the brush applies only within these boundaries.

   **Slope (degrees)**

   Sets a minimum and maximum slope mask for painting—the brush applies only within these boundaries.

### Changing Terrain Tile Resolution

A terrain layer can be divided into multiple tiles, each of which can be painted with a resolution between 64x64 and 2048x2048 kilometers. The higher the resolution, the softer the transition between terrain texture layers.

If you know a player spends a lot of time in specific areas of the level and thus have more opportunity to view the terrain, you can save resources by increasing the resolution in just those areas. Follow this two-step process:

You first subdivide the texture layer, then change the individual tile resolution, as follows:

**To subdivide the terrain texture layer**

1. In Lumberyard Editor, click Tools, Other, Terrain Texture Layers.
2. Click File, Refine Terrain Texture Tiles. The layer is now split into 2x2 (4) tiles.
3. Repeat step 2. The layer is now divided into 4x4 (16) tiles.
4. Repeat only as needed as there is no way to go back and reduce the number of tiles.
To change terrain tile resolution

1. In Lumberyard Editor, click Game, Terrain, Export/Import Megaterrain Texture.
2. In Terrain Texture, click a tile whose resolution you want to change. Then click Change tile resolution.
3. Choose a new resolution and then click OK. Click Close.

Creating Landforms and Topography

You can add realistic mountains, hills, valleys, and other landforms to your terrain in your environment level. The primary method for creating interesting terrain features and landforms involves the following brushes:

- **Rise/Lower brush** – Increases and decreases the local terrain height to quickly create hills, valleys, and river beds, for example.
- **Flatten brush** – Flattens the terrain at a specified height and diameter. Use the Pick Height feature to select a height from which to begin flattening.
- **Smooth brush** – Smooths over sharp gradients in the terrain.
- **Holes brush** – Used to make holes in the terrain for creating areas beneath or inside the terrain such as caves.

You can also use the Terrain Editor to modify the terrain heightmap, although this method is not as accurate and does not give you the control you get from working directly in the viewport in Lumberyard Editor. For more information, see Setting Heightmap Properties (p. 980).

Topics

- Using the Rise/Lower Brush (p. 987)
Using the Rise/Lower Brush

The Rise/Lower brush is perhaps the most versatile of all the terrain brushes and is often the first used. With it you can create many macroterrain landforms and features such as mountains, hills, cliffs, valleys, and riverbeds, for example. After using this brush, see Using the Flatten Brush (p. 987) and Using the Smooth Brush (p. 987) to learn how to control the shape and overall visual look.

To use the Rise/Lower brush

1. In the Rollup Bar, on the Terrain tab, click Modify, Rise/Lower.
2. Adjust the Height slider to the desired height:
   - Use positive values for landforms that rise above the base level.
   - Use negative values for valleys and other landforms that sink below the base level.
3. Adjust the Outside Radius and Inner Radius sliders (and the difference between the values) to control the steepness of the terrain.
4. In the level, drag the mouse around to achieve the desired effect.
5. Under Modify Terrain, adjust Brush Settings and Noise Settings parameters as needed. See Terrain Brush Parameters (p. 988) for more information.
6. When done, click Terrain, Modify or press Esc.

Using the Smooth Brush

The Smooth brush softens sharp gradients in the terrain, such as the sides of mountains, cliffs and lake beds for example. This brush averages out the height of the terrain based on nearby terrain areas to provide a smoother surface.

To use the smooth brush

1. In the Rollup Bar, on the Terrain tab, click Modify, Smooth.
2. In the level, drag the mouse to create the smoothing effect.
3. Under Modify Terrain, adjust Brush Settings and Noise Settings parameters as needed. See Terrain Brush Parameters (p. 988) for more information.
4. When done, click Terrain, Modify or press Esc.

Using the Flatten Brush

The Flatten brush makes any piece of terrain completely flat at a height that you define. This is useful for creating a variety of features such as plateaus, mesas, and buttes as well as creating flat spots wherever needed.

To use the Flatten brush

1. In the Rollup Bar, on the Terrain tab, click Modify, Flatten.
2. In the level, drag the mouse to create a flat spot. The terrain is flattened at the selected Height and Diameter brush settings.
3. Under **Modify Terrain**, adjust **Brush Settings** and **Noise Settings** parameters as needed. See **Terrain Brush Parameters** (p. 988) for more information.

**Using the Holes Brush**

The Holes brush makes a geometrical hole in both the terrain layer as well as the visual mesh. It is useful for creating craters, sinkholes, caves, and other areas beneath or inside the terrain. The resulting holes can be filled with various objects such as rocks or vegetation.

**To use the Holes brush**

1. In the **Rollup Bar**, on the **Terrain** tab, click **Holes**.
2. Adjust the **Brush Radius** slider to adjust the size of the hole.
3. Click **Make Hole** to create a hole.
4. In the level, click to place the hole. By default you can see the ocean showing through.
5. To remove a hole, click **Remove Hole**. You are limited to removing one terrain unit adjacent to the existing terrain.

**Terrain Brush Parameters**

A number of settings apply to multiple terrain brushes. Use the following parameters to adjust the rise/lower, smooth, and flatten brushes.

**Outside Radius**

The outer edge of the area of the terrain brush effect.

**Sync Radius for All Types**

Select to set the same outer radius value across the flatten, smooth, and rise/lower brushes.

**Inside Radius**

The inner edge of the area of the terrain brush effect. Within this radius the effect of the brush is at its maximum.

**Hardness**

Controls the shape of the fall-off curve between the inner and outer radius of the brush.

**Height**

For the rise/lower and flatten brushes, the incremental amount the terrain is be raised/lowered or flattened with each click in the terrain level.

**Enable Noise**

Select to add random terrain variances to the brush.

**Scale**

Controls the strength of the noise effect.

**Frequency**

How often the noise effect is applied.

**Reposition Objects**

Select to realign objects with the modified terrain. Objects remain on top.

**Reposition Vegetation**

Select to realign vegetation with the modified terrain. Vegetation remains on top.
Creating Roads

You can add realistic roads to your terrain in your environment level.

For information on the road entity, see Road Entity (p. 579).

Topics
- Creating the Road Entity (p. 989)
- Applying a Road Material (p. 989)
- Adjusting Road Spline Geometry (p. 989)
- Splitting and Merging Roads (p. 990)

Creating the Road Entity

You can create and place roads using the Road entity as follows.

When performing this procedure, you may notice that parts of the road disappear into the terrain. The Align Height Map step resolves this by stretching the terrain height to match the path of the road based on its shape and on BorderWidth parameter. For information on BorderWidth and related settings, see Road Entity (p. 579).

To create and place the Road entity

1. In the Rollup Bar, on the Objects tab, click Misc, Road.
2. In your level, start at the beginning of the road and click to place a series of points that define the road's path.
3. When complete, double-click where you want the road to end.
4. In the Rollup Bar, under Road Parameters, click Align Height Map to adjust the terrain height to match the path of the road.

Applying a Road Material

After the Road entity has been placed, you can apply a material to the road.

To apply a material to a road

1. In the Rollup Bar, on the Objects tab, click Misc, Road.
2. Click <No Custom Material> to open the Material Editor.
3. In the Material Editor, expand the tree and select your asset.
4. Modify material settings and shader parameters as needed.
5. When finished, click Assign Item to Selected Objects, and close the Material Editor.

Adjusting Road Spline Geometry

You can make precise changes to the geometry of a road by adjusting the spline points and parameters.

To adjust road spline parameters

1. In the Rollup Bar, on the Objects tab, click Misc, Road.
2. Under Spline Parameters, click Edit, and do any of the following for the road in your level:
   - To move a point, drag it.
   - To add a new point, hold down Ctrl while you click on the spline at the desired location.
Creating Bodies of water

You can create realistic-looking ocean, lakes, rivers, waterfalls, and pools with waves and ripples. Players and objects interacting with water surfaces also generate waves and ripples. Water gets its appearance from reflections on the surface and the interaction of light with particles suspended underneath the surface. You need both to achieve an authentic look.

Lumberyard offers three different shaders for rendering bodies of water:

- **Water Shader (p. 1213)** – For oceans only
- **WaterVolume Shader (p. 1217)** – For lakes, rivers, ponds and all other water volumes
- **Waterfall Shader (p. 1215)** – For waterfalls only

Lumberyard also supports caustics. Caustics are optical properties caused by light refracting through a volume of water, creating light and dark patterns at the bottom. Realistic caustic effects also include water ripples generated from players and other objects interacting with the water surface.

**Note**

To make caustics visible, you must place water volumes at a height of 1 or greater in your level.

Topics

- Preparing the Terrain (p. 990)
- Setting Ocean Parameters (p. 991)
- Creating Rivers (p. 991)
- Adding Waterfalls (p. 994)
- Adding Water Puddles (p. 995)
- Adding Fog Above Water (p. 995)
- Advanced Water Volume Parameters (p. 996)

Preparing the Terrain

For all water volumes such as lakes, ponds, and reservoirs, the terrain must first be lowered and sculpted to contain the body of water. To create the bottom and walls of your body of water, you need to consider the depth, shape, and edges of your landform geography.
For rivers, see Preparing the River Terrain (p. 992).

**To prepare the terrain for bodies of water**

1. In the **Rollup Bar**, on the **Terrain** tab, click **Modify, Rise/Lower**.
2. Adjust the **Outside Radius** value as needed for the widest point of the water volume.
3. Adjust the **Height** value to a negative value for the depth of the water volume.
4. Adjust the other terrain brush settings as needed to fine-tune the look of the walls. See Terrain Brush Parameters (p. 988) for more information.
5. In your level, drag to define the shape. Release the mouse button and repeat as needed.

**Setting Ocean Parameters**

When you create a new level, Lumberyard creates an ocean by default, complete with waves and reflections. The ocean uses the **Water Shader** (p. 1213). You can change the ocean’s various properties and effects.

**To set ocean parameters**

1. In the **Rollup Bar**, on the **Terrain** tab, click **Environment**.
2. Under **Ocean**, adjust the following parameter values:
   
   - **Material** – Click the ... button to access Material Editor and select your asset.
   - **Caustic depth** – Set the depth to which caustic effects are visible.
   - **Caustic intensity** – Scale the intensity of the caustics for the water surface normals.
   - **Caustic tiling** – Scale the caustic tiling applied to the water surface normals. You can scale caustics independently of the surface material in cases of strong tiled normals or vice-versa.

**Creating Rivers**

You can add realistic rivers, complete with waterfalls, to your terrain in your environment level.

The following are best practices and guidelines to keep in mind when creating rivers.

- Rivers are 2D objects, which means rivers cannot be made to flow down steep inclines. However, to make a river flow down gentle inclines, you can rotate the river along the Z axis slightly (Z=0.5 to 1.0).
- To create rivers that appear to flow down steep inclines, create multiple rivers and connect them with waterfalls.
- The more points you place for the river geometry, the more control you have for direction and curvature.
- The wider the river, the further apart the points should be to avoid clipping at sharp corners.
- For more realism, paint the bottom of the river a different texture and add vegetation.
- For more realism, add particle effects.

For information on the river entity see River Entity (p. 579).

**Topics**

- Preparing the River Terrain (p. 992)
- Creating the River Entity (p. 992)
- Applying a River Material (p. 993)
- Adjusting River Spline Geometry (p. 994)
Preparing the River Terrain

Rivers need a riverbed and walls, which you implement as a deformation in the terrain. Use the rise/lower terrain brush for this effect.

To create a realistic-looking riverbed and walls, make sure that the walls of the river are above the starting (first) point of the river for the entire length of the river.

To create the riverbed and walls

1. In the Rollup Bar, on the Terrain tab, click Modify, Rise/Lower.
2. Adjust the Outside Radius slider as needed for the width of the riverbed.
3. Adjust the Height slider to a negative value for the depth of the riverbed.
4. Adjust the other terrain brush settings as needed to fine-tune the look of the riverbed. See Terrain Brush Parameters (p. 988) for more information.
5. In your level, position the mouse at the start of river, and then drag to define the direction and course of the river. Release the mouse at the end of the river.

Creating the River Entity

After you have prepared the riverbed, you next create and place the River entity.

When performing this procedure, you may notice that parts of the river disappear into the terrain. The Align Height Map step resolves this by stretching the terrain height to match the path of the river based on its shape and on BorderWidth parameter. For information on BorderWidth and related settings, see River Entity (p. 579).
To create and place the River entity

1. In the Rollup Bar, on the Objects tab, click Misc, River.
2. In your level, starting at the beginning of the river bed, click to place a series of points that define the river's path.
3. When complete, double-click at the end of the river bed.
4. In the Rollup Bar, under River Parameters, click Align Height Map to adjust the terrain height to match the path of the river.

Applying a River Material

After you place the river entity, you can apply a material to the river. Rivers use the WaterVolume Shader (p. 1217).

To apply a material to a river

1. In the Rollup Bar, on the Objects tab, click Misc, River.
2. Click <No Custom Material> to open Material Editor.
3. In the Material Editor, expand the tree and select your asset.
4. Modify material settings and WaterVolume Shader (p. 1217) parameters as needed.
5. When finished, click Assign Item to Selected Objects, and close Material Editor.
Adjusting River Spline Geometry

You can make precise changes to the geometry of a river. You simply adjust the spline points and parameters.

**To adjust river spline parameters**

1. In the Rollup Bar, on the Objects tab, click Misc, River.
2. Under Spline Parameters, click Edit, and do any of the following for the river in your level:
   - To move a point, drag it.
   - To add a new point, hold down Ctrl while clicking the spline at the desired location.
   - To delete a point, double-click it.
   - To change the angle at a point, select it and adjust the Angle value.
   - To change the width at a point, select it, clear the Default width check box, and adjust the Width value.

**Tip**

You can also change the positions of any spline point. Just select a point and use the X, Y, Z, and XY axis-lock buttons located at the top of Lumberyard Editor.

Splitting and Merging Rivers

You can split a river apart and merge two rivers together.

**To split or merge rivers**

1. In the Rollup Bar, on the Objects tab, click Misc, River.
2. Under Spline Parameters, click Edit, and do either of the following in your level:
   - To split a river apart, select the desired point and click Split.
   - To merge two rivers together, select the end point of one river and the start point of another river. Then click Merge.

Adding Waterfalls

A waterfall is a natural feature to add to cliffs or when a river changes elevation or course. Waterfalls are placed as 2D decals in the terrain.

**To add a waterfall**

1. In Lumberyard Editor, click Tools, Material Editor.
2. In the Material Editor, select a suitable texture asset.
3. Under Material Settings, select the Waterfall shader.
4. Under Texture Maps, place the texture in the alpha channel of the Diffuse texture map.
5. Expand Diffuse\Oscillator and adjust parameter values to produce a realistic animation effect for the texture.
6. Under Shader Params, adjust Foam parameters as needed.
7. Adjust other material settings and shader parameters as needed.
8. Place the waterfall in your level, clicking to create a simple geometry that follows the terrain.
9. Apply water (rain) particle effects if desired.
Adding Water Puddles

To create realistic water puddles and water rifts, use non-tiling textures that can be placed as decals. While water puddles could be created as a water volume, using decals is less demanding on resources. For more information on decals, see Working with Decals (p. 1234).

For proper blending between the water puddle and the terrain, use an alpha channel with a smooth gradient so it fades into the terrain and the transition won't be noticeable.

To add a water puddle

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the Material Editor, select a suitable material asset.
3. Under **Lighting Settings\Specular**, type `85, 85, 85`
4. In your level, click to place the puddle.
5. In the **Rollup Bar**, on the **Objects** tab, click **Custom, GameVolume**.
6. Under **GameVolume Params**, click **VolumeClass** and select **WaterVolume**.
7. In your level, click boundary points around the puddle. Double-click the last point to complete the enclosure.

Adding Fog Above Water

You can add realistic-looking fog above water surfaces. For more information about Lumberyard's fog system, see Fog Systems (p. 1264).

To add fog above water

1. In your level, click to select the water volume entity above which you want to add fog.
2. In **Rollup Bar**, on the **Objects** tab, click **Area, WaterVolume, WaterVolume Params**, and modify the following parameters as needed.

   **FogDensity**
   
   Specifies how dense the fog appears.

   **FogColor**
   
   Sets the fog color.

   **FogColorMultiplier**
   
   Defines how bright the fog color is.

   **FogColorAffectedBySun**
   
   Enables the Setting Sun Parameters (p. 1006) Sun color parameter value to affect fog color.

   **FogShadowing**
   
   Enables the surface of water to receive shadows. You can control the shadow darkness. Valid values are 0–1.

   For this parameter to function, the console variable `r_FogShadowsWater` must be set to 1. **FogShadowing** is only available when the Config Spec setting in Lumberyard Editor is set to Very High.

   In addition, if the VolFogShadows property is enabled in the Terrain\Environment panel in **Rollup Bar**, shadow darkness is automatically set to full. However, the fog above the water will have volumetric shadowing.
CapFogAtVolumeDepth

If false, continues to render fog below the specified river depth.

### Advanced Water Volume Parameters

The following advanced parameters apply to water volumes.

**To set advanced Water Volume parameters**

1. In Rollup Bar, on the **Objects** tab, click **Area**.
2. Under **Object Type** click **WaterVolume**.
3. Under **WaterVolume Params\Advanced**, adjust the following parameter values as needed:

   - **FixedVolume**
     - Traces a ray down to find a 'vessel' entity and 'spill' the requested amount of water into it. For static entities, it attempts to boolean-merge any surrounding static that intersects with the first vessel (use the **No Dynamic Water** flag on brushes that do not need that).

   - **VolumeAccuracy**
     - Water level is calculated until the resulting volume is within this (relative) difference from the target volume (if set to 0 it runs up to a hardcoded iteration limit).

   - **ExtrudeBorder**
     - Extrudes the border by this distance. This is particularly useful if wave simulation is enabled as waves can raise the surface and reveal open edges if they lie exactly on the vessel geometry.

   - **ConvexBorder**
     - Takes convex hull of the border. This is useful if the border would otherwise have multiple contours, which areas do not support.

   - **ObjectSizeLimit**
     - Only objects with a volume larger than this number takes part in water displacement (set in fractions of FixedVolume).

   - **WaveSimCell**
     - Size of cell for wave simulation (0 means no waves). Can be enabled regardless of whether FixedVolume is used.

   - **WaveSpeed**
     - Sets how “fast” the water appears.

   - **WaveDamping**
     - Standard damping.

   - **WaveTimestep**
     - This setting may need to be decreased to maintain stability if more aggressive values for speed are used.

   - **MinWaveVel**
     - Sleep threshold for the simulation.
Copy Sim Area Growth

If changing water level is expected to make the area expand, the wave simulation grid should take it into account from the beginning. This sets the projected growth in fractions of the original size. If wave simulation is not used, this setting has no effect.

Copying and Moving Terrain Areas

You can copy and move areas or sections of terrain, including vegetation, water, and other objects in your level. You can also rotate sections of terrain.

To copy or move a section of terrain

1. In Rollup Bar, on the Terrain tab, click Move Area.
2. Click Select Source and then click in the level to define the volume that is copied or moved.
3. Click Select Target and click in the level to define the target volume location.
4. Adjust the values of the following parameters as needed.
   - **Sync Height**
     Sets the Z position of the source and target volumes to the same value.
   - **Target Rotation**
     Rotates the source volume counterclockwise by the selected amount when moved to the target location.
   - **DymX, Y, Z**
     Changes the dimension of the source volume.
   - **Only Vegetation**
     Moves or copies only vegetation and other objects and not the terrain itself.
   - **Only Terrain**
     Moves or copies just the terrain and not vegetation or other objects.
5. Click Copy or Move.

Importing and Exporting Terrain Blocks

You can import and export terrain areas or blocks. When importing or exporting, you should also import or export the associated terrain texture layers.

To import a terrain block and texture layers

1. In Lumberyard Editor, click Game, Terrain, Import Terrain Block and select a .trb file to import.
2. Click Terrain, Terrain Texture Layers.
3. Click File, Import Layers and select terrain texture files to import.

To export a terrain block and texture layers
1. In Lumberyard Editor, click Game, Terrain, Export Terrain Block, and select a `.trb` file to export.
2. Click Terrain, Terrain Texture Layers.
3. Click File, Export Layers, and select terrain texture files to export.

Importing Splat Maps

Splat maps are 8-bit monochrome bitmap `.bmp` files that contain weight information for each vertex in a terrain map. Splat maps are generated using a DCC tool such as World Machine’s Splat Converter.

To import splat maps
1. In Lumberyard Editor, choose Tools, Other, Terrain Texture Layers.
2. In the Terrain Texture Layers editor, under Layer Tasks, assign each splat map to a texture layer by clicking a layer and then clicking Assign Splat Map.
3. When prompted, select a .bmp file. You don't need to assign a splat map path to a layer, but you can't assign more than one path either.

4. Under **Layer Tasks**, click **Import Splat Maps**. This clears the current weight map for the terrain and then rebuilds it using the selected splat maps.

5. In **Lumberyard Editor**, choose **Game, Terrain, Generate Terrain Texture**.

**Note**
You cannot apply masking to an imported splat map.

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### Working with Layers

You use level layers to organize objects and content, as well as for streaming. Any object placed on a layer can be hidden or unhidden using layers or Flow Graph. Doing so keeps performance high and memory consumption low.

You can also divide layers into sub-layers and into action bubbles, which represent the logical steps the player progresses through on the level.

Layers are stored as .LYR files on disk.

**Note**
You can place or assign objects to layers, as described in Assigning Objects to Layers (p. 1000). Entities, however, cannot be placed in layers. Even if it appears to work initially, all entities will be reverted to the base layer upon exiting the level file.

**Topics**
- Managing Level Layers (p. 999)
- Assigning Objects to Layers (p. 1000)
- Streaming and Switching Layers (p. 1001)

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### Managing Level Layers

Layers are used in a level to group similar objects like brushes and entities together.

**To create a new layer**

1. In the **Rollup Bar**, on the **Layers** tab, click the New Layer icon (left-most option).
2. Type a name for the layer, and then enable or disable the various layer settings as needed.
3. After you create a layer, you can manage it by right-clicking the layer name in the **Rollup Bar** and doing the following:
   - To delete the layer, click **Delete**.
   - To export the layer, click **Export**.
   - To reload the layer, click **Reload**.
   - To import a layer that has been previously exported, click **Import Layers** and then select the applicable layer(s).
   - To group or nest a layer under another layer, press **Ctrl** and the left mouse button while you drag the layer onto the layer that you want to group it under, then release.
   - To ungroup a layer, press **Ctrl** and the left mouse button while you drag the layer to an empty space at the bottom of the layer list, then release.
Level Layer Settings

You can modify a layer's settings in the Layer dialog box.

To change a layer's settings

1. In the Rollup Bar, click the Layers tab.
2. Right-click the layer and choose Settings.
3. Modify the following settings as desired and then click OK:

- **Visible**
  When enabled, the layer is visible.

- **Frozen**
  When enabled, object interaction on a layer is disabled (frozen)

- **Export Layer Pak**
  TBD

- **Load By Default**
  When enabled, loads the layer when the level is loaded. Enable this when layer streaming is enabled and layer objects are visible in the level. When disabled, the layer is not loaded initially when the level is loaded. To enable layer streaming, see Streaming and Switching Layers (p. 1001).

- **Export to *.lyr**
  When enabled, layer is saved in the .lyr file format on disk when you save the level. When disabled, the layer is stored as an external layer and is underlined to indicate such.

- **Use In Game**
  When enabled, the layer is exported to the game when the level is exported to Lumberyard (click File, Export to Engine).

- **Enable Physics**
  When enabled, objects on the layer respond to physics.

- **Export to All Platforms**
  Exports layer to all supported game platforms.

- **Export to Specific Platform(s)**
  Exports layer to selected game platform(s) only.

Assigning Objects to Layers

You can assign objects to a specific layer for a given level so you can control them as a group. By default, all objects are placed in the Main layer unless you assign it to another layer.

If a different layer has been selected, any objects you add to the level are automatically assigned to that layer.

To assign an object to a layer

1. In Lumberyard Editor, select an object in the viewport.
2. In the Rollup Bar, on the Objects tab, under Entity, click the layer icon, and then select the desired layer.

To control objects on a layer

1. In the Rollup Bar, click the Layers tab.
2. Select a layer and do any of the following:
   - To control object visibility, toggle the eye icon to display or hide all objects on the layer.
   - To control object interaction, toggle the arrow icon to enable or disable (freeze) interaction with all visible objects on the layer.
   - To toggle visibility or interaction for all objects on all layers, toggle the eye or arrow icons above the layer list.

Streaming and Switching Layers

Layer streaming and layer switching control the visibility of all entities and geometry on a level in real time. Without the efficient use of layer switching, game performance can quickly degrade. It is important to find suitable locations within a level where layer switching should take place, such as between rooms, or between indoors and outdoors for example.

The following guidelines and limitations apply to layer streaming and switching:

- Make sure that all of the layers are visible (not hidden) in the Lumberyard Editor. If you hide layers in the editor, they will not be visible in the game, and flow graph cannot unhide them. You can, however, use flow graph to hide layers that are visible in the editor.
- Set the Load by default (p. 1000) option on the layer settings, or else the layer won't unhide correctly.
- Triggers inside a hidden layer do not function so do not switch layers that contain triggers.
- Physics proxies are not affected by layer switching.
- Use the es_LayerDebugInfo 1 console variable to display all active layers for debugging purposes.
- Use the e_ObjectLayersActivation 1 console variable (default is 0) to activate layer switching.

Layer Streaming

Layer streaming is disabled by default. To use it, you must first enabled it.

To enable layer streaming

1. In the Rollup Bar, on the Terrain tab, click Environment.
2. Under EnvState, select Use layers activation.

Layer Switching

You use Flow Graph to set up the switching of layer visibility. The logic is simple:

1. Start the game.
2. Hide layer B and show layer A when the player is in proximity.
3. Switch visibility when the player is going from location A to B.

The following figure shows the flow graph node used to switch layers.
To switch layer visibility

1. In the Rollup Bar, on the Objects tab, click Entity.
2. Under Browser, expand Default and double-click FlowgraphEntity.
3. Scroll down to the Flow Graph section if needed and click Create.
4. Type a group name for the Flow Graph and click OK.
5. In the Flow Graph window, under Flow Graphs, select FlowgraphEntity1.
6. Right-click anywhere in the graph, and then click Add Node, Engine, LayerSwitch.
7. In the Engine:LayerSwitch node, double-click Layer= and choose a layer from the list to be switched. Then connect the following inputs and outputs as needed.

   - **Hide** – Input that hides the layer.
   - **Unhide** – Input that makes the layer visible.
   - **EnableSerialization** – Input that enables layer serialization.
   - **DisableSerialization** – Input that disables layer serialization.
   - **Hidden** – Output that signals that the layer is now hidden.
   - **Unhidden** – Output that signals that the layer is now visible.

For more information about flow graphs and how to connect inputs and output, see the Flow Graph System (p. 586)

Working with Database Libraries

With Lumberyard's Database View editor, you can organize and work within the libraries of your game items. You can add new or load existing libraries to your level, or remove libraries from your level. Within a library, you can organize items by customized groups, clone and edit items, assign items to selected objects, and retrieve properties from the current selection.

The Database View editor displays the following categories of libraries on its tabs:

- **Entity (p. 538)** Library
- **Prefabs (p. 533)** Library
- **Vegetation (p. 1017)**
- **Particles (p. 1093)**
- **GameTokens (p. 890)**

Using the Database View editor's toolbar, you can load, save, or add new libraries, or remove a library. The drop-down menu features a list of libraries that you've already opened; select an open library from
Adding Sky Effects

You can create realistic-looking skies by setting sun, moon, atmospheric, and time-of-day effects. You can create two types of skies: dynamic and static.

Dynamic skies use the SkyHDR Shader (p. 1207) to render realistic effects.

The primary tools used to create different sky effects for your level are the Time of Day Editor and the Sun Trajectory Tool, as shown below:

The item browser pane (A) shows the groups and items that are available in the current library. The properties pane (B) displays the properties of the item selected in the item browser. Some tabs also feature a preview pane (C).
Topics

- Creating a Dynamic Daytime Sky (p. 1005)
Creating a Dynamic Daytime Sky

To add a dynamic daytime sky, you adjust various sun parameters, atmospheric properties, sun ray effect, and sun shadows. Dynamic skies use the SkyHDR Shader (p. 1207).

All properties and parameters in the following topics are ignored when you use a static sky (SkyBox), which uses the Sky Shader (p. 1206).

Topics
- Setting Daytime Atmospheric Effects (p. 1005)
- Setting Sun Parameters (p. 1006)
- Adding Sun Rays (p. 1006)
- Setting Sun Shadow Settings (p. 1007)
- Adding Cascaded Sun Shadows (p. 1007)

Setting Daytime Atmospheric Effects

To create dynamic daytime sky atmospheric effects, you modify sun and light-scattering setting that affect the appearance of distant objects, which shift in color due to atmospheric interference. These settings do not directly affect the rendering of objects or environment lighting colors and intensities.

To set daytime atmospheric effects

1. In Lumberyard Editor, choose Tools, Other, Time Of Day.
2. In the Time of Day Tasks pane, under Tasks, choose Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Sky Light, adjust the following parameters as needed:

   **Sun intensity**
   - Sets the illuminance of the sun and uses an RGB sun color value to compute the atmosphere color. You can use this parameter in conjunction with Sun color to provide desired scene luminance. For bright sunlight, you can use an average illuminance value of 120000 lux. The intensity of the sun decreases as it nears the horizon, so you can add keys to the timeline to lower the intensity value appropriately. To accurately render shadows at night time, you can add keys to the timeline and set the value to 5.

   **Sun intensity multiplier**
   - Sets the brightness of the sun. The brightness is multiplied by the sun intensity to yield the overall color. You can use this parameter in conjunction with Sun color multiplier to provide desired scene luminance. Higher values result in brighter skies. Lower values simulate an eclipse.

   **Mie scattering**
   - Controls mie scattering, which is caused by pollen, dust, smoke, water droplets, and other particles in the lower portion of the atmosphere. Mie scattering occurs when the particles that cause the scattering are larger than the wavelengths of radiation that are in contact with them. Mie scattering is responsible for the white appearance of clouds.
     - Higher values create a hazy sky. Lower values create a clear sky. For a balanced sky, you can set this value to 4.8.
Rayleigh scattering

Controls rayleigh scattering, which is sunlight scattering from atmospheric gases. Rayleigh scattering occurs when the particles that cause the scattering are smaller than the wavelengths of radiation that are in contact with them. As the wavelength decreases, the amount of scattering increases. Rayleigh scattering is responsible for the blue appearance of the sky.

Higher values create a red-yellow sky. Lower values create a blue sky. For a blue daytime sky and red-yellow sunset sky, you can use the default value of 2.0.

Sun anisotropy factor

Controls the sun's apparent size. As this value approaches -1.0, the sun's disk becomes sharper and smaller. Higher values create a larger, fuzzier disk. For a balanced size, you can set this value to -0.995.

Wavelength R, G, B

Sets the hue (RGB values) of the atmosphere. You can create different atmospheres by adjusting the color values and gradients. This can be particularly useful with rayleigh scattering, when you choose a sun intensity of pure, bright white.

Setting Sun Parameters

You can define how the sun appears in the daytime sky.

To set sun parameters

1. In Lumberyard Editor, choose Tools, Other, Time Of Day.
2. In the Time of Day Tasks pane, under Tasks, choose Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Sun, adjust the following parameters as needed:
   - Sun color – Sets the color (RGB values) of the sun. You can use this parameter in conjunction with Sun intensity to provide desired scene luminance. This parameter is also used to control the color and intensity of the light from the moon.
   - Sun intensity (lux) – Sets the brightness of the sun. This value is multiplied by the sun color to yield the overall color.
   - Sun specular multiplier – Controls the brightness and intensity of the sun on specular materials in your scene.

Adding Sun Rays

You can create a sun rays effect, which simulates the shafts of light that the sun produces under certain atmospheric conditions.

To add sun rays

1. In Lumberyard Editor, choose Tools, Other, Time Of Day.
2. In the Time of Day Tasks pane, under Tasks, choose Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Sun Rays Effect, adjust the following parameters as needed:
   - Sun shafts visibility – Sets the visibility of the sun shafts. Higher values accentuate the shadow streaks that are caused by the sun light penetrating objects.
• **Sun rays visibility** – Sets the visibility of the sun rays. Higher values create brighter rays around the sun.

• **Sun rays attenuation** – Sets the length of the sun rays. Higher values create shorter rays around the sun.

• **Sun rays sun color influence** – Sets the degree to which the color of the sun contributes to the color of the sun rays. Set this value to 1 to use the color of the sun for the sun rays. Set this value to 0 to use a custom color. Set this value to any number between 0 and 1 to use a color between the sun color and custom color.

• **Sun rays custom color** – Specifies a custom color for the sun rays. To use this parameter, you must set the **Sun rays sun color influence** parameter to a value greater than 0.

### Setting Sun Shadow Settings

You can define how sun shadows appear in your level.

**To set sun shadow settings**

1. In Lumberyard Editor, click **Tools, Rollup Bar**.
2. In the **Rollup Bar**, on the **Terrain** tab, choose **Environment**.
3. Under **EnvState**, adjust the following parameters as needed:

   • **Sun shadows min spec** – Specifies the minimum system specification for casting sun shadows.

   • **Sun shadows additional cascade min spec** – Specifies the minimum system specification for rendering an additional sun shadow cascade at a larger viewing distance.

### Adding Cascaded Sun Shadows

You can create multiple cascaded shadow maps for your level, which controls how sun shadows look at varying distances. The higher the cascade, the further it is away from the camera (cascade 0 is closest to the camera) and the lower the resolution of the shadows.

**To create cascaded sun shadows**

1. In Lumberyard Editor, choose **Tools, Other, Time Of Day**.
2. In the **Time of Day Tasks** pane, under **Tasks**, click **Toggle Advanced Properties** to view all parameters.
3. In the **Parameters** pane, under **Shadows**, adjust the following parameters as needed for each shadow cascade:

   • **Cascade number Bias** – Specifies the distance of the shadow connection from the shadow-casting object. For a more realistic effect, set the value between 0.01 and 0.05.

   • **Cascade number Slope Bias** – Specifies the slope gradient for the shadows. Higher values reduce shadows that are cast from an object with a high light angle. For a more realistic effect, set the value between 32 and 64. Slope bias has little to no impact on performance.

   • **Shadow Jittering** – Sets the softness of all cascaded sun shadows. Higher values may impact performance.

### Creating a Dynamic Night Sky

To add a dynamic nighttime sky, you adjust various horizon, moon, and stars settings. Dynamic skies use the **SkyHDR Shader** (p. 1207).
All properties and settings in the following topics are ignored when using a static sky (SkyBox).

Topics
- Setting Nighttime Atmospheric Effects (p. 1008)
- Setting Moon Parameters (p. 1009)

Setting Nighttime Atmospheric Effects

To add dynamic nighttime atmospheric effects, you set various horizon, moon, and star field parameters.

To set nighttime atmospheric parameters

1. In Lumberyard Editor, choose Tools, Other, Time Of Day.
2. In the Time of Day Tasks pane, under Tasks, choose Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Night Sky and Night Sky Multiplier, adjust the following parameters as needed:

   Horizon color (and multiplier)
   Specifies the horizon color of the night sky gradient. The RGB value is scaled by the multiplier. You can make a light pollution effect more pronounced by setting this value to a dark blue color (20, 36, 51).

   Zenith color (and multiplier)
   Specifies the zenith color of the night sky gradient. The RGB value is scaled by the multiplier. You can make the night sky gradually appear darker further from the horizon by setting this value to black.

   Zenith shift
   Sets the transition for the two colors in a night sky gradient. Smaller values shift the transition towards the bottom. Larger values shift the transition towards the top. You can create a smooth transition by setting this value to 0.8.

   Star intensity
   Sets the overall brightness of the stars. Star flickering is by design and cannot be controlled. You can make the stars bright for night time by setting this value to 0.01 between 00:00 – 06:00 and 18:00 – 23:59.

   Moon color (and multiplier)
   Specifies the moon's emissive color. The RGB value is scaled by the multiplier. You can make the moon a less saturated blue by setting this value to 51, 58, 65. You can create a light blue transition color by creating two keys at 07:00 and 17:00 and setting the value to 200, 228, 255. Setting this value to 0 removes the moon texture.

   Moon inner corona color (and multiplier)
   Specifies the color of the moon's inner corona (glow around the moon). The RGB value is scaled by the multiplier.

   Moon inner corona scale
   Specifies the size and blurriness of the moon's inner corona. Smaller values create a bigger, blurry corona. Larger values create a smaller, focused corona.
Moon outer corona color (and multiplier)

Specifies the color of the moon's outer corona. The RGB value is scaled by the multiplier.

Moon outer corona scale

Specifies the size and blurriness of the moon's outer corona. Smaller values create a bigger, blurry corona. Larger values create a smaller, focused corona.

Setting Moon Parameters

You can define how the moon appears in the nighttime sky.

To set moon parameters

1. In Lumberyard Editor, click Tools, Rollup Bar.
2. In the Rollup Bar, on the Terrain tab, choose Environment.
3. Under Moon, adjust the following parameters as needed:
   - Latitude – Sets the latitude of the moon.
   - Longitude – Sets the longitude of the moon.
   - Size – Adjusts the size of the moon.
   - Texture – Specifies the asset for creating the moon texture.

Creating Time of Day Sky Effects

You can use time of day effects to create dynamic skies to simulate the changing lighting effects that are caused by the sun moving across the sky. You can also configure and store a complete day-night cycle of changing environment parameters to add realism to your level.

The Time of Day editor and Sun Trajectory Tool are used to achieve these effects.

Note

All properties and parameters in the following topics are ignored when using a static sky (SkyBox).

Topics

- Setting Dawn and Dusk Effects (p. 1009)
- Setting a Day-Night Cycle (p. 1010)

Setting Dawn and Dusk Effects

You can simulate the changing lighting effects that are caused by the sun moving across a dynamic sky. You can set sunrise time, duration of dawn, sunset time, duration of dusk, current time, and the path of the sun.

To set dawn and dusk effects

1. In Lumberyard Editor, click Tools, Layer Editor.
2. In the Layer Editor, select Terrain and Lighting.
3. Close the Layer Editor.
4. In Lumberyard Editor, click Tools, Other, Sun Trajectory Tool.
5. In the Sun Trajectory Tool, set the following properties and parameter values as needed:
Time of Day

Sets the current time.

Sun Direction

Specifies the direction where the sun rises.

Dawn Time

Specifies the time the sun will rise.

Dawn Duration

Sets the transition duration of moon-to-sun lighting.

Dusk Time

Specifies the time the sun will set.

Dusk Duration

Sets the transition duration of sun-to-moon lighting.

Force sky update

If selected, updates the sky light calculations for each frame. If cleared, distributes calculations over several frames.

Import

Imports settings from a saved lighting file (.lgt).

Export

Exports current settings to a lighting file (.lgt).

Terrain Occlusion

Creates the effect of indirect lighting.

Super Sampling

Interpolates the pixels of indirect sampling data to eliminate hard transitions.

Setting a Day-Night Cycle

You can use the Time of Day Editor to configure changes to environment parameters over time to mimic a day-night lighting cycle. The Time of Day Editor uses a 24-hour timeline graph and a recording function to store changing environment parameter values in an XML file. Select the red button to record.

Environment parameter values that you change in the Parameters panel of the Time of Day Editor are set for the currently selected time. The Time of Day graph shows changes to the selected parameter over time. When a parameter value is changed, the graph curve is updated for the currently selected time. You can also directly change the curve by dragging it up or down between the key frame points. Key frame points are displayed as yellow dots. You can insert new key frame points by double-clicking the curve. To remove existing key frame points, double-click the key frames (yellow dots) themselves. Lumberyard interpolates parameter values for times that lie between key frame points.
To configure a day-night cycle

1. In Lumberyard Editor, click **Tools, Other, Time Of Day**.
2. In the **Time of Day Tasks** pane, under **Tasks**, click **Toggle Advanced Properties** to view all parameters.
3. In the **Parameters** pane, adjust the parameter value for each cycle that you want to create. Then do the following:
   a. Click the red button to start recording.
   b. In the **Time of Day Tasks** pane, under **Time**, set the **Current Time** to apply the parameter value. The graph reflects the new value at the specified time.
   c. Set a new parameter value and current time value pair. Repeat as many times as needed to get a realistic change over time for the parameter.
   d. Click the red button to stop recording.
4. In the **Time of Day Tasks** pane, complete the following tasks as needed to export, import, and play a time-of-day (day–night) cycle.

   **Import From File**
   
   Imports cycle settings from an .xml file.
Creating a Static Sky (SkyBox)

Static skies use the Sky Shader (p. 1206) and a SkyBox, which is a cube that uses textures on five of the sides (all except the bottom) to render a hemispheric dome to simulate the sky in your level. As such, static skies cannot take advantage of dynamic or animated Time of Day effects, HDR settings, and sun and moon parameters.

Topics

- Setting Skybox Parameters (p. 1012)
- Asynchronous SkyBox Switching (p. 1013)

Setting Skybox Parameters

Setting up a static sky involves using the Sky Shader (p. 1206), setting skybox parameters and placing the skybox in your level.

To set skybox parameters

1. In Lumberyard Editor, click Tools, Other, Time of Day.
2. In the Time of Day editor, in the Time of Day Tasks pane, under Tasks, click Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Advanced, set Skybox multiplier to 1. This parameter sets the brightness of the skybox for a static sky.


5. In the Rollup Bar, on the Terrain tab, click Environment.

6. Under SkyBox, click the browse (..) button next to Material to select your asset.

7. In the Material Editor, select an asset from the browser tree and then select a material that uses the Sky Shader (p. 1206).

8. Under Material Settings, verify that Sky is selected for the Shader.

9. Adjust shader parameters as needed.

10. In the toolbar, click Assign Item to Selected Objects (first icon).

11. Close the Material Editor.

12. Drag to place the previously selected asset into your level.

13. In the Rollup Bar, on the Terrain tab, under Environment, SkyBox, adjust the values for the following parameters:
   - Material low spec – Select the skybox material that will display at low specs.
   - Angle – Specify the angle to rotate the skybox.
   - Stretching – Specify the amount to stretch the skybox texture to reduce the horizon line.

Asynchronous SkyBox Switching

Using Flow Graph, you can perform asynchronous SkyBox switching.

To perform asynchronous skybox switching

1. In Lumberyard Editor, click Tools, Rollup Bar.

2. In the Rollup Bar, select your asset.

3. Under Flow Graph, click Create and then type a name for the flow graph.

4. In Flow Graph, under Flow Graphs, select the entity.

5. Right-click in the flow graph grid and click Add Node, Environment, Skybox Switch.

Adding Weather Effects

Lumberyard offers a variety of realistic weather effects for your level environment.

Topics
- Adding Wind Effects (p. 1013)
- Adding Clouds (p. 1015)

Adding Wind Effects

You can create realistic wind effects in your level environment.

Topics
- Adding Global Wind (p. 1014)
- Adding Ocean Wind (p. 1014)
- Creating Wind Areas (p. 1014)
Adding Global Wind

Global wind and breezes affect everything in your level, such as all vegetation. Here's how to set them up:

To set global wind parameters
1. In Rollup Bar, under Terrain, click Environment.
2. Under the EnvState section, adjust values of the following parameters:
   • Wind vector – Speed and wind direction vector. Positive x values are east; positive y values are north.
   • Breeze generation – Enables breezes.
   • Breeze strength – Controls the intensity of the breeze.
   • Breeze movement speed – Controls the velocity of the breeze. Use it to produce short, rapid gusts of wind.
   • Breeze variation – Varies breeze speed, strength, and size.
   • Breeze life time – Sets the duration of each breeze, in seconds.
   • Breeze count – Sets the number of breezes generated per instance.
   • Breeze spawn radius – Radius of breeze travel.
   • Breeze spread – Determines the degree of variation in breeze direction.
   • Breeze radius – Sets the radius of breeze influence.

Adding Ocean Wind

You can simulate realistic wind and wave effects for the ocean in your level.

To set ocean wind parameters
1. In Rollup Bar, on the Terrain tab, under Terrain, click Environment.
2. Under the OceanAnimation section, adjust the following parameters:
   • Wind direction – Sets the wind direction from 1 to 4 in 90 degree increments.
   • Wind speed – Sets the wind speed for surface waves.
   • Wave frequency – Sets the frequency of waves. Smaller values mean fewer, longer waves (deep ocean depth). Larger values mean more, shorter waves (shallow ocean depth).
   • Wave height – Sets wave height in meters by means of vertex displacement.

Creating Wind Areas

Wind areas define a location within which objects experience wind. If no direction is set, wind moves omnidirectionally from the center of the wind area.

To create a wind area
1. In Rollup Bar, under Objects, click Entity.
2. Under Browser, expand Physics and double-click WindArea.
3. Drag to place the entity in your level. A bounding box with direction areas appears.
4. Under **Entity Properties**, adjust values of the following parameters:
   - **Active** – Enables or disables wind inside the area.
   - **AirDensity** – If greater than 0, causes objects moving through the air to slow down.
   - **AirResistance** – If greater than 0, causes lightweight objects to experience buoyancy.
   - **Ellipsoidal** – Specifies an ellipsoidal drop off in air speed.
   - **FalloffInner** – Sets the distance at which distance-based air speed begins to drop off.
   - **Speed** – Sets the wind speed.
   - **Dir** – Sets the wind direction.
   - **Size** – Sets the size of the wind area.

### Adding Localized Wind

Localized wind is used to simulate wind from a specific object, such as a fan or jet exhaust. You set up localized wind with the wind entity.

**To set localized wind parameters**

1. In **Rollup Bar**, under **Objects**, click **Entity**.
2. Under **Browser**, expand **Physics** and double-click **Wind**.
3. Drag to place the entity in your level at the desired location.
4. Under **Entity Properties**, adjust the following parameters:
   - **FadeTime** – Enables or disables fade time.
   - **vVelocity** – Sets the wind strength and direction.

### Adding Clouds

You can create realistic-looking clouds in your level that move, cast shadows, and that objects can fly through.

**Topics**
- Setting Cloud Shading Parameters (p. 1015)
- Adding 3D Cloud Shadows (p. 1016)
- Creating 3D Cloud Templates (p. 1016)

### Setting Cloud Shading Parameters

Cloud shading, unlike cloud shadows, effects the brightness and color of clouds in your level. The environment sky and sun color affect how clouds look.

**To set cloud shading parameters**

1. In Lumberyard Editor, click **Tools**, **Other**, **Time Of Day**.
2. In the **Time of Day Editor**, under **Tasks**, click **Toggle Advanced Properties**.
3. Under **Parameters\Cloud Shading**, adjust the following parameters:
   - **Sun contribution** – Specifies how much the sun affects the cloud brightness.
   - **Sky contribution** – Specifies how much the sky light affects the cloud brightness.
   - **Sun custom color** – Sets the RGB sun color.
• **Sun custom color multiplier** – Sets the brightness of the sun, which is multiplied by the sun custom color.

• **Sun custom color influence** – Sets the degree to which the color of the sun contributes to the color of the clouds.

### Adding 3D Cloud Shadows

3D clouds don’t actually cast real-time shadows. Instead a moveable texture is imposed on the entire level, creating the illusion that the clouds cast shadows.

**To add 3D cloud shadows**

1. In **Rollup Bar**, under **Terrain**, click **Environment**.
2. Under **CloudShadows**, click **Cloud shadow texture** and the folder icon.
3. In **Preview**, select a suitable asset.
4. Drag the shadow to the desired location in your level.
5. Under **CloudShadows**, adjust the following parameters:
   - **Cloud shadow speed** – Sets the speed that shadows move across the terrain.
   - **Cloud shadow tiling** – Sets the tiling multiplier of the shadow texture.
   - **Cloud shadow brightness** – Sets the brightness level of the shadow.
   - **Cloud shadow invert** – Enables inverting of the cloud shadow texture.
6. In the **Console** window, click the **...** button.
7. In **Console Variables**, set the variable `e_GsmCastFromTerrain` to 1.

### Creating 3D Cloud Templates

You can use the Clouds tool in Lumberyard Editor to create new cloud template XML files. You can use those template files later to add and place clouds as described in previous procedures. For more information, see the topics listed in **Adding Clouds**.

The basic process for creating a cloud template is to create an area box that defines the size of the cloud, assign a material, select the **Common.Cloud Shader** (p. 1183), and then export and save the template. See the following procedure for details.

All clouds use a texture map, which is made up of multiple sprites that are organized into columns and rows, as the following image shows. You create cloud texture maps using your DCC tool.

To create a new 3D cloud template

1. In the **Rollup Bar**, under **Objects**, click **Area, AreaBox**.
2. Under **AreaBox**, click **<No Custom Material>**.
3. In the **Material Editor**, select the cloud texture map you created in your DCC.
4. Under **Material Settings**, for **Shader**, select **Common.Cloud**.
5. Under **Shader Params**, adjust the parameters for the desired effect.
6. Click **Assign item to Selected Objects**. Close the Material Editor.
7. Click to place the area box in your level.
8. In Lumberyard Editor, click **Game, Clouds, Create**, and type a name for the cloud template.
9. Under **Cloud Params**, adjust the following cloud texture map parameters for desired effect.

   **Number of Rows**
   
   Sets the number of sprite rows in the cloud texture. Leave at 4 when using the default cumulus_01.dds texture.

   **Number of Columns**
   
   Sets the number of sprite columns in the cloud texture. Leave at 4 when using default cumulus_01.dds texture.

   **Sprite Row**
   
   Designates a row in the cloud texture for rendering.

   **Number of Sprites**
   
   Sets the number of sprites to be generated in the cloud.

   **Size of Sprites**
   
   Sets the scale of the sprites in the cloud.

   **Size Variation**
   
   Defines the randomization in size of the sprites within the cloud.

   **Angle Variations**
   
   Defines limits of randomization in the rotation of the sprites within the cloud.

   **Minimal Distance between Sprites**
   
   Defines the minimum distance between the generated sprites within the cloud.

   **Every Box has Sprites**
   
   **Density**
   
   **Show Particles like Spheres**
   
   Turns on additional sphere rendering for each sprite generated.

   **Preview Cloud**
   
   Renders the generated cloud.

   **Auto Update**
   
   Updates the cloud rendering automatically with each parameter change.

10. Click **Generate Clouds**. The cloud should be visible inside the **AreaBox** in your level.
11. Click **Export**, then save the cloud template in a suitable directory.

---

**Adding Vegetation**

You can add realistic trees, bushes, grasses, and other vegetation to your Lumberyard terrain.
Vegetation Best Practices

Keep in mind the following best practices, recommendations, and guidelines when you add vegetation to your terrain level.

- Manually place vegetation to get the most control and best results.
- To save memory, place grass manually.
- Keep the polygon count for grass blades as low as possible.
- Do not exceed a diameter of 8 meters for grass patches. This size provides a balance between performance and coverage.
- Grasses and small plants do not require specular or opacity texture maps. For more information, see Working with Textures (p. 1229).
- Set the **Opacity** texture at a much lower resolution than the other maps.
- Use a **Glossiness** value of 8 or above for realistic results.
- Use the automerged method to apply wind bending effects to grass.
- Use a maximum of 72 bones per tree for touch bending.

Vegetation Recommendations

The following settings are recommended when creating vegetation in your DCC tool.

<table>
<thead>
<tr>
<th>Vegetation</th>
<th>Polygon Range</th>
<th>Texture Size</th>
<th>Proxies</th>
<th>Material IDs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grass</td>
<td>0-300</td>
<td>512x512</td>
<td>Bending</td>
<td>Grass, grass proxy</td>
</tr>
<tr>
<td>Bushes</td>
<td>300-600</td>
<td>1024x1024</td>
<td>Bending, collision</td>
<td>Leaf, leaf proxy</td>
</tr>
<tr>
<td>Small Trees</td>
<td>600-1000</td>
<td>(2) 1024x1024</td>
<td>Bending, collision **</td>
<td>Trunk, leaf, leaf proxy</td>
</tr>
<tr>
<td>Large Trees</td>
<td>(2)</td>
<td>1024x1024</td>
<td>Bending, collision ***</td>
<td>Trunk, leaf, leaf proxy, trunk proxy</td>
</tr>
</tbody>
</table>

** Small breakable tree trunks are physicalized.
*** Larger non-breakable tree trunks are not physicalized.
Vegetation Texture Mapping

Vegetation gets its appearance from texture mapping. Trees use two different sets of textures maps, one for leaves and branches and one for the trunk. Normal and specular maps can have a gloss map in the alpha channel.

The texture map you use depends on the type of vegetation:

- **Grass** – Diffuse map only
- **Leaves and branches (trees or bushes)** – Diffuse, specular, normal, and opacity maps
- **Tree trunks** – Diffuse, specular and normal maps

Vegetation placement on a terrain texture layer is based on the pivot point of the vegetation object. Bigger vegetation objects might overlap with other terrain texture layers. This is most obvious if you have two different materials touching, like grass and mud.

Adding Trees and Bushes

You can add realistic trees and bushes to your terrain in your environment level. You must add trees and bushes manually.

**To add trees or bushes**

1. In Rollup Bar, on the Objects tab, click Geom Entity.
2. Under Browser, select the desired vegetation.
3. Drag to place the tree or bush in your level.

Adding Grass

You can add realistic grass to your terrain in your environment level. You can drag to place and quickly paint the entire terrain, or manually click clump-by-clump to provide the most control and best results.

**Topics**
- Adding Grass Manually (p. 1019)
- Painting to Add Grass (p. 1020)

Adding Grass Manually

Although you can paint in your terrain to add grass quickly, the manual approach saves memory and results in better control and a more realistic effect.

**To manually add grass**

1. In Lumberyard Editor, click Tools, Material Editor.
2. Expand the left tree and select a suitable asset.
3. Under Material Settings, select the Vegetation shader.
5. Modify other settings and parameter values for the desired effect.
6. Click Assign Object to Item. Close Material Editor.
7. If necessary, depending on your terrain, in the Rollup Bar, on the Terrain tab, select the AlignToTerrain check box.
8. Click to place grass in your level and repeat as needed.

**Note**
When you add or move grass, it may sporadically jump around. This happens if you move vegetation to a location that is too dense to accommodate it. When this occurs, the vegetation moves to its last position and is outlined in red. You can then move it elsewhere or delete it.

**Painting to Add Grass**

You can drag the mouse to quickly paint all terrain in your level with grass. This method of placing vegetation is controlled by the texture layer that the vegetation object is associated with. Painted vegetation is visible wherever the texture layer appears. This is a quick way to automatically cover a huge area with grass.

**Note**
Painting a level with grass consumes 8 MB of memory cache.

**To add grass by painting**

1. In Rollup Bar, on the Terrain tab, click Vegetation.
2. Under Vegetation, click Add Vegetation Object.
3. In Preview, select a suitable asset.
4. Click to place the grass in your terrain.
5. Under the Use on Terrain Layers parameter, select the check box for your asset. The terrain should now be covered with the grass object.

**Adding Vegetation Bending Effects**

Lumberyard provides three methods for adding realistic bending motions to vegetation:

- **Touch (Collision) Bending** – bending effects for larger vegetation caused by players brushing against or colliding with branches
- **Detail (Wind) Bending** – physically accurate wind effects for larger vegetation defined by using vertex colors and environment wind parameters
- **Automerged (Wind) Bending** – physically accurate wind effects for grass defined by vegetation and environment wind parameters

You can use touch and detail bending effects together. For example, a player can brush against a branch that is also swaying in the breeze. Use automerged bending by itself for objects like grass.

From a performance standpoint, detail bending is the least expensive, touch bending is more expensive, and automerged bending is the most expensive.

**Topics**
- Adding Touch (Collision) Bending Effects (p. 1020)
- Adding Detail (Wind) Bending Effects (p. 1021)
- Using AutoMerged Wind Bending Effects (p. 1022)

**Adding Touch (Collision) Bending Effects**

The touch bending technique simulates a player touching, brushing against, and interacting with vegetation. Use it for bushes, branches, and bigger leaves with stems. To implement touch bending, you use UV layout instancing.
All touch-bendable vegetation uses a collision proxy to define the volume of bending effect. By using a collision volume proxy, touch is detected inside the volume. This volume should be large enough to enclose all branches that are affected by touch bending. The proxy is physicalized using the noCollide Physics setting.

**Using UV Layout Instancing**

UV instancing for touch bending is a type of bone-and-rope technique. By sharing the same UV space, objects can inherit the joint setup from a "master leaf."

To create UV instances, you duplicate the master leaf of an element or cluster within the same object. You can rotate, translate, scale, and even change an instance’s shape simply by moving individual vertices without changing vertex count.

To control where branches and leaves should bend, you place joints (also called helpers or locators) at various positions on a master leaf, including the tip. You must follow a specific naming convention for the joints, such as branch1_1 (first branch, first joint at the base)—Branch1_1 is the base and does not move.

Make sure the joints snap to the same location as the vertex nodes. Lumberyard interpolates between these joints using a rope setup, and weights all other joints automatically.

**Adding Detail (Wind) Bending Effects**

Detail bending refers to the procedural movement of larger foliage caused by wind or other similar effects. You control the motion by the use of vertex colors in your DCC tool.

When you use detail bending, make sure the distribution of polygons on foliage geometry is regular and properly tessellated. Otherwise you may see visual artifacts. Also make sure that leaves do not belong to a single node.

**Defining Vegetation Vertex Colors**

Vertex colors are used to specify detail wind bending effects for vegetation objects. All three RGB channels are used to control the movement of the geometry. Using your DCC tool, each channel should be edited and viewed separately.

<table>
<thead>
<tr>
<th>Color</th>
<th>RGB Values</th>
<th>Bending Influence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td>100/0/0</td>
<td>Irregular bending at the outsides – movement of smaller shapes</td>
</tr>
<tr>
<td>Green</td>
<td>0/100/0</td>
<td>Delays the start of the movement – used to create variations.</td>
</tr>
<tr>
<td>Blue</td>
<td>0/0/100</td>
<td>Bends the leaves up and down – movement of the big shapes.</td>
</tr>
</tbody>
</table>

**Setting the Detail Bending Parameter**

Once vertex colors are defined, set the Bending parameter for detail bending. This value controls the procedural bending deformation of vegetation. It ranges from 0 to 100 in value, 0 meaning no bending effect and 100 meaning the maximum effect, when receiving environment wind and breezes. For more information, see, Adding Global Wind (p. 1014).

**To set the vegetation detail bending parameter**

1. In Rollup Bar, on the Terrain tab, click Vegetation.
2. Under Objects, select your asset.
3. Click Bending, and adjust the value from 0 - 100 as needed.
Using AutoMerged Wind Bending Effects

Automerged vegetation has physically accurate wind motions that are defined by wind environment properties and various vegetation properties. It is recommended for use with grass only.

Automerged vegetation reduces the number of draw calls while still allowing you to add any amount or size of grass patches to the terrain. It merges multiple meshes within several sectors as long as they are using the same material and texture. You can paint single grass blade objects on the terrain as well as on brushes in different heights independently while they get merged into larger chunks in real time.

When AutoMerged is enabled, touch bending, vertex colors, and detail bending settings are all ignored, and vegetation movement is defined solely by the AutoMerged parameters. For more information, see Adding Touch (Collision) Bending Effects (p. 1020) and Adding Detail (Wind) Bending Effects (p. 1021).

To enable AutoMerged vegetation and set parameters

1. In Rollup Bar, on the Terrain tab, click Vegetation, Add Vegetation Object.
2. Expand Objects tree and select the grass object you want to modify.
3. Select the AutoMerged check box, and adjust the following parameter values:
   - **Stiffness** – Defines the stiffness of the vegetation
   - **Damping** – Specifies the amount of damping on the bending motion
   - **AirResistance** – Specifies the amount of bending similar to the Bending parameter used for Setting the Detail Bending Parameter (p. 1021).

The four AutoMerged parameters together define the amount and type of bending motions the vegetation object displays in reaction to wind and breezes. For more information, see, Adding Global Wind (p. 1014).

Vegetation Parameters

The following vegetation parameters can be accessed in the Terrain, Vegetation panel in Rollup Bar for a previously selected vegetation object. You can adjust parameters for one or more selected objects.

Unless otherwise noted, parameters apply to newly added and placed vegetation assets only.

**Size**

Changes the size of newly placed vegetation objects. Use this to uniformly scale the vegetation, where 1 represents 100%.

**SizeVar**

Changes the limit of size changes for a set of newly placed vegetation objects of a single kind. Keep Size at 1 and set SizeVar to 0.2 to get a nice variation in sizes.

**RandomRotation**

Randomly rotates objects while you paint new vegetation objects. To create a more natural look and distribution, you can set up a RandomRotation in the vegetation objects when you paint them. This feature works only with the Paint Object tool.

**AlignToTerrainCoefficient**

Points the vegetation object away from the ground. When this effect is applied, vegetation on cliffs points away from the surface instead of growing straight up.

**UseTerrainColor**

Makes the individual object receive the color of the underlying terrain for a better match. Use this option to blend the grass with the underlying terrain color. You can also use this setting on other
objects, but it works best with grass. This effect is especially useful for making grass appear to fade in the distance.

**AllowIndoor**

Enables the vegetation to be rendered within vis areas.

**Bending**

This value controls the bending deformation of the vegetation objects. It ranges from 0 to 100, with 0 representing no bending effect and 100 the maximum effect. This effect is based on the amount of environment wind (WindVector) in the level.

**GrowOnBrushes**

Controls the placement of objects on brushes.

**GrowOnTerrain**

Controls the placement of objects on terrain. Useful if you want them placed only on brushes.

**AutoMerged**

Enables AutoMerged system on this object. For more information, see Using AutoMerged Wind Bending Effects (p. 1022).

**Stiffness**

Controls the stiffness of selected vegetation and how much it reacts to physics for AutoMerged vegetation.

**Damping**

Determines how responsive the vegetation is to physics damping for AutoMerged vegetation.

**AirResistance**

Degree that vegetation resists air movement (wind). Similar to the Bending setting but specifically designed for AutoMerged vegetation.

**Pickable**

Allows the player to pick up the object.

**Density**

Adjusts the distance between individual objects that you create while painting new vegetation. The density setting ranges from 0 to 100. If your density setting is bigger than your brush radius, the vegetation will not be created, so always make sure you have a suitable brush radius.

**ElevationMin**

Limits the minimum height at which you can paint vegetation objects. For painting underwater vegetation, set this value to lower than the ocean; 0 is a safe option.

**ElevationMax**

Limits the maximum height at which you can paint vegetation objects.

**SlopeMin**

Limits the minimum angle of the terrain on which you can paint vegetation objects. 255 equals 90 degrees. When you specify a SlopeMin value higher than 0, you can no longer place objects on flat grounds.

**SlopeMax**

Limits the maximum angle of the terrain on which you can paint vegetation objects. 255 equals 90 degrees. When you specify a SlopeMax lower than 255, you can no longer place objects on very steep areas.
CastShadow

Makes the object cast a shadow based on the minimum selected **Config Spec** setting. For example, High won't work on Low or Medium specs.

Vegetation Debugging

Branches and tree trunks can be broken upon collision.

**e_vegetation 1 | 0**

Enables and disables rendering of the vegetation. 1 = on, 0 = off.

**e_MergedMeshesDebug 1**

Displays statistics on global memory consumption of vegetation objects placed in the level.

**e_MergedMeshesDebug 2**

Displays vegetation in the cells that form the merged meshes. They are color coded over distance. Red boxes should be displayed only around the player (the cell the player is standing in and the surrounding eight cells). Beyond this, all cells should be green.

Displayed above each cell is information about the current LOD step and memory consumption for the cell—this updates as you move closer and further away.

Using SpeedTree 8 for Lumberyard

SpeedTree 8 for Lumberyard is a procedural vegetation modeling program that takes advantage of the native Lumberyard vegetation tools. You can use SpeedTree 8 for Lumberyard to create and quickly iterate on trees, bushes, exotic alien foliage species, and other plant life.

The SpeedTree integration provides a simple workflow to add level of detail (LOD) and preview wind accurately with Lumberyard's wind physics integrated directly into the app.

The SpeedTree modeler exports Lumberyard meshes and materials into your game project. You can then use these meshes and materials the same way you would use any other mesh or vegetation object.
Download SpeedTree 8 for Lumberyard.

Note
You will need to create a SpeedTree account and activate your free license in order to download SpeedTree 8 for Lumberyard.

View the SpeedTree 8 documentation.
Lmbr.exe

The Project Configurator is in preview release and is subject to change.

Lmbr.exe is a command-line tool for managing capabilities, game projects, and gems.

Run Lmbr.exe from the Lumberyard root \dev\Tools\LmbrSetup\Win folder.

To see all possible commands you can run, type lmbr.

Available commands:

```
Lmbr
  engines
    list: List all engines currently installed.
  capabilities
    list: List out lumberyard capabilities.
    create: Create a new lumberyard capability.
    disable: Disables a Lumberyard capability.
    enable: Enables a Lumberyard capability.
    listtagset: Query if tag is set in enabled capabilities.
  projects
    list: List all Projects.
    create: Create a new project.
    get-active: Get the name of the active project.
    set-active: Set a project as active.
    populate-appdescriptors: Populate appdescriptors files from Gems list.
  gems
    disable: Disable a Gem for a project.
    enable: Enable a Gem for a project.
    create: Create a new Gem.
    list: List all Gems installed (or enabled in a project).
```

Capabilities Commands

Use the following commands to create and modify Lumberyard capabilities.
list

Lists all the Lumberyard capabilities.

`lmbr capabilities list`

For example:

```
D:\lumberyard-1.8-360502-pc-13\dev\Tools\LmbrSetup\Win>lmbr capabilities list
lyzard:
#### Lumberyard all Capabilities: ####
|--rungame
| |--runeditor
| |--windows
| |--compileios
| |--compilegame
| |--vc140
| |--vc120
| |--compileengine
| |--linux
| |--setuplinux
| |--compilesandbox
| |--macOS
| |--compileandroid
```

create

Creates a new Lumberyard capability. Include the id, its description, and the tooltip.

`lmbr capabilities create new_capability_name "This is the description." "This is the tooltip."`

You can also specify the following arguments:

- `-help (bool)`: Print help describing available commands/options.
- `-tag (list)`: String tags associated with the capability.
- `-default (bool)`: True if capability is default, else false.
- `-enable (bool)`: True if you want to enable the capability right away.

disable

Disables a Lumberyard capability.

`lmbr capabilities disable lumberyard_capability`

enable

Enables a Lumberyard capability.

`lmbr capabilities enable lumberyard_capability`

istagset

Queries if the tag is set in enabled capabilities.
Project Commands

Use the following commands to create and modify game projects.

**list**
Lists all projects in the current directory.

```bash
lmbr projects list
```

**create**
Creates a new project using EmptyTemplate, which is located at dev\ProjectTemplates\EmptyTemplate, as a template.

```bash
lmbr projects create project_name
```

**get-active**
Displays the name of the active project.

```bash
lmbr projects get-active
```

**set-active**
Sets the active project for building and executing Lumberyard. This command modifies \_WAF_\user_settings.options and bootstrap.cfg to reference the project specified.

```bash
lmbr projects set-active project_name
```

**populate-appdescriptors**
Populates the appdescriptors files from the gems list. If you change gems using the Project Configurator, Lumberyard automatically updates the application descriptor files. If you manually edit a gems.json file, run this command to update these two application descriptor files in a project's asset directory:

- dev/project_asset_directory/Config/Game.xml
- dev/project_asset_directory/Config/Editor.xml

```bash
lmbr projects populate-appdescriptors
```

---

Gem Commands

Use the following commands to create gems and modify a project's use of gems.

**disable**
Disables the specified gem in the specified project. If -disable-deps is specified, all dependencies of the gem will also be disabled.

```
lmbr gems disable project_name gem_name (-disable-deps)
```

**enable**

Enables the specified gem in the specified project. If a version is specified, it's used, otherwise the latest version installed is used.

```
lmbr gems enable project_name gem_name (-version version)
```

**create**

Creates a gem with the given name. If version is specified, those will be used. If -out-folder is not specified, name will be used.

```
lmbr gems create gem_name (-version version) (-out-folder gems\relative_folder)
```

**list**

Lists all gems installed or enabled in the specified project.

```
lmbr gems list (-project project_name)
```
Mobile Support

Mobile support is in preview release and is subject to change.

You can use Lumberyard to build your games for Android devices such as the Nvidia Shield, Samsung Galaxy Note 5, and Motorola Nexus 6, and iOS devices that use the A8 GPUs, including iPhone 5s, iPhone 6s, iPhone 6s Plus, iPad Air 2, and iPad Pro. Lumberyard includes two Android-supported sample projects and four iOS-supported sample projects that you can use to learn how to build assets, build shaders using the remote shader compiler, and build the Lumberyard runtime (Android) or iOS applications using the Lumberyard build tools.

Topics

• Android Support (p. 1030)
• iOS Support (p. 1057)
• Design Considerations for Creating Mobile Games Using Lumberyard (p. 1068)
• Adding IP Addresses to Allow Access to the Asset Processor and Remote Console (p. 1071)
• Running the Shader Compiler on Amazon EC2 (p. 1071)
• Using the AppDetective to Test Your Build on the AWS Device Farm (p. 1073)

Android Support

Mobile support is in preview release and is subject to change.

You can use Lumberyard to build your games for Android devices such as the Nvidia Shield, Samsung Galaxy Note 5, Samsung Galaxy S7, and Motorola Nexus 6. Lumberyard includes two Android-supported sample projects that you can use to learn how to build assets for Android, build shaders using the remote shader compiler, and build the Lumberyard runtime using the build tools.

Prerequisites

To build games for Android, Lumberyard requires the following:

• Visual Studio 2015 with Update 1 or later for debugging (PC only)
• SDK-19 (Android 4.4.2) to SDK-23 (Android 6.0)
• Your device set up for development and connected to your computer using a USB cable
Setting Up Your PC

After you download and extract Lumberyard on your PC, you must extract and run Lumberyard Setup Assistant to install the third-party software that is required to run the game and compile the game code, engine and asset pipeline, and for Android devices.

To install third-party software using Lumberyard Setup Assistant

1. Run Lumberyard Setup Assistant by double-clicking \SetupAssistant.bat, which is located in the Lumberyard root directory (\lumberyard\dev).
2. In Lumberyard Setup Assistant, on the Get started page, select Compile for Android devices and click Next.
3. Follow the instructions on the screen to complete the installations for any third-party software or SDKs that you need. For more information about using Lumberyard Setup Assistant, see Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16).
4. Modify your environment variables by doing the following:
   a. In the Windows Control Panel, click System, Advanced system settings.
   b. In the System Properties dialog box, click Environment Variables.
   c. Under User variables, edit the PATH variable to add the directory where you installed the Android SDK and the platform-tools and tools subdirectories. For example: C:\Android\android-sdk, C:\Android\android-sdk\platform-tools, C:\Android\android-sdk\tools
d. Add the Java SDK and JRE to the PATH variable. For example: C:\Program Files\Java\jdk1.7.0_79\bin and C:\Program Files\Java\jre7\bin
5. Locate the directory where you installed the Android SDK. Run the SDK Manager and select the version of the SDK that you want to install. You must also install a version of the build tools. Note the version you installed.
6. Modify configuration files to tell Lumberyard which version of the SDK to use when building your game:
   a. In the File Explorer, locate _WAF_\android in the directory where you installed Lumberyard.
   b. Edit the android_settings.json file to set BUILD_TOOLS_VER with the version of the build tools that you just installed and to set SDK_VERSION with the version of the SDK that you want to use.
   c. Save the file.
7. In a command line window, change to the \lumberyard\dev directory.
8. To initialize the build system, run the following command:

   lmbr_waf.bat configure

Setting Up Your Mac

After you download and extract Lumberyard on your Mac, you must extract and run Lumberyard Setup Assistant to install the third-party software that is required to run the game and compile the game code, engine and asset pipeline, and that is required for Android devices.

To install third-party software from Lumberyard Setup Assistant

1. Unzip the SetupAssistant.zip file (located in the /Tools/LmbrSetup/Mac directory) and move the .APP into Bin64. Run Lumberyard Setup Assistant.
2. In Lumberyard Setup Assistant, on the Get started page, select Run your game project, Compile the game code, and Compile for Android devices. Click Next.
3. Follow the instructions on the screen to complete the installations for any third-party software or SDKs that you need. Be sure to install the Wwise audio library and JDK v7u79. For more information about using Lumberyard Setup Assistant, see Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16).

4. In a command line window, change to the `/lumberyard/dev` directory.

5. To initialize the build system, run the following command:

   ```bash
   sh lmbr_waf.sh configure
   ```

6. In the Finder, open the `user_settings.options` file (located in the `/lumberyard/dev/_WAF_/` directory).

7. Edit the `bootstrap_tool_param` as follows:

   ```bash
   bootstrap_tool_param = --none --enablecapability compilegame --enablecapability compileandroid --no-modify-environment
   ```

8. Modify your environment variables by doing the following:
   a. If you are using Bash, edit the `.bash_profile` file to add the paths for android-sdk/platform-tools and android-sdk/tools.
   b. In a command line window, change to the SDK directory and run the following command:

      ```bash
tools/android update sdk --no-ui
      ```

9. Locate the directory where you installed the Android SDK. Run the `android` executable file (located in the `tools` directory) and select the version of the SDK that you want to install. You must also install a version of the build tools. Note the version you installed.

10. Modify configuration files to tell Lumberyard which version of the SDK to use when building your game:
   a. In the File Explorer, locate `/_WAF_/android` in the directory where you installed Lumberyard.
   b. Edit the `android_settings.json` file to set `BUILD_TOOLS_VER` with the version of the build tools that you just installed and to set `SDK_VERSION` with the version of the SDK that you want to use.
   c. Save the file.

   **Important**
   You must save these files with the correct line endings. If you are not using the Vim text editor, please research the correct method to save your files. If you are using Vim, save the file by running the following command: `w ++ff=mac`

11. In a command line window, change to the `/lumberyard/dev` directory.

12. To initialize the build system, run the following command:

   ```bash
   sh lmbr_waf.sh configure
   ```

Topics
- Configuring Your Game Project for Android (p. 1033)
- Building Android Games (p. 1035)
- Building Game Assets for Android Games (p. 1038)
- Building Shaders for Android Games (p. 1040)
- Android Debugging (p. 1043)
- Deploying Android Games (p. 1044)
- Running Android Games (p. 1046)
- Using Virtual File System with Android (p. 1048)
- Using a Samsung Device with Lumberyard (p. 1050)
Configuring Your Game Project for Android

Mobile support is in preview release and is subject to change.

Before you use Lumberyard to build your Android games, you must configure your game project to be built for Android. You can also customize the Android settings in your game project to allow for store deployment.

Prerequisites

To configure your game project for Android, you must have the following:

- Lumberyard and the Lumberyard SDK installed
- Your development environment set up
- Basic knowledge of the Lumberyard Waf build system and the JSON data format
- Lumberyard configured to build Android games
  
  For information, see Android Support (p. 1030).
- A game project

Setting Your Game Project to Build for Android

You can enable your game project to be built for Android by modifying certain settings in your game project's `project.json` file.

To modify your game project's `project.json` file

1. In a file browser, navigate to your game project's asset directory. For example, `\dev\SamplesProject` in the directory where you installed Lumberyard.
2. Use a text editor to open the `project.json` file.
3. Verify the following entry appears or add the entry if it does not exist:
   
   ```json
   "android_settings": {}
   ```
4. Save the `project.json` file.
5. In a command line window, navigate to the root of the directory where you installed Lumberyard (`\lumberyard\dev`).
6. Run the `lmbr_waf configure` command:
   
   - On a PC, run the following command: `lmbr_waf.bat configure`
   - On a Mac, run the following command: `./lmbr_waf.sh configure`
7. Build and test your game project on Android. For information, see Building Android Games (p. 1035).

Customizing Android Settings for Your Game Project

After you add the Android configuration entry for your game project, you can customize various settings to generate your project and prepare your Android game for store deployment.

You can customize the following Android settings:
Android package name

Tag name: "package_name"
Type: String in dot-separated format
Example: "com.mycompany.mygame"

Manifest code version number

Tag name: "version_number"
Type: Whole number value

Manifest version name

Tag name: "version_name"
Type: String
Example: "1.0.0"

Orientation

Tag name: "orientation"
Type: String
Valid values: See the Android Developers page for valid values.

Application icon overrides

Tag name: "icons"
Type: Mapping of strings for each resolution option. All entries require a path relative to \Code \project\Resources or an absolute resource path. Include the name of a .png image in the string.
Valid values: "mdpi", "hdpi", "xhdpi", "xxhdpi", "default" (the image set for "default" is used if a specific DPI override is not specified)

Application splash screen overrides

Tag name: "splash_screen"
Type: Mapping of two maps
- Landscape tag name: "land"
- Portrait tag name: "port"
Both orientation maps allow the same options. All entries require a path relative to \Code \project\Resources or an absolute resource path. Include the name of a .png image in the string.
Valid values: "mdpi", "hdpi", "xhdpi", "xxhdpi", "default" (the image set for "default" is used if a specific DPI override is not specified)

Allow assets to pack into the APK

Tag name: "place_assets_in_apk"
Type: Whole number value
Valid values: 0 (No) or 1 (Yes)

To add an Android setting override

1. In a file browser, navigate to your game project's asset directory.
2. Use a text editor to open the project.json file.
3. Add any of the customizable settings above to the "android_settings" entry in the project.json file.

The following example includes all of the customizable Android settings:

```
"android_settings" :
{
    "package_name"   : "com.lumberyard.samples",
    "version_number" : 1,
    "version_name"   : "1.0.0.0",
    "orientation"    : "landscape",
    "icons" :
    {
        "default" : "AndroidLauncher/icon-xhdpi.png",
        "mdpi"    : "AndroidLauncher/icon-mdpi.png",
        "hdpi"    : "AndroidLauncher/icon-hdpi.png",
        "xhdpi"   : "AndroidLauncher/icon-xhdpi.png",
        "xxhdpi"  : "AndroidLauncher/icon-xxhdpi.png",
        "xxxhdpi" : "AndroidLauncher/icon-xxxhdpi.png"
    },
    "splash_screen" :
    {
        "land" :
        {
            "default" : "AndroidLauncher/splash-xhdpi.png",
            "mdpi"    : "AndroidLauncher/icon-mdpi.png",
            "hdpi"    : "AndroidLauncher/icon-hdpi.png",
            "xhdpi"   : "AndroidLauncher/icon-xhdpi.png",
            "xxhdpi"  : "AndroidLauncher/icon-xxhdpi.png"
        },
        "port":
        {
            "default" : "AndroidLauncher/icon-xhdpi.png",
            "mdpi"    : "AndroidLauncher/icon-mdpi.png",
            "hdpi"    : "AndroidLauncher/icon-hdpi.png",
            "xhdpi"   : "AndroidLauncher/icon-xhdpi.png",
            "xxhdpi"  : "AndroidLauncher/icon-xxhdpi.png"
        }
    },
    "place_assets_in_apk" : 0
},
```

4. Save the file.

5. In a command line window, navigate to the root of the directory where you installed Lumberyard (`lumberyard\dev`).

6. Run the `lmbr_waf configure` command:
   - On a PC, run the following command: `lmbr_waf.bat configure`
   - On a Mac, run the following command: `./lmbr_waf.sh configure`

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**Building Android Games**

Mobile support is in **preview** release and is subject to change.

Before you can deploy your game to Android devices, you must ensure the following:
Building Android Games

Building Android Games Using the Lumberyard Editor Deployment Tool Plugin

Lumberyard Editor includes a plugin that allows you to build and deploy Android applications. You can access the plugin by clicking Tools, Other, Deployment Tool.

Note
If you change your default project, you must ensure the new default project is set for enabled_game_options in the user_settings.options file (located in the \_WAF_ directory at the root of your Lumberyard installation). Then you can run the lmbr_waf.bat configure command in a command line window prior to starting Lumberyard Editor and using the Deployment Tool. This allows the appropriate files to be processed and created for your project.

To build and deploy your game for Android using the Deployment Tool

1. In Lumberyard Editor, click Tools, Other, Deployment Tool.

2. If this is your first time building and deploying to an Android device, do the following to ensure that the Deployment Tool will build the game before deployment and will install the game and APK to the Android device before attempting to launch it:
   a. For Deploy Options, select the Build Game check box.
   b. Click Advanced Options and select the Install the Executable check box.

3. (Optional) Use the File Transfer Option drop-down list to specify how the Deployment Tool should deploy the assets for the game:
   - Push Files – Assets are copied and pushed to the Android device before the game runs. The game will read all assets from the Android device, allowing the game to run faster. This option disables the ability to hot reload assets.
   - Use Virtual File System – Assets remain on the PC and the game retrieves the assets at runtime as needed. This option allows assets that support hot reloading to automatically update in-game if changes are detected on the PC.

4. Click Deploy to build and deploy the game to the Android device, start the remote shader compiler, and launch the game on the Android device. You will see the process output in the Deployment Console.

5. (Optional) After your initial deployment, if you plan to change only art and level assets, do the following to decrease the deployment time:
   a. For Deploy Options, clear the Build Game check box.
   b. Click Advanced Options and clear the Install the Executable check box.

Clearing these options will prevent the Deployment Tool from building and installing the executable, which is only necessary if you change code.

Note
If you add new gems to your game project, you must select the Build Game and Install the Executable check boxes in order to include the functionality of those gems.
Setting Deployment Tool Options

The Deployment Tool provides the following basic options that you can set to build and deploy your game:

- **Hardware Platform** – Android is the only device supported.
- **Select Build Configuration** – Choose **Debug**, **Profile**, or **Release**. In most cases **Profile** is the best option to use for performance and ease-of-use. To use **Release**, you must have already built the .pak files for a release build.
- **Select Compiler** – Choose **Clang** or **GCC**. We recommend using Clang. GCC may no longer be supported in a future release.
- **File Transfer Option** – Choose how the Deployment Tool handles game assets:
  - **Push Files** – Assets are copied and pushed to the Android device before the game runs. The game will read all assets from the Android device, allowing the game to run faster. This option disables the ability to hot reload assets.
  - **Use Virtual File System** – Assets remain on the PC and the game retrieves the assets at runtime as needed. This option allows assets that support hot reloading to automatically update in-game if changes are detected on the PC.
- **Build Game** – Select to build the game before deployment and launch.

The Deployment Tool provides the following advanced options that you can set for finer control:

- **Clear Device Before Deploying** – Select to uninstall the previous version of the game and delete any assets that were copied to the device prior to deployment.
- **Install the Executable** – Select to install the game on the Android device. If cleared, the Deployment Tool will only process the assets.
- **VFS Remote IP and Port** – Configure the IP address and port for the virtual file system (VFS) to use when communicating with the Android device. We recommend using the default values.

**Note**
If you change the port number in the Deployment Tool and then click **Deploy**, the tool will update the `bootstrap.cfg` file (located in the `\dev` directory at the root of your Lumberyard installation) with the new port value. To ensure that VFS works properly and the asset processor can listen to the new port, you must restart the asset processor after changing the port number. Alternatively, you can change the port number in the `bootstrap.cfg` file before restarting the asset processor, and then open the Deployment Tool.

- **Shader Compiler Settings**:
  - **Connect through Asset Processor** – Select to enable the asset processor to process shader compiler requests. The game will not connect directly to the remote shader compiler.
  - **Shader Compiler IP and Port** – Provide the IP address of the remote shader compiler to which the game should connect. The game will not use the asset processor to process shader compiler requests.

Building Android Games Using Clang

You can build your game for Android using Clang. Building for the Android (ARM) platform in Visual Studio will build using Clang.

**To build your game for Android using Clang (recommended)**

1. Ensure you are using Android SDK 21 or later and Android NDK r11 or later. For information, see **Android Support** (p. 1030).
2. In a command line window, navigate to `\dev` in the directory where you installed Lumberyard.
3. Build various targets of your game:

   - To build debug
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_clang_debug -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_clang_debug -p all`
   
   - To build profile
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_clang_profile -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_clang_profile -p all`
   
   - To build release
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_clang_release -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_clang_release -p all`

4. Debug your application. For information, see Android Debugging (p. 1043).

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Building Android Games Using GCC

You can build your game for Android using the GNU Compiler Collection (GCC).

**Note**
Google will deprecate the GCC in the near future.

To build your game for Android using the GCC (legacy)

1. In a command line window, navigate to \dev in the directory where you installed Lumberyard.
2. Build various targets of your game:

   - To build debug
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_gcc_debug -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_gcc_debug -p all`
   
   - To build profile
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_gcc_profile -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_gcc_profile -p all`
   
   - To build release
     - On a PC, run the following command: `lmbr_waf.bat build_android_armv7_gcc_release -p all`
     - On a Mac, run the following command: `sh lmbr_waf.sh build_android_armv7_gcc_release -p all`

3. Debug your application. For information, see Android Debugging (p. 1043).

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Building Game Assets for Android Games

Mobile support is in preview release and is subject to change.
When you build an Android game using Lumberyard, you must first build the assets that are included with the game. All built assets are located in the cache directory of your Lumberyard installation. For example, when you build the Samples Project, the assets are saved to the \lumberyard\dev\cache\SamplesProject\es3 directory. The initial build of the Samples Project assets may take up to an hour to process, but incremental changes should process almost instantly.

**To build Android game assets on your PC**

1. Close all instances of Lumberyard Editor and the Asset Processor.
2. Edit the bootstrap.cfg file (located in the \lumberyard\dev directory) to set sys_game_folder to SamplesProject (or the project you want to build). Save the file.
3. Edit the AssetProcessorPlatformConfig.ini file (located in the \lumberyard\dev directory) to uncomment es3=enabled. Save the file.
   
   **Note**
   If the Asset Processor was running when you edited the AssetProcessorPlatformConfig.ini file, you must restart the Asset Processor.
4. Open Lumberyard Editor, which automatically launches the Asset Processor to process and build your game assets as you make changes to your game levels in Lumberyard Editor.
   
   **Note**
   You can also launch the Asset Processor (GUI or batch version) from the \lumberyard\dev \Bin64 directory.

**Using Assets in Your Game**

You can use assets in your game by copying them to your device manually or by packing them into an .apk file. We recommend copying the assets to your device manually for a faster build time during development.

**Manually Copying Assets**

As part of the build process, Lumberyard can automatically copy assets built by the Asset Processor to your device, or you can manually copy assets from a command line window using Android Debug Bridge (ADB). Game assets should be copied to the /storage/sdcard0/<Your Game Name> directory.

For example, to manually copy the Samples Project assets, type the following in a command line window:

```
adb push cache/SamplesProject/es3 /storage/sdcard0/SamplesProject
```

**Building Assets into an .Apk File**

To build an .apk file that includes all of your assets, edit the project.json file for your game project and set place_assets_in_apk to 1. This method requires a longer build time than manually copying your assets.

For example, to build an .apk file for the Samples Project assets, edit the project.json file (located in the \lumberyard\dev\SamplesProject directory) to set place_assets_in_apk to 1:

```
"android_settings": {
    "package_name" : "com.lumberyard.samples",
    "version_number": 1,
    "version_name" : "1.0.0.0",
    "orientation" : "landscape",
```

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When you generate a build, your computer creates an .apk file that includes an executable and game data. Be sure to run the shader compiler when you run your game for the first time.

**Note**

If you receive an error indicating the \\dev\\Solutions\android\\SamplesProject\\assets
directory does not exist, you can try running the command from a command line window with Administrator privileges.

### Sharing Game Assets Between PCs and Macs

After you build the assets to include with your Android game, you can share the cache folder between your PC and Mac. This ensures that changes you make in Lumberyard Editor on your PC are automatically retrieved by macOS.

**To set up asset sharing on your PC**

1. Navigate to the \dev\ folder in the directory where you installed Lumberyard.
2. Right-click the cache folder and click Properties.
3. In the cache Properties dialog box, on the Sharing tab, click Advanced Sharing. You must have administrator privileges.
4. In the Advanced Sharing dialog box, select Share this folder. Click OK.
5. (Optional) Click Permissions to set permissions for specific users. This step is required if you want to modify the shared assets on your Mac.

**To view shared assets on your Mac**

1. In the Finder, click Go, Connect to Server.
2. For the Server Address, type smb://IP address or DNS name of PC/Cache
3. Click Connect.
4. (Optional) Configure your system preferences to automatically connect to the shared folder when macOS starts:
   a. Open System Preferences, Users & Groups, Login Items.
   b. In the Login Items dialog box, click + to add a new login.
   c. In the Shared pane, locate and select your PC. In the right pane, select your shared cache folder and click Add.
5. In a Terminal window, navigate to the \dev folder in the directory where you installed Lumberyard.
6. To create a symbolic link to the shared cache folder, run the following command: `sudo ln -s /Volumes/Cache Cache`
   If prompted, type the password for your macOS login.

### Building Shaders for Android Games

Mobile support is in preview release and is subject to change.

Lumberyard uses a versatile shader system to achieve high quality, realistic graphics. Because the shader compilation pipeline depends on the Windows-specific HLSL optimizer, you must connect to a shader compiler.
compiler on your PC when running a game on an Android device during the development stage. This compiles the subset of shaders required by your game on demand.

**Note**
You must connect your PC and Android device to the same network and configure any firewalls to allow traffic through port 61453.

When a new shader is compiled, the game waits for the binary shader permutation to compile on your PC and be sent back to your device. Once this occurs, the shader is cached on your device until you delete the game. When you are ready to release your game, you must pack up and include all cached binary shaders.

You can use a whitelist to specify the IP addresses that are allowed to connect to your remote shader compiler. For information, see Creating a Whitelist for the Remote Shader Compiler (p. 1177).

**Building the Shader Compiler**

Building Lumberyard Editor will also build the shader compiler. Otherwise, you can build the shader compiler by changing to the \lumberyard\dev directory in a command line window and type one of the following:

- If you are using Visual Studio 2013, run this command:
  ```bash
  lmbr_waf build_win_x64_vs2013_profile -p all --targets=CrySCompileServer
  ```

- If you are using Visual Studio 2015, run this command:
  ```bash
  lmbr_waf build_win_x64_vs2015_profile -p all --targets=CrySCompileServer
  ```

The shader compiler executable is created in the \lumberyard\dev\Tools\CrySCompileServer \x64\profile directory.

You must also set up the mobile device system CFG file (system_android_es3.cfg) to connect to the remote shader compiler on the PC.

**Running the Shader Compiler**

You can run the shader compiler on your PC.

**To run the shader compiler on your PC**

1. Edit the system_android_es3.cfg file (located in the \lumberyard\dev directory) to set the localhost for r_ShaderCompilerServer to the IP address of the PC on which you will run the shader compiler.
2. Run CrySCompileServer.exe (located in the \lumberyard\dev\Tools\CrySCompileServer \x64\profile directory).

**Generating and Retrieving Shaders**

You can generate and retrieve shaders for your Android game.

**To generate and retrieve shaders**

1. Build, deploy, and run your game on an Android device. For information, see Building Android Games (p. 1035)
2. In your game, explore every area in every level to ensure that all shader permutations required for the game are generated. Exit the game when you are finished.

3. Manually copy the shaders off your Android device onto your PC. Shaders should be saved to the `/storage/sdcard0/<Your Game Name>/user/cache/shaders` directory.

   For example, to manually copy the Samples Project shaders, type the following in a command line window:
   ```bash
   adb pull /storage/sdcard0/SamplesProject/user <Lumberyard root directory>/cache
   
   \SamplesProject\es3\user
   ```

   Note
   If you do not see shaders located in the `Cache\game project name\es3\user\cache` directory, check the `Cache\game project name\es3\user\shaders\cache` directory. Move the shaders in this directory to the `Cache\game project name\es3\user\cache` directory.

### Building Shader .Pak Files

You can use a command line prompt and batch file to build a .pak file that includes your shaders.

#### To build a shader .pak file

1. In a command line window, navigate to the `dev` directory of your build and locate the `BuildShaderPak_ES3.bat` file.

2. To use the `BuildShaderPak_ES3.bat` file, provide command line arguments for the following:
   - Shader version (for example, GLES3 or GLES3_1)
   - `Shaderlist_shader_version.txt` file located in the `Cache` folder of the remote shader compiler executable, for example `dev\Tools\CrySCompileServer\x64\profile\Cache\game project name\ShaderList_GLES3_1.txt` in the Lumberyard root directory
   - Game project name for which to build the shaders

   For example, to build the shader PAK file for the Samples Project, type the following in a command line window:
   ```bash
   BuildShaderPak_ES3.bat GLES3 Tools\CrySCompileServer\x64\profile\Cache\SamplesProject\ShaderList_GLES3.txt SamplesProject
   ```

   You can derive the shader version from the name of the folder for the files retrieved from the device. For example, GLES3_1 is the shader version for the following directory: `lumberyard\dev\Cache\game project\es3\user\cache\shaders\cache\GLES3_1`.

### Deploying Shader .Pak Files

When the batch file finishes building the shader PAK file for your game project, you will find the following in the `\Build\Platform\Game Project Name\Platform` directory at the root of your Lumberyard installation (`\lumberyard\dev`):

- `ShaderCache.pak` – Contains all compiled shaders that are used only when the shader cannot be found in the current level's shader cache.
- `ShaderCacheStartup.pak` – Contains a subset of compiled shaders that are required for accelerating the startup time of the engine.

#### To enable your game to run the shaders from the PAK files

1. Do one of the following:
a. Rename the ShaderCache.pak file to shaders.pak. Copy the PAK files to the cache\game\project name\es3\game project name directory at the root of your Lumberyard installation (\lumberyard\dev). When you run your game, it will attempt to load the shaders from the shaders.pak file.

b. Copy the shaders*.pak files to the cache\game\project name\es3\game project name directory at the root of your Lumberyard installation (\lumberyard\dev). Update the android.cfg file to set r_ShadersPreactivate to 3. This preloads the game with the shaders from the ShaderCache.pak file, and the shaders remain in memory until you exit the game.

2. When the shader PAK files are in the correct cache location, you can deploy the assets to the device. The game will use the shaders and will only connect to the remote shader compiler if it cannot find a shader.

Android Debugging

Mobile support is in preview release and is subject to change.

You can debug your Android game using Visual Studio 2015.

To debug your Android game

1. In the Visual Studio 2015 installer, select Cross platform tools for C++ development. Follow the on-screen instructions to complete the installation.
3. In the left pane of the Options dialog box, expand Cross Platform, C++, and click Android.
4. Edit the paths to use the correct directories on your computer:
5. Click OK and close Visual Studio 2015.

   **Note**
   Before you can use Visual Studio 2015 to run and debug the .apk, you must build your game assets for Android and then deploy them to the device or bundle them with the .apk. For information, see Building Game Assets for Android Games (p. 1038).


8. In the project window, right-click the project and click **Properties**.

9. Do one of the following:

   • If you are using Visual Studio 2015 without any updates, type .CryEngineActivity for **Launch Activity**.

   • If you are using Visual Studio 2015 with Update 1 or later, verify that the correct activity is already set for **Launch Activity**. For the Samples Project, you should see LAUNCHER activity (com.lumberyard.samples.SamplesProjectActivity).


11. Open your code files by pressing Ctrl+O or clicking **File, Open**.

12. Set breakpoints, if necessary, and then press F5 to run your game.

---

**Deploying Android Games**

Mobile support is in preview release and is subject to change.
Before you can deploy your game to Android devices, you must ensure the shader compiler (located in the \lumberyard\dev\Tools\CrySCompileServer\x64\profile\CrySCompileServer.exe directory) is running on your PC. For more information, see Building Shaders for Android Games (p. 1040).

You can deploy your game to Android devices using the Remote Console.

Once you have deployed your game, see Running Android Games (p. 1046).

Using the Remote Console to Deploy Your Android Game

You can operate and configure the Lumberyard runtime application using a series of console commands on your PC. You must connect your PC and Android device to the same network and configure any firewalls to allow traffic through port 4600.

To deploy your game using the Remote Console

1. Launch the Remote Console application (located in the \lumberyard\dev\Tools\RemoteConsole\ directory).

2. On the Full Log tab, view the output from the runtime engine's logging system.

3. Start running a Lumberyard application on your Android device.

4. In the Remote Console, click Targets and then type the IP address of the Android device for Custom IP.

5. (Optional) If your network allows you to assign IP addresses per device so that the IP address is always fixed to a MAC address, you can edit the params.xml file (located in the same directory as the application) to add your device to the list of targets:

```
<Targets>
    <Target name="PC" ip="localhost" port="4600"/>
    <Target name="Android" ip="192.168.5.247" port="4600"/>
</Targets>
```
Adding your device to the targets allows you to select from a list of devices instead of entering the IP address each time.

6. Verify that you see a green connected status in the Remote Console, which indicates the Remote Console can successfully connect to your Lumberyard application.

7. Issue commands to your application by typing in the text window. The text window supports autocomplete, and commands like `map` will detect the available options. Useful commands include:

- `cl_DisableHUDText` – Disables the heads-up display text.
- `g_debug_stats` – Enables debugging for gameplay events.
- `r_DisplayInfo` – Displays rendering information.
- `r_ProfileShaders` – Displays profiling information for the shaders.

---

**Running Android Games**

Mobile support is in *preview* release and is subject to change.

Before you can run your game on Android devices, you must deploy your game using the Remote Console. For information, see Deploying Android Games (p. 1044).

To run the game on release, certain read-only console variables (cvars) must load during runtime in order for the mobile environment to configure properly. By default, read-only cvars cannot be modified when running on release. You must modify this behavior by editing the `IConsole.h` file (located in the `\dev\Code\CryEngine\CryCommon` directory) to set the define `ALLOW_CONST_CVAR_MODIFICATIONS` (line 39) to `1`.

**To run your game on an Android device**

1. Launch your game by tapping the icon on your device’s home screen. You can also launch your game from the Visual Studio 2015 debugger.

   **Note**
   You can check the Asset Processor to verify a connection from **PC-GAME** with the **es3** platform. Serving files from your PC may impact load time, so it may take time for the game world to appear.
2. (Optional) Load different levels by editing the `SamplesProject\autoexec.cfg` file and running the game again. Android supports the following levels:

   - Animation_Basic_Sample
   - Camera_Sample (default)

3. Use the following controls to navigate around your game:

   - Switch between cameras by selecting the buttons in the lower right corner of the screen.
   - Move the robot in the Character Controller view by touching the left side of the screen.
   - Look around the Character Controller view by touching the right side of the screen.
   - Jump in the Character Controller view by double-tapping anywhere on the screen.
4. (Optional) In a command line window, type `adb logcat` to view logging information for your game.

Using Virtual File System with Android

Mobile support is in preview release and is subject to change.

The Asset Processor can use the virtual file system (VFS) to serve files to your Android devices over a USB connection. This method offers the following benefits:

- You can edit game content and data on a PC and view changes on the Android devices.
- You needn't rebuild the Android application package (.apk) file when editing nonvisual data.
- You can iterate much faster.

This topic demonstrates how to set up your PC and Android device to run the Samples Project using VFS.
Before you begin setting up VFS, identify the IP address of the PC running the Asset Processor. You must provide the IP address during setup.

**To set up VFS**

1. On your PC, edit the `bootstrap.cfg` file (located in the `\lumberyard\dev` directory) to set `remote_filesystem` to 1. This notifies the runtime to turn on VFS.
2. Tell the runtime to create a connection over USB by setting the following:

   ```
   remote_ip=127.0.0.1
   connect_to_remote=1
   wait_for_connect=0
   ```

3. Save your changes and then copy the file to your device using the **Android Debug Bridge** command line window.
   - If you have a carrier-locked device, run the following command:
     ```
     adb push bootstrap.cfg /storage/sdcard0/SamplesProject/bootstrap.cfg
     ```
   - If you have an unlocked device, run the following command:
     ```
     adb push bootstrap.cfg /storage/emulated/0/SamplesProject/bootstrap.cfg
     ```

   **Note**
   You are responsible for complying with the terms applicable to your Android device, including restrictions on unlocking the Android bootloader.

4. (Optional) To send traffic to the shader compiler through VFS, edit the `system_android_es3.cfg` file (located in the `\lumberyard\dev` directory) to add `r_AssetProcessorShaderCompiler=1`.

**To enable USB I/O connections to your device**

1. Ensure you have built an `.apk` file so that you can run your game with VFS. For instructions, see [Building Game Assets for Android Games](p. 1038).
2. On your PC, edit the `AssetProcessorPlatformConfig.ini` file (located in the `\lumberyard\dev` directory) to add `es3=enabled` to the `[Platforms]` section. This enables the Asset Processor to create data for Android devices.
3. Start the **Asset Processor** (located in the `\lumberyard\dev\Bin64` directory).
4. Install the game on your device by typing the following in an ADB command line window:
   ```
   adb install -r BinAndroid.Debug\SamplesProject.apk
   ```
5. Tell your Android device to send traffic to the Asset Processor by typing the following in an ADB command line window:
   ```
   adb reverse tcp:45643 tcp:45643
   ```

**To run the game**

- Launch your game by tapping the icon on your device’s home screen. You can also launch your game from the Visual Studio 2015 debugger.

   **Note**
   You can check the Asset Processor to verify a connection from PC-GAME with the es3 platform. Serving files from your PC can affect load time, so it may take time for the game world to appear.
Using a Samsung Device with Lumberyard

Before you can use a Samsung device to test a Lumberyard game, you must perform additional setup steps for building and debugging:

- Navigate to the Property Pages for your .apk file, and clear the Deploy check box in the Configuration Manager window.
- If you encounter an error that prevents Visual Studio from executing run-as, search the Internet for ways to address the error, specific to your device.

Using Lumberyard with Android Studio

Android Studio is the integrated development environment (IDE) provided by Google so you can build applications. The IDE includes editing, debugging, and performance tools, as well as a build and deploy system.

Prerequisites

To use Lumberyard with Android Studio, you must have the following:

- Lumberyard and the Lumberyard SDK installed
Using Lumberyard with Android Studio

• Your development environment set up
• Basic knowledge of the Lumberyard Waf build system
• Lumberyard configured to build Android games

For information, see Android Support (p. 1030).
• Android Studio 2.1.x installed

For information, see Android Studio.

Note
We highly recommend using the Canary version of Android Studio 2.2 Preview 1+ to support the latest version of the Google Experimental Gradle plugin. For information, see Android Studio Canary Channel.

Topics
• Creating a Lumberyard Project for Android Studio (p. 1051)
• Importing Your Lumberyard Project into Android Studio (p. 1051)
• Building and Debugging Your Lumberyard Android Application in Android Studio (p. 1054)

Creating a Lumberyard Project for Android Studio

Mobile support is in preview release and is subject to change.

You can use a PC or Mac to create your Lumberyard Android Studio project.

To create an Android Studio project

1. In a command line window, navigate to the root of the directory where you installed Lumberyard (\lumberyard\dev on PC or ~/lumberyard/dev on Mac).
2. Run the following command: lmbr_waf configure

   Note
   The configure command automatically generates the Android Studio project. To disable this functionality and manually generate an Android Studio project, edit the user_settings.options file (located in the \lumberyard\dev\WAF_directory) to change the generate_android_studio_projects_automatically option from True to False. Then run lmbr_waf android_studio or lmbr_waf configure android_studio (if base projects were not created from a previous configure command).
3. Verify the Android Studio project was created successfully:

   [WAF] Executing 'android_studio' in 'C:\Lumberyard\dev\BinTemp'
   [INFO] Created at C:\Lumberyard\dev\Solutions\LumberyardAndroidSDK
   [WAF] 'android_studio' finished successfully (1.261s)

Importing Your Lumberyard Project into Android Studio

Mobile support is in preview release and is subject to change.

After you create a Lumberyard project, you can import it into Android Studio.
To import your Lumberyard project into Android Studio

1. Open Android Studio.
2. On the Welcome to Android Studio screen, click Import project (Eclipse ADT, Gradle, etc.).

3. Locate the Android Studio project that was created when you ran the lmbr_waf configure command. The default location is \lumberyard\dev\Solutions\LumberyardAndroidSDK.
4. In the Gradle Sync dialog box indicating that Gradle settings are not configured for this project, click OK.

5. When the project has been imported and opens, do the following:
   - Click Project to view the project source view pane.
• Click **Build Variants** to view the build targets and change the build configuration for your target project. This impacts the FeatureTestsLauncher, MultiplayerProjectLauncher, and SamplesProjectLauncher only. The build configuration for all other targets during the build process is ignored.

• Click **Android Monitor** to view the logcat and system monitors as well as CPU/GPU, memory, and network usage.
Building and Debugging Your Lumberyard Android Application in Android Studio

Mobile support is in preview release and is subject to change.

After your Lumberyard project is imported, you can build and debug it using Android Studio.

To run and debug your application in Android Studio

1. In Android Studio, select a game project to debug from the target list in the menu bar.

   The prepopulated list of targets vary depending on the Android Studio version.

   The Stable version might display the following:
   - SamplesProjectLauncher
   - FeatureTestsLauncher
   - MultiplayerProjectLauncher
   - FeatureTestsLauncher-native
   - MultiplayerProjectLauncher-native

   Click Gradle Console to view the build output.
• SamplesProjectLauncher-native

The Canary version might display the following:

• SamplesProjectLauncher
• FeatureTestsLauncher
• MultiplayerProjectLauncher

For Stable versions of Android Studio 2.1.x, select the target with the -native suffix in order to debug native code.

2. Set your native break points.
3. Connect your Android device to your computer.
4. In Android Studio, click **Debug target**.
5. In the **Select Deployment Target** dialog box, select your device and click **OK**.

**Note**

Lumberyard does not support Android emulators. If you do not see your physical device, click **Cancel** and run `adb kill-server` in the terminal pane in Android Studio. Then attempt another run/debug build.

6. Android Studio will build the project, launch the application, and connect to the debugger.

7. You can also do the following from the menu bar:

• Click **Make project** to build all targets in the project, minus the APK packaging step.
• Click **Select target** to run the selected game project (if multiple game projects are enabled).
• Click **Run target** to run the selected game project with application-specific monitoring on the **Android Monitor** tab.
• Click **Debug target** to run the selected game project with the Android Studio debugger attached.

---

**Using the AWS Device Farm for Android Builds**

Mobile support is in **preview release** and is subject to change.
You can use the AWS Device Farm to test your Lumberyard game across a range of devices. This topic demonstrates how to run an Android build created with Lumberyard on the AWS Device Farm.

Topics
- Prerequisites (p. 1056)
- Creating the Build (p. 1056)
- Deploying to the AWS Device Farm (p. 1056)

Prerequisites
To run a Lumberyard game build on the AWS Device Farm, you must have the following:

- AWS account
- Familiarity with the AWS Management Console
- Understanding of Amazon EC2 instances, VNC, security groups, and the Lumberyard tool chain

If you prefer not to use your PC on a public IP address, you can use Amazon Elastic Compute Cloud (Amazon EC2) to run the Lumberyard shader compiler for mobile development.

Creating the Build
Follow the steps below to create your build to deploy to the AWS Device Farm.

1. Navigate to the \dev directory for your game project. For example, the SamplesProject directory is \dev\SamplesProject.
2. Edit the game's project.json file to set place_assets_in_apk (under android_settings) to 1.
3. Navigate to the \lumberyard\dev directory.
4. Edit the system_android_es3.cfg file to set the IP address for the remote shader compiler to point to the Amazon EC2 instance or your computer's public IP address.
5. Build the game.

Deploying to the AWS Device Farm
Follow the steps below to deploy your build to the AWS Device Farm.

1. Open the AWS Management Console.
2. On the Device Farm tab, do the following:
   a. Click Create a new project and type a name for your project.
   b. Click Create a new run and then click the button with the Android and iOS logo.
   c. Click Upload and select the .apk file that you created previously.
   d. When the upload completes, type a name for the run.
   e. On the Configure a test page, click Built-in Fuzz.
   f. Allow the test to run for 10-15 minutes by setting the Event count to 600 and Event throttle to 1000.
   g. For the device pool, click Create a new device pool.
   h. Search for and select Samsung Galaxy S7. Type the name and description for the pool and save it.
   i. Click through the remaining confirmation screens.
3. When the tests are complete, click to the Screenshots tab to see the following:
iOS Support

Mobile support is in preview release and is subject to change.

You can use Lumberyard to build your games for iOS devices that use the A8 GPUs, including iPhone 5s, iPhone 6s, iPhone 6s Plus, iPad Air 2, and iPad Pro. In addition, GMEM and Metal support enables you to use Lumberyard to create high fidelity visuals by talking directly to the hardware, using the latest rendering techniques, and pushing more data to the GPU.

Lumberyard includes four iOS-supported sample projects that you can use to learn how to build assets for iOS games using the Asset Processor, build shaders using the remote shader compiler, and build and deploy iOS applications using the Lumberyard build tools.

**Prerequisites**

To build games for iOS, Lumberyard requires the following on your Mac:

- Xcode 7.1 or later
- iOS v9.0 SDK or later
- Lumberyard Mac Support Files
Setting Up Your Mac

Download and extract Lumberyard on your Mac using the Lumberyard Mac Support Files download. This contains all the source code and tools you need to build your iOS game. Then run the Lumberyard Setup Assistant to install the third-party software that is required to run the game and compile the game and engine code for iOS devices.

To run Lumberyard Setup Assistant on your Mac

1. On your Mac, in a Terminal window, navigate to the /dev/Tools/LmbrSetup/Mac/ directory at the root of your Lumberyard installation.
2. Run Lumberyard Setup Assistant by double-clicking the app in the Finder or by running the SetupAssistant.app from the command line.
3. In Lumberyard Setup Assistant, on the Get started page, select Compile for iOS devices and Compile the Game Code. Click Next.
4. Follow the instructions onscreen to complete the installations for any third-party software or SDKs that you need. For more information about using Lumberyard Setup Assistant, see Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16).
5. To get started with building and deploying your Lumberyard game for iOS, do the following:
   a. Build your iOS game executable. For information, see Configuring and Building iOS Games (p. 1058).
   b. Build the assets to include with your iOS game. For information, see Building Game Assets for iOS Games (p. 1059).
   c. Launch the remote shader compiler. For information, see Running the Remote Shader Compiler (p. 1060).
   d. Deploy your iOS game. For information, see Deploying iOS Games (p. 1061).
   e. Prepare your iOS game for distribution. For information, see Creating iOS Release Builds for Distribution (p. 1063).

Topics
- Configuring and Building iOS Games (p. 1058)
- Building Game Assets for iOS Games (p. 1059)
- Running the Remote Shader Compiler (p. 1060)
- Deploying iOS Games (p. 1061)
- Creating iOS Release Builds for Distribution (p. 1063)
- Using Virtual File System with iOS (p. 1065)
- iOS Debugging and Troubleshooting (p. 1067)

Configuring and Building iOS Games

Mobile support is in preview release and is subject to change.

Configure and build various targets of your game before deploying your games to iOS devices.
When you build your game project using Waf, you must specify the enabled game project by doing one of the following:

- Provide the game project name in the build command: `--enabled-game-projects=[project name]`
- Edit the `user_settings.options` file (located in the `lumberyard\dev\WAF_` directory) to set `enabled_game_projects` to the name of your project.

```ini
[Game Projects]
enabled_game_projects = MyProject
```

You can also modify the `configure` command to include the following option, which automatically updates the `user_settings.options` file: `--update-settings=True`

To configure your game to build for iOS

1. On your Mac, in a Terminal window, navigate to the `/dev` folder at the root of your Lumberyard installation.
2. To generate an Xcode project and prepare the Lumberyard build system to build your iOS app, run the following command: `sh lmbr_waf.sh configure --enabled-game-projects=[project name]`

   For example, if you are using the Samples Project, run the following command: `sh lmbr_waf.sh configure --enabled-game-projects=SamplesProject`

To build your game for iOS

1. On your Mac, in a Terminal window, navigate to the `/dev` folder at the root of your Lumberyard installation.
2. Build various targets of your game:
   - To build debug, run the following command: `sh lmbr_waf.sh build_ios_debug -p all`
   - To build profile, run the following command: `sh lmbr_waf.sh build_ios_profile -p all`
   - To build release, run the following command: `sh lmbr_waf.sh build_ios_release -p all`

Building Game Assets for iOS Games

Mobile support is in preview release and is subject to change.

Lumberyard Editor requires Windows 7 or later to edit levels and build game assets. You must have access to a PC with Lumberyard installed.

Before deploying a Lumberyard iOS game, you must build the assets for your project on your PC. All built assets are located on your PC in the `cache` folder of your Lumberyard installation. For example, when you build the Samples Project, the assets are saved to the `engine_root\dev\cache\SamplesProject\ios` directory on your PC.

To build iOS game assets on your PC

1. On your PC, launch the Lumberyard project for which you want to build iOS assets. For information, see Creating and Launching Game Projects (p. 25).
2. Edit the `AssetProcessorPlatformConfig.ini` file (located in the `engine_root\dev` directory) to uncomment the `ios=enabled` line (remove the preceding semicolon). Save the file.
3. The Asset Processor will automatically relaunch to process and build your iOS game assets and will continue to process and build any changes that you make to your assets and game levels in Lumberyard Editor. The initial build of the iOS assets may take time to process, but incremental changes should process almost instantly.

*Note*
In order to see changes to your levels when running your game on an iOS device, you must first export the open level in Lumberyard Editor. To do so, click **File, Export to Engine**.

**Sharing Game Assets Between PCs and Macs**

After you build the assets on your PC, you can share the cache folder between your PC and Mac. This ensures that changes you make in Lumberyard Editor on your PC are automatically retrieved by your Mac.

**To set up asset sharing on your PC**

1. On your PC, navigate to the `engine_root\dev` directory.
2. Right-click the cache folder and click **Properties**.
3. In the cache Properties dialog box, on the Sharing tab, click Advanced Sharing. You must have administrator privileges.
4. In the Advanced Sharing dialog box, select **Share this folder**. Click OK.
5. (Optional) Click Permissions to set permissions for specific users. This step is required if you want to modify the shared assets on your Mac.

**To view shared assets on your Mac**

1. On your Mac, in the Finder, click **Go, Connect to Server**.
2. For the Server Address, type smb://IP address or DNS name of PC/Cache
3. Click Connect.
4. (Optional) Configure your system preferences to automatically connect to the shared folder when macOS starts:
   a. Open System Preferences, Users & Groups, Login Items.
   b. In the Login Items dialog box, click + to add a new login item.
   c. In the Shared pane, locate and select your PC. In the right pane, select your shared cache folder and click Add.
5. In a Terminal window, navigate to the `engine_root/dev` directory.
6. To create a symbolic link to the shared cache folder, run the following command: `sudo ln -s /Volumes/Cache Cache`  
   If prompted, type the password for your macOS login.

**Running the Remote Shader Compiler**

Mobile support is in **preview** release and is subject to change.

Lumberyard uses a versatile shader system to achieve high quality, realistic graphics. Because the shader compilation pipeline depends on the Windows-specific HLSL optimizer, you must connect to a shader
Deploying iOS Games

Mobile support is in preview release and is subject to change.

Before you can deploy your games to iOS devices, you must ensure the shader compiler (located in the \lumberyard\dev\Tools\CrySCompileServer\x64\profile directory) is running on your PC. For more information, see Running the Remote Shader Compiler (p. 1060).

To deploy your game to an iOS device

1. On your Mac, open the Xcode solution that you generated (located in the Solutions folder in the directory where you installed Lumberyard). For example, the file could be called LumberyardiOSSDK.xcodeproj.

   Note
   In the Autocreate Schemes dialog box, select Automatically Create Schemes. This will happen the first time that you open your project.

2. Build, run, and debug your application on an iOS device as you would any Xcode project. For information, see Launching Your App on Devices.
Note
The simulator is not supported. In order to deploy, run, or debug your application, you must use a physical device running iOS 9 or later that is connected through USB to your Mac. You can build without a physical device connected.

3. (Optional) Load different levels by editing the SamplesProject/autoexec.cfg file and running the game from Xcode again. iOS supports the following levels:
   - Animation_Basic_Sample
   - Camera_Sample (default)
   - Movers_Sample
   - Trigger_Sample

4. Use the following controls to navigate around your game:
   - Switch between cameras by selecting the buttons in the lower right corner of the screen.
   - Move the robot in the Character Controller view by touching the left side of the screen.
   - Look around the Character Controller view by touching the right side of the screen.
   - Jump in the Character Controller view by double-tapping anywhere on the screen.
Mobile support is in preview release and is subject to change.

Once you have finished your Lumberyard iOS game, you can prepare it for store deployment by including the packed assets and cached binary shaders (for information, see Running the Remote Shader Compiler (p. 1060)), and editing the Info.plist file (located in the \lumberyard\dev\Code\project name\Resources\IOSLauncher directory) to use your project’s settings:

- Display name
- App icon
- Splash screen
- Screen orientation
- Other related settings
Note
Ensure the Info.plist file is writeable before you make changes to your project settings.

Lumberyard provides default values in the Info.plist file as well as default app icons and splash screens in the Images.xcassets folder. For more information, see the Lumberyard Logos and Branding Guidelines.

For information about setting these values in the Xcode solution, see Configuring Your Xcode Project for Distribution.

**Building Asset .Pak Files**

Use a command line prompt and batch file to build a .pak file that includes your assets.

To create required assets to run a release build for iOS

1. On your PC, in a command line window, navigate to the dev directory of your Lumberyard installation.
2. Run the `BuildSamplesProject_Paks_iOS.bat` file. The .bat file generates a \Cache\game project name\ios_paks directory that includes the files required to run your game, excluding shaders and executables.

   **Note**
The `BuildSamplesProject_Paks_iOS.bat` file will only work with the levels in the SamplesProject directory. If you are building a different project, you can copy the .bat file and modify it to reference your project. Each project needs its own .bat file.

**Building Shader .Pak Files**

Explore every area in your game level to capture all shader permutations, and then use a command line prompt and batch file to build a .pak file that includes your shaders.

To generate and retrieve shaders for your iOS game

1. Build, deploy, and run your game on an iOS device. For information, see Configuring and Building iOS Games (p. 1058) and Deploying iOS Games (p. 1061).
2. In your game, explore every area in every level to ensure that all shader permutations required for the game are generated. Exit the game when you are finished.
3. In Xcode, click Window, Devices.
4. In the Devices window, click the settings wheel and select Download Container.
5. In the Finder, locate and right-click the container package for your project (.xcappdata file). Select Show Package Contents.
6. Copy the shaders folder from the /AppData/Documents directory on your Mac to the Cache\game project name\ios\user directory at the root of your Lumberyard installation (\lumberyard\dev) on your PC.

To build a shader .pak file

1. In a command line window, navigate to the dev directory of your build and locate the `BuildShaderPak_Metal.bat` file.
2. To use the `BuildShaderPak_Metal.bat` file, provide a command line argument for the shader type (for example, gmem128 or gmem256) and the game project name for which to build the shaders: `BuildShaderPak_Metal.bat Shader Type Game Project Name`
Using Virtual File System with iOS

For example, to build the shaders for the Samples Project, type the following in a command line window:

```
BuildShaderPak_METAL.bat gmem256 SamplesProject
```

You can derive the shader type from the name of the folder for the files retrieved from the device. For example, gmem256 is the shader type for the following directory:

```
\lumberyard\dev\Cache\game project\ios\user\cache\shaders\cache\metal\gmem256.
```

Deploying Shader .Pak Files

When the batch file finishes building the shader .pak file for your game project, you will find the following in the `\build\Platform\game project name\Platform` directory at the root of your Lumberyard installation (`\lumberyard\dev`):

- ShaderCache.pak – Contains all compiled shaders that are used only when the shader cannot be found in the current level's shader cache.
- ShaderCacheStartup.pak – Contains a subset of compiled shaders that are required for accelerating the startup time of the engine.

To enable your release game to run the shaders from the .pak files

1. Do one of the following:
   a. Rename the ShaderCache.pak file to shaders.pak. Copy the .pak files to the `Cache\game project name\ios\game project name` directory at the root of your Lumberyard installation (`\lumberyard\dev`). When you run your game, it will attempt to load the shaders from the Shaders.pak file.
   b. Copy the shaders*.pak files to the `Cache\game project name\ios\game project name` directory at the root of your Lumberyard installation (`\lumberyard\dev`). Update the `ios.cfg` file to set `r_ShadersPreactivate` to 3. This preloads the game with the shaders from the ShaderCache.pak file, and the shaders remain in memory until you exit the game.
2. When the shader .pak files are in the correct cache location, you can deploy the assets to the device.

Deploying and Archiving Release Builds from XCode

After generating all required asset and shader .pak files, you can use Xcode to build, deploy, run, and archive the release version of your iOS game. Use the same method that you would use for any Xcode project. For more information, see Prepare for app distribution in the XCode Help.

Using Virtual File System with iOS

Mobile support is in preview release and is subject to change.

The Asset Processor can use the virtual file system (VFS) to serve files to your iOS devices over a USB connection. This method offers the following benefits:

- You can edit game content and data on your PC and view changes immediately on the iOS device without needing to redeploy the game.
- You can iterate much faster.

This topic demonstrates how to set up your PC and iOS device to run the Samples Project using VFS.
Prerequisites

Before you can use the VFS with iOS, you must do the following:

- Download the usbmuxconnect package and save to a location on your Mac.
- Familiarize yourself with command line instructions so you can build the Asset Processor application on your Mac.
- Share the cache folder for your game assets between your Mac and PC. For instructions, see Sharing Game Assets Between PCs and Macs (p. 1060).

To build the Asset Processor on your Mac

- In a command line window, navigate to the /lumberyard/dev directory and run the following command: lmbr_waf.sh -p all build_darwin_x64_profile -targets=AssetProcessor

To set up VFS and connect your game to the Asset Processor

1. On your PC, do the following:
   a. Edit the AssetProcessorPlatformConfig.ini file (located in the \lumberyard\dev directory) to enable asset processing for iOS:

      ```
      [Platforms]
      pc=enabled
      ;es3=enabled
      ios=enabled
      ```

   b. Start the Asset Processor (located in the \lumberyard\dev\Bin64 directory) and the shader compiler (located in the \lumberyard\dev\Tools\CrySShaderCompiler\x64\profile directory).
   c. Edit the bootstrap.cfg file (located in the \lumberyard\dev directory) to set the following:

      ```
      remote_filesystem=1
      ios_connect_to_remote=0
      ios_wait_for_connect=1
      ```

   d. Edit the system_ios_ios.cfg file (located in the \lumberyard\dev directory) to set r_AssetProcessorShaderCompiler to 1.

2. On your Mac, do the following:
   a. Start the Asset Processor and type the IP address and port of the PC that is running the Asset Processor. Use the format IP address:Port. For example, if your IP address is 10.11.12.13 and you are using the default port, you would type 10.11.12.13:45643.
   b. On the Connection tab, click Add Connection and then select the Auto Connect check box.

To run the game

1. On your Mac, build and launch your game for iOS with Xcode. For instructions, see Configuring and Building iOS Games (p. 1058) and Deploying iOS Games (p. 1061). Allow the game to run for a few minutes.

2. In a command line window, navigate to the location where you saved the usbmuxconnect package and run the following command: itnl --iport 22229 --lport 22229

   **Note**
   If the device cannot be reached, stop the game, disconnect and then reconnect the device, and start again from step 1.
3. Verify that you see a connection for the iOS platform in the Asset Processor on your PC.

iOS Debugging and Troubleshooting

Mobile support is in preview release and is subject to change.

Lumberyard provides full access to the source code, which allows you to debug your iOS application using Xcode without additional Lumberyard-specific steps to follow. For information about debugging and profiling your iOS application, see Debugging in the official Apple developer documentation.

Unable to see activity in the shader compiler window

You must connect to the shader compiler on your PC in order to compile the subset of shaders required by your game, on demand. To verify that your app has connected correctly and obtained all shaders, you can view the output in the shader compiler window. If you still do not see any activity in the window, please check your setup by following the instructions on the Running the Remote Shader Compiler (p. 1060) page.

Assets appear out of date on iOS devices

When you make and save changes to your project in Lumberyard Editor, these changes are automatically reflected on your iOS device the next time you deploy. Ensure you have set up your cache folder to share between your PC and Mac. If you encounter Xcode errors when deploying to your iOS devices or your assets appear out of date on the iOS devices, you can try cleaning your product from Xcode (click Product, Clean), which clears the .app package built to BinIos or BinIos.Debug (debug builds) in the directory where you installed Lumberyard.

Cleaning the project does not create a full rebuild of the iOS application

Lumberyard uses a custom build step to generate the final executable and temporary C++ object files, which output to the \BinTemp\ios_debug or \BinTemp\ios_profile directory where you installed Lumberyard. Unlike a regular Xcode project, in order to create a full rebuild of the iOS application, you must manually delete the contents of the output folder or run one of the following Waf commands from a Terminal window:

- To build debug, run the following command: lmbr_waf.sh clean_ios_debug
- To build profile, run the following command: lmbr_waf.sh clean_ios_profile
- To build release, run the following command: lmbr_waf.sh clean_ios_release

Observed frame rate varies greatly

While running your iOS application, the observable frame rate can vary depending on the build (debug or profile) you are running, whether you are connected to the Xcode debugger, and whether Metal API validation is enabled. To display the frame rate in the upper right corner of the screen, set the r_DisplayInfo configuration variable to 1 or higher. When your Xcode project is generated, the default build scheme is set up for debugging. If you want to test or profile your application’s speed, we recommend that you edit your active scheme to run a profile build. Deselect Debug executable and disable Metal API Validation. Additionally, set the target resolution using the r_WidthAndHeightAsFractionOfScreenSize console variable or the r_width and r_height console variables in the system_ios_ios.cfg file. The default value is 1; however, you can lower the target render resolution to help improve performance. If the target render resolution is lower than the default (native device resolution), Lumberyard uses an anti-aliasing algorithm to help maintain the same level of visual quality as the native resolution.
Design Considerations for Creating Mobile Games Using Lumberyard

Mobile support is in preview release and is subject to change.

Lumberyard is a cross-platform game engine, which allows you to develop your game with less concern about the release platform(s). However, some mobile development considerations are discussed below, including game logic, input, and application lifecycle.

Input

You may need to consider the various physical input devices when you design your game. Lumberyard provides support for the following input devices for iOS and Android:

- Touch screens
- Motion sensors

Touch

You can use the TouchEvent node (located under Input, Touch) in the Flow Graph Editor to script touch-specific input.

![TouchEvent node](image)

You can also script touch input using more advanced flow nodes:

- MultiTouchCoords – Outputs touch events from the specified ID (finger)
- MultiTouchEvent – Returns touch location information.
- TouchRayCast – Generates a ray cast for every frame.
- VirtualThumbstick – Implements a virtual thumbstick.

For more information about using flow graph nodes, see Flow Graph System (p. 586).

If you have created your game logic to use mouse-based input, Lumberyard provides a way to emulate mouse events using the primary touch on mobile devices. To enable the ability to emulate mouse events, set s_SimulateMouseEventsWithPrimaryTouch to 1. To support multi-touch input logic and prevent emulated mouse events from being generated alongside touch events, set s_SimulateMouseEventsWithPrimaryTouch to 0.

Gestures

Lumberyard provides a Gestures Gem (in the Project Configurator) that allows you to script input in the Flow Graph Editor using flow nodes (located under Input, Gestures) that detect common gesture-based input actions, including:

- Tap (or click, single-touch)
• Drag (or pan, single-touch)
• Hold (or press, single-touch)
• Swipe (single-touch)
• Pinch (multi-touch)
• Rotate (multi-touch)

Gestures that require only a single touch to be recognized (Tap, Drag, Hold, and Swipe) function the same when using mouse input on PC. Multi-touch gestures (Pinch and Rotate) can only be recognized through multiple, simultaneous touches.

Motion Sensors

You can use a range of MotionSensor nodes in the Flow Graph Editor to return motion sensor data generated by mobile devices from the accelerometer, gyroscope, and magnetometer. Each flow node returns a vector (or quaternion for orientation) for the device's:

• Acceleration – Raw, user-generated, or gravity
• Rotation – Raw or unbiased
• Magnetic Field – Raw, unbiased, or magnetic north
• Orientation – Absolute or difference from the previous reading

Game Logic

You can use the CheckPlatform node in the Flow Graph Editor to modify your game logic by branching your logic based on the current platform.

You can also use the AZ_PLATFORM_* defines in C++ to explicitly include or exclude code for compilation based on specific platforms. Or you can include entire files for compilation for a specific platform by listing the files in a separate .waf_files file.

For example, Code\Framework\AzFramework\AzFramework\API\ApplicationAPI_ios.h is only listed in Code\Framework\AzFramework\AzFramework\azframework_ios.waf_files, which is referenced exclusively for iOS in:
Application Lifecycle

Lumberyard provides a Process Life Management Gem (in the Project Configurator) that shows how you can respond to various application lifecycle events in order to pause your game, display a modal splash screen, and any other actions that need to occur if your application loses focus. You can access system-specific events in C++ by connecting to the appropriate EBus; however, Lumberyard also generates platform-agnostic events that you can use for all supported platforms.

<table>
<thead>
<tr>
<th>Lumberyard Application Lifecycle Events</th>
<th>iOS</th>
<th>Android</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnApplicationConstrained</td>
<td>applicationWillResignActive</td>
<td>onPause()</td>
</tr>
<tr>
<td>OnApplicationUnconstrained</td>
<td>applicationDidBecomeActive</td>
<td>onResume()</td>
</tr>
<tr>
<td>OnApplicationSuspended</td>
<td>applicationDidEnterBackground</td>
<td>onPause()</td>
</tr>
<tr>
<td>OnApplicationResumed</td>
<td>applicationWillEnterForeground</td>
<td>onResume()</td>
</tr>
<tr>
<td>OnMobileApplicationWillTerminate</td>
<td>applicationWillTerminate</td>
<td>onDestroy()</td>
</tr>
<tr>
<td>OnMobileApplicationLowMemoryWarning</td>
<td>applicationDidReceiveMemoryWarning</td>
<td>onLowMemory()</td>
</tr>
</tbody>
</table>

To receive process lifecycle events in your game

1. Derive your class from `AzFramework::ApplicationLifecycleEvents::Bus::Handler` (or `AzFramework::[Ios|Android|Windows]LifecycleEvents::Bus::Handler` for platform-specific events).
2. Override the functions corresponding to the events you wish to override:

   ```cpp
   void OnApplicationConstrained(Event /*lastEvent*/) override;
   void OnApplicationUnconstrained(Event /*lastEvent*/) override;
   void OnApplicationSuspended(Event /*lastEvent*/) override;
   void OnApplicationResumed(Event /*lastEvent*/) override;
   ```

3. Connect to the event bus when you want to start listening for events (be sure to also disconnect when you no longer wish to receive them):

   ```cpp
   ApplicationLifecycleEvents::Bus::Handler::BusConnect();
   ???
   ApplicationLifecycleEvents::Bus::Handler::BusDisconnect();
   ```

For a complete example of how to subscribe and respond to application events, see the `Gems\ProcessLifeManagement\Code\Source\ProcessLifeManagementGem.h\cpp` directory.
Adding IP Addresses to Allow Access to the Asset Processor and Remote Console

Mobile support is in preview release and is subject to change.

The Asset Processor is a networked application that Lumberyard uses to build source assets into game engine ready assets. To ensure your external device can connect to the Asset Processor, you must add the IP address of the external device (Android or iOS) to the white_list in the bootstrap.cfg file (located in the \lumberyard\dev directory).

The Universal Remote Console is a networked application that Lumberyard uses to send commands and view output from the running game engine. To ensure remote console access to a running game instance on your external device, you must add the IP address of the computer that will run the remote console to the log_RemoteConsoleAllowedAddresses list in the appropriate configuration file (located in the \lumberyard\dev directory):

- Android – system_android_es3.cfg
- iOS – system_ios_ios.cfg

You must update the configuration file to include the allowed IP addresses before you deploy your game to the external device.

Running the Shader Compiler on Amazon EC2

Mobile support is in preview release and is subject to change.

Amazon Elastic Compute Cloud (Amazon EC2) provides a GPU instance that you can use to run the Lumberyard shader compiler for mobile (Android and iOS) and macOS development. For example, you can use the AWS device farm to test a build rather than hosting a PC on a public IP address. Amazon EC2 also provides a G2 instance type that supports advanced rendering features such as texturing, shadows, and anti-aliasing. For more information, see Amazon EC2 Instances.

To run the Lumberyard shader compiler, you must do the following:

1. Set up the Amazon EC2 instance.
2. Install virtual network computing (VNC) software.
3. Connect to the shader compiler.

Topics
- Prerequisites (p. 1072)
- Setting Up the Amazon EC2 Instance (p. 1072)
- Installing VNC Software (p. 1072)
- Connecting to the Shader Compiler (p. 1073)
Prerequisites

To run the Lumberyard shader compiler on Amazon EC2, you must have the following:

- AWS account
- Familiarity with the AWS Management Console
- Understanding of Amazon EC2 instances, VNC, security groups, and the Lumberyard tool chain

Setting Up the Amazon EC2 Instance

Before you can set up the Amazon EC2 instance, you must request a GPU instance using the Request to Increase Amazon EC2 Instance Limit link. When you are done, follow the steps below. For information about Windows GPU instances, see Windows Accelerated Computing Instances.

To set up the Amazon EC2 instance

1. Open the Amazon EC2 console at https://console.aws.amazon.com/ec2/.
2. From the console dashboard, choose Launch Instance.
3. On the Amazon Machine Image (AMI) page, type GPU.
4. In the search results, select Windows Server 2012 R2 with NVIDIA GRID GPU Driver.
5. On the Choose an Instance Type page, select the g2.2xlarge type.
6. Choose Review and Launch to let the wizard complete the other configuration settings for you.
7. On the Add Storage page, add a drive with sufficient space (512 GB minimum).
8. On the Add Tags page, add a memorable tag for the computer. For example, ShaderCompilerMachine.
9. On the Review Instance Launch page, create a new security group or use an existing one.
10. Open port number 61453 for the shader compiler.
12. When prompted for a key pair, select Choose an existing key pair, and then select the key pair that you created when getting set up.
13. When you are ready, select the acknowledgement check box, and then click Launch Instances.
14. A confirmation page lets you know that your instance is launching. Click View Instances to close the confirmation page and return to the console.

Installing VNC Software

Once the Amazon EC2 instance is set up, you can install virtual network computing (VNC) software to run the shader compiler on the instance.

To install VNC software

1. Using a remote desktop connection, log in to the Amazon EC2 instance.
   
   **Note**
   
   If you are using a Mac, you must download Remote Desktop App from the App Store.
2. Download and install your preferred VNC software.
3. On your Amazon EC2 instance, run the VNC server.
4. Terminate the remote desktop session.
5. On your local PC, install a VNC client.
6. Using the VNC connection, run the shader compiler on the Amazon EC2 instance.
7. Leave the VNC window open and then follow the steps in the section called “Connecting to the Shader Compiler” (p. 1073).

Connecting to the Shader Compiler

Follow these steps to connect to the shader compiler.

To connect to the shader compiler

1. On your computer, open the platform configuration file:
   - For Android, open the `system_android_es3.cfg` file (located in the \lumberyard\dev directory).
   - For iOS, open the `system_ios_ios.cfg` file (located in the \lumberyard\dev directory).
2. Edit the configuration file to set `r_ShaderCompilerServer` to the public IP address of your Amazon EC2 instance. You can retrieve the IP address from the Amazon EC2 console.
3. Run your game on your device to connect to the EC2 instance and compile the shaders.

Using the AppDetective to Test Your Build on the AWS Device Farm

Mobile support is in preview release and is subject to change.

Lumberyard provides a script called AppDetective that you can use to deploy your game builds to the AWS Device Farm. This allows you to test your game on numerous devices without having to set up and manage your own hardware. For example, the Samsung Galaxy S7 uses different graphics processors depending on the sales region. Rather than acquiring all of the variations for each model that you want to test, you can use the AppDetective to deploy to these devices on the AWS Device Farm. You can access the AppDetective script in the \dev\Tools\AppDetective directory.

Testing your game build using the AppDetective and AWS Device Farm requires the following steps:

1. Determine which devices you want to test on.
2. Configure your game build to test on these devices in the AWS Device Farm.
3. Use the AppDetective to check the status of the run.
4. Download your game build artifacts.

Topics

- Prerequisites (p. 1074)
- Setting Your Test Devices (p. 1074)
- Configuring and Testing Your Game (p. 1075)
- Checking the Run Status (p. 1076)
- Downloading Your Game Build Artifacts (p. 1076)
- AppDetective Command Line Parameters (p. 1076)
Prerequisites

To use the AppDetective to test your build, you must have the following installed:

- AWS command line tools

For information and installation steps, see AWS Command Line Interface.

- Python modules

In a command line window, type the following to install the required Python modules:

```
python -m pip install boto3
python -m pip install requests
python -m pip install grequests
```

For information, see pip 9.0.1.

Setting Your Test Devices

The test_specs.json file (located in the \dev\Tools\AppDetective directory) contains a list of the devices on which you can run and test your game. You can edit this file to modify the list of devices.

To set the devices on which to test your game

1. Navigate to the \dev\Tools\AppDetective directory and open the test_specs.json file.
2. Verify or edit the devices that are listed under device_filter. This list determines the devices that are selected for the test.

For example, to use Sony Xperia Z4 devices with Android OS version 5 or 6, edit the device_filter section as follows:

```json
{
  "android_fuzz_test": {
    "platform": "android",
    "appType": "ANDROID_APP",
    "device_filter": {
      "os_list": ["6", "5"],
      "name_list": ["xperia z4"]
    }
  }
}
```

3. Test your filter by typing the following in a command line window:

```
C:\> python appDetective.py -tf -tn android_fuzz_test
```

4. Verify that the output displays the device name that you specified under device_filter.

For example, the output for the device_filter with "os_list": ["6", "5"] and "name_list": ["xperia z4"] should appear as follows:

Name: [Sony Xperia Z4 Tablet] OS Version: [5.0.2]

Alternatively, if you had specified S7 for the name_list, the output should appear as follows:

Name: [Samsung Galaxy S7 Edge (AT&T)] OS Version: [6.0.1]
Name: [Samsung Galaxy S7 SM-G930F] OS Version: [6.0.1]
Name: [Samsung Galaxy S7 (AT&T)] OS Version: [6.0.1]
Name: [Samsung Galaxy S7 (T-Mobile)] OS Version: [6.0.1]
Configuring and Testing Your Game

Before you can test your game on the AWS Device Farm, you must configure your game build to include required assets in the executable file.

To configure and test your game

1. Include your game assets in the executable file:
   a. For iOS games, no action is required.
   b. For Android games, do the following:
      i. Edit the project.json file for your game to set place_assets_in_apk to 1.
      ii. Build and pack the shaders into your game, or run the shader compiler on an Amazon EC2 instance for the devices in the AWS Device Farm to compile the shaders. For information, see Running the Shader Compiler on Amazon EC2 (p. 1071).

2. In a command line window, run the following command:

   ```
   python appDetective.py -tn [name of the test spec from the test_specs.json file] -a [game name] -n [project name in the AWS Device Farm] -s
   ```

   For example, if your test spec name is android_fuzz_test, your game name is SamplesProject.apk, and your project name is DFTestTutorial, run the following command:

   ```
   python appDetective.py -tn android_fuzz_test -a SamplesProject.apk -n DFTestTutorial -s
   ```

3. Verify that the output displays the following, with your specified values:

   ```
   Created project DFTestTutorial with ARN:arn:aws:devicefarm:us-west-2:330708257384:project:625319c8-b78c-400e-86a6-7ee1f5f9f79e
   Creating device pool with the following devices:
   Samsung Galaxy S7 Edge (AT&T)
   Samsung Galaxy S7 SM-G930F
   Samsung Galaxy S7 (AT&T)
   Samsung Galaxy S7 (T-Mobile)
   Samsung Galaxy S7 Edge (T-Mobile)
   Samsung Galaxy S7 Edge SM-G935F
   Created Device Pool with ARN:arn:aws:devicefarm:us-west-2:330708257384:devicenpool:625319c8-b78c-400e-86a6-7ee1f5f9f79e/7a24d8c3-5cbd-4c69-a4af-de6e3be6ec02
   Sending data...
   Sending data...
   Sending data...
   Sending data...
   Sending data...
   Sending data...
   Sending data...
   Sending data...
   Upload complete
   Started run on Device Farm...
   ```

4. Allow the build to run and complete. By default, the run will complete in 10 minutes (600 seconds). You can override the run time by setting the -d command and specifying a time, in seconds, in a command line window.
Checking the Run Status

You can use the AppDetective to check the status at any time during a run. Do the following to check the run status.

In a command line window, run the following command:

```
python appDetective.py -tn [name of the test spec from the test_specs.json file] -n [project name in the AWS Device Farm] -g
```

For example, if your test spec name is `android_fuzz_test` and your project name is `DFTestTutorial`, run the following command:

```
python appDetective.py -tn android_fuzz_test -n DFTestTutorial -g
```

Downloading Your Game Build Artifacts

When your game has finished running on the devices in the AWS Device Farm, you can download the artifacts that were generated during the run. These artifacts include screenshots, videos, and logs. Do the following to download your game build artifacts.

In a command line window, run the following command:

```
python appDetective.py -tn [name of the test spec from the test_specs.json file] -n [project name in the AWS Device Farm] -f
```

For example, if your test spec name is `android_fuzz_test` and your project name is `DFTestTutorial`, run the following command:

```
python appDetective.py -tn android_fuzz_test -n DFTestTutorial -f
```

The downloaded files are saved to a directory with the name of your project in the AWS Device Farm. In this example, the directory is called `DFTestTutorial`.

AppDetective Command Line Parameters

The AppDetective uses the following command line parameters.

```
--help
```

Displays all of the available parameters.

Shortcut: `-h`

```
--verbose
```

Displays a verbose output from the AppDetective and its modules. This may help to debug any issues with running the AppDetective.

Shortcut: `-v`

```
--startRun
```

Immediately runs your game on the AWS Device Farm.

Shortcut: `-s`
--repeatrun

Restarts a run with the currently uploaded game. The --projectname parameter is required with this command.

Shortcut: -r

--runduration

Time, in seconds, that the game should run on each device. The --projectname parameter is required with this command.

Shortcut: -d

--getrunstatus

Returns the current state of the run. The --projectname parameter is required with this command.

Shortcut: -g

--fetchartifacts

Retrieves all artifacts—such as log files, screenshots, and videos—for every device in the current run. The --projectname parameter is required with this command.

Shortcut: -f

--fetchartifactsbyjob

Retrieves all artifacts—such as log files, screenshots, and videos—for every device in the specified job. A job is a specific task issued to the AWS Device Farm and can be found with the --listjobs parameter. The --projectname parameter is required with this command.

Shortcut: -fj

--updateapp

Uploads a new version of your game to the current project. The --projectname parameter is required with this command.

Shortcut: -u

--listjobs

Lists the jobs that are currently running on the AWS Device Farm. You can use this information and the --fetchartifactsbyjob parameter to retrieve artifacts for a specific device. The --projectname parameter is required with this command.

Shortcut: -l

--testfilter

Tests the test_specs.json file filter and outputs the devices that will be used for the specified settings.

Shortcut: -tf

--deleteallprojects

Deletes all projects and related files and data from the AWS Device Farm. This action cannot be undone.

Shortcut: -x

--projectname

Name of the project on the AWS Device Farm.
Shortcut: -n

--app

The APK or IPA for your project that you want to upload and run on the AWS Device Farm.

Shortcut: -a

--test_name

The specific test that you want to use from the test_specs.json file.

Shortcut: -tn
macOS Support

macOS support is in preview release and is subject to change.

You can use Lumberyard to build macOS applications. Lumberyard includes four macOS-supported sample projects that you can use to learn how to build assets for macOS games using the Asset Processor, build shaders using the remote shader compiler, and build and deploy macOS applications using the Lumberyard build tools.

Prerequisites

To build games for macOS or iOS, Lumberyard requires the following on your Mac:

- Xcode 7.1 or later
- OS X Yosemite or OS X El Capitan

Note

Lumberyard Editor requires Windows 7 or later to edit levels. You must have access to a PC with Lumberyard installed and be able to navigate and run commands from Terminal on your Mac.

Setting Up Your Mac

After you download and extract Lumberyard on your Mac, you must run Lumberyard Setup Assistant to install the third-party software that is required to run the game and compile the game code, engine, and asset pipeline.

To run Lumberyard Setup Assistant

1. Open the directory where you extracted Lumberyard and navigate to the /Tools/LmbrSetup/Mac directory. Run SetupAssistant.app.
2. Verify that the engine root path is correct.
3. On the Get started page, select the following and then click Next:
   - Compile the game code
   - Compile the engine and asset pipeline
   - Compile the Lumberyard Editor and tools
     Note
     Lumberyard Editor is not supported on macOS. Selecting this option enables the ability to build the asset processor and resource compiler only.
   - Compile for iOS devices
   - (Optional) Compile for Android devices
     Note
     Select this option if you are developing for Android devices. You must have the Android SDK installed on your Mac.
4. Follow the instructions onscreen to complete the installations for any third-party software or SDKs that you need. For more information about using Lumberyard Setup Assistant, see Using Lumberyard Setup Assistant to Set Up Your Development Environment (p. 16).
5. Open a command line window and navigate to your Lumberyard dev directory.
6. To initialize the build system, run the following command:
   ```sh
   sh lmbr_waf.sh configure
   ```
7. In the Finder, open the user_settings.options file (located in the /lumberyard/dev/_WAF_/ directory).
8. Verify that enabled_game_projects is set to your game project. For example, you can set this option to SamplesProject. If enabled_game_projects is not set correctly, edit and save the user_settings.options file and then run the configure command (`sh lmbr_waf.sh configure`) again.

Topics
- Building macOS Games (p. 1080)
- Building Game Assets for macOS Games (p. 1081)
- Building Shaders for macOS Games (p. 1081)
- Running macOS Games (p. 1082)
- macOS Debugging and Troubleshooting (p. 1084)
- Creating a Project for Your macOS Games (p. 1085)

Building macOS Games

macOS support is in preview release and is subject to change.

Before you can run your game on a macOS computer, you must ensure the shader compiler (located in the \lumberyard\dev\Tools\CrySCompileServer\x64\profile directory) is running on your PC. For more information, see Building Shaders for macOS Games (p. 1081).

To build your game for macOS
1. On your Mac, in a Terminal window, navigate to the root directory of your Lumberyard installation (/lumberyard/dev).
2. To generate an Xcode project and prepare the Lumberyard build system to build your app, run the following command:

    sh lmbr_waf.sh configure xcode_mac

**Note**

OpenGL is the default renderer. You can use Metal for rendering by setting the `r_driver` option to `Metal` in the `system_osx_osx_gx.cfg` file. If you use monolithic builds, you must also update the `user_settings.options` file to set the `mac_build_renderer` option to `Metal`.

3. Do one of the following to build your game:

   - Use a command line to build various targets of your game:
     - To build debug, run the following command:
       `sh lmbr_waf.sh build_darwin_x64_debug -p all`
     - To build profile, run the following command:
       `sh lmbr_waf.sh build_darwin_x64_profile -p all`
     - To build release, run the following command:
       `sh lmbr_waf.sh build_darwin_x64_release -p all`
   - Use Xcode and the generated solution located in the `Solutions` folder in the directory where you installed Lumberyard to build your game.

---

**Building Game Assets for macOS Games**

*macOS support is in preview release and is subject to change.*

When you build a macOS game using Lumberyard, you must first build the assets that are included with the application. All built assets are located in the `cache` folder of your Lumberyard installation. For example, when you build the Samples Project, the assets are saved to the `lumberyard\dev\cache\SamplesProject\osx_gl` directory. The initial build of the Samples Project assets may take up to an hour to process, but incremental changes should process almost instantly.

**Note**

If you make changes to your game in Lumberyard Editor on your PC, you must copy the updated assets to your Mac using your preferred method. For example, you can use source control. For information, see Using the Perforce Plugin with Lumberyard (p. 23).

**To build macOS game assets on your Mac**

1. On your Mac, close all instances of the Asset Processor.
2. Edit the `bootstrap.cfg` file (located in the `/lumberyard/dev` directory) to set `sys_game_folder` to `SamplesProject` (or the project you want to build). Save the file.
3. Edit the `AssetProcessorPlatformConfig.ini` file (located in the `/lumberyard/dev` directory) to uncomment `osx_gl=enabled` (remove the preceding semicolon) and to comment out `pc=enabled` (add a preceding semicolon). Save the file.
4. In a command line window, navigate to the `/Lumberyard/dev/BinMac64` directory and run the Asset Processor (GUI or batch version) to process and build your game assets.

---

**Building Shaders for macOS Games**

*macOS support is in preview release and is subject to change.*

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Lumberyard uses a versatile shader system to achieve high quality, realistic graphics. Because the shader compilation pipeline depends on the Windows-specific HLSL optimizer, you must connect to a shader compiler on your PC when running a game on macOS during development. This compiles the subset of shaders required by your game, on demand.

**Note**
You must connect your PC and macOS computer to the same network and configure any firewalls to allow traffic through port 61453.

When a new shader is compiled, the game waits for the binary shader permutation to compile on your PC and be sent back to your macOS computer. Once this occurs, the shader is cached locally. When you are ready to release your game, you must pack up and include all cached binary shaders.

You can use a whitelist to specify the IP addresses that are allowed to connect to your remote shader compiler. For information, see Creating a Whitelist for the Remote Shader Compiler (p. 1177).

**To build the shader compiler (if not already done)**

On your PC, in a command line window, change to the `\lumberyard\dev` directory and type one of the following:

- If you are using Visual Studio 2013: `lmbr_waf build_win_x64_vs2013_profile -p all --targets=CrySCompileServer`
- If you are using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_profile -p all --targets=CrySCompileServer`

**To run the shader compiler on your PC**

1. Edit the `system_osx_osx_gx.cfg` file (located in the root directory of your Lumberyard installation, `\lumberyard\dev`) to set the `localhost` for `r_ShaderCompilerServer` to the IP address of the PC on which you will run the shader compiler.
2. Launch the Asset Processor if it is not still running.
3. Verify that you are sharing the cache folder between your PC and Mac by checking the corresponding cache file (located in the `\lumberyard\dev\cache\SamplesProject\ios \system_osx_osx_gx.cfg` directory).

**Running macOS Games**

macOS support is in **preview** release and is subject to change.

Before you can run your game on a macOS computer, you must ensure the shader compiler (located in the `\lumberyard\dev\Tools\CrySCompileServer\x64\profile` directory) is running on your PC. For more information, see Building Shaders for macOS Games (p. 1081).

**To run your game on a macOS computer**

1. Open the Xcode solution that you generated (located in the `Solutions` folder in the directory where you installed Lumberyard).
2. Build, run, and debug your application as you would any Xcode project. For information, see Launching Your Mac App.
3. (Optional) Load different levels by doing one of the following:

- Open the console window using the tilde (~) key, and then type `map <name of map or level to load>`. The console supports tab completion, so you can press Tab after the map command to see the list of supported levels and maps to load.
- Edit the `autoexec.cfg` file for your game to change the `map` command to load a different map or level. Run the game from Xcode again.

For example, if you are using the Samples Project, edit the `autoexec.cfg` file located in the `/dev/SamplesProject` directory. macOS supports the following Samples Project levels:
- Animation_Basic_Sample
- Camera_Sample (default)
- Movers_Sample
- Trigger_Sample

4. Use the following controls to navigate around the Camera Sample map:

- Switch between cameras by selecting the buttons in the lower right corner of the screen.
- Move the robot in the Character Controller view by using the mouse or keyboard (WASD).
- Jump in the Character Controller view by pressing the Space key.
macOS Debugging and Troubleshooting

macOS support is in preview release and is subject to change.

Lumberyard provides full access to the source code, which allows you to debug your macOS application using Xcode without additional Lumberyard-specific steps to follow. For information about debugging and profiling your macOS application, see Debugging in the official Apple developer documentation.

Unable to see activity in the shader compiler window

You must connect to the shader compiler on your PC in order to compile the subset of shaders required by your game, on demand. To verify that your app has connected correctly and obtained all shaders, you can view the output in the shader compiler window. If you still do not see any activity in the window, please check your setup by following the instructions on the Building Shaders for macOS Games (p. 1081) page.

Cleaning the project does not create a full rebuild of the macOS application

Lumberyard uses a custom build step to generate the final executable and temporary C++ object files, which output to the BinTemp\darwin_x64_debug or BinTemp\darwin_x64_profile directory where you installed Lumberyard. Unlike a regular Xcode project, in order to create a full rebuild of the macOS application, you must manually delete the contents of the output folder or run one of the following Waf commands from a Terminal window:

- To build debug, run the following command: lmbr_waf.sh clean_darwin_x64_debug

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Creating a Project for Your macOS Games

macOS support is in preview release and is subject to change.

The topics in macOS Support (p. 1079) demonstrate how to use the Samples Project that is included with Lumberyard to build game assets, shaders, and macOS applications. You can follow the same instructions to create a project for your own macOS game.

Note
Ensure you have the prerequisites (see macOS Support (p. 1079)) and your Mac is properly set up to compile for macOS computers.

To create a project for your macOS game

1. On your PC, use the Project Configurator to create a new project. For information, see Using the Project Configurator (p. 24).
2. Submit the new project into your revision control system and then check out the project onto your Mac.
3. Edit the `user_settings.options` file (located in the `\lumberyard\dev\WAF_directory`) to set `enabled_game_projects` to the name of the project you created:

   ```
   [Game Projects]
   enabled_game_projects = MyProject
   ```

   You can simultaneously build multiple projects by separating each project name with a comma:

   ```
   [Game Projects]
   enabled_game_projects = SamplesProject,MyProject,OtherProject
   ```

4. In a command line window, configure and build your project using the instructions on the Building macOS Games (p. 1080) and Running macOS Games (p. 1082) pages.

   Note
   If you enabled multiple projects, you can switch between multiple targets in your Xcode project.
Linux Support

Linux support is in preview release and is subject to change.

Lumberyard supports compiling and deploying the Windows client for a multiplayer project on a Linux dedicated server. You must do the following for the Windows client to work properly on a Linux dedicated server:

- Compile the assets on a Windows computer (p. 1087)
- Compile the server executable for use on a Linux computer (p. 1087)
- Compile a Windows client to use to connect to the Linux server (p. 1625)

Once compiled, you can deploy assets to either a Linux server or Windows client.

Prerequisites

You must have the following:

- Lumberyard source code
- Windows computer with a Lumberyard development environment and the ability to generate a Windows build
- Linux computer with Ubuntu on Amazon Elastic Compute Cloud (Amazon EC2)
  For information, see Setting up Ubuntu on Amazon EC2 (p. 1090).
- Familiarity with the following:
  - Amazon Elastic Compute Cloud (Amazon EC2)
  - Connecting to your Linux instance

Topics

- Compiling Assets on a Windows Computer (p. 1087)
- Building the Lumberyard Executable for Linux (p. 1087)
- Testing the Windows Client to Linux Server Connection (p. 1088)
- Preparing the GameLift Package (p. 1089)
- Setting up Ubuntu on Amazon EC2 (p. 1090)
Compiling Assets on a Windows Computer

You must compile assets for the multiplayer project on a Windows computer. Once compiled, you can deploy assets to either a Linux server or Windows client.

**To compile assets on a Windows computer**

1. Run the Project Configurator (located in the `\dev\Bin64` directory at the root of your Lumberyard installation).
2. In the Project Configurator, select `MultiplayerProject` and click **Set as default**.
3. Close the Project Configurator.
4. Edit the `bootstrap.cfg` file (located in the `\dev` directory) to set `connect_to_remote` to `0`.
5. Follow these instructions for **Creating Release Builds for PC** (p. 1625). Alternatively, you can run the `BuildMultiplayerSample_pc_Paks_Dedicated.bat` file (located in the `\dev` directory).
6. To create a deployment package for Linux, run as Administrator the `MultiplayerSample_LinuxPacker.bat` file (located in the `\dev` directory).

**Note**
You do not need the following steps to deploy files to a Linux computer if you use the same computer to compile and to deploy files.

**To deploy files to a Linux computer**

1. (Optional) Compress the `MultiplayerSample_LinuxPackage.tar` file to any location on your Windows computer.
2. Use your preferred file transfer tool to deploy the `MultiplayerSample_LinuxPackage.tar` file on your Windows computer to your Linux computer. For information, see **Connect to Your Linux Instance** in the **Amazon EC2 User Guide**.

Building the Lumberyard Executable for Linux

After compiling the assets on a Windows computer, you must build the Lumberyard executable for use on a Linux computer.

**To build the Lumberyard executable for Linux**

1. On your Linux computer, in a command line window, run the following command: `tar -xvf MultiplayerSample_LinuxPackage.tar`
2. Change directory to the `MultiplayerSample_LinuxPackage/dev` directory.
3. Verify that you are using the following supported versions:
   - Ubuntu 16.04
   - Clang Compiler 3.8
   - C++ 3.7.0
Lumberyard User Guide
Testing the Windows Client to Linux Server Connection

• C++ ABI 3.7.0

4. Run the SetupAssistantBatch.sh file and type the following to create symlinks:

```
Tools/LmbrSetup/Linux/SetupAssistantBatch --none --3rdpartypath path to "3rdParty folder" --enablecapability compilegame --enablecapability compileengine
```

**Note**

Using an invalid third-party path may create invalid junctions. Type the following to remove these junctions and then run the SetupAssistantBatch.sh file again:

```
rm -rf Code/Tools/SDKs Code/Sandbox/SDKs and Code/SDKs
```

5. Edit the `system_linux_pc.cfg` file (located in the `/dev/MultiplayerSample_pc_Paks_Dedicated` directory) to set `log_RemoteConsoleAllowedAddresses` to your IP address.

6. Build the Lumberyard executable for Linux:

- To build profile, run the following command:
  ```
  (Optional for nonrelease builds) ./lmbr_waf.sh build_linux_x64_profile -p host_tools
  ./lmbr_waf.sh build_linux_x64_profile_dedicated -p game_and_engine
  ```
- To build debug, run the following command:
  ```
  (Optional for nonrelease builds) ./lmbr_waf.sh build_linux_x64_debug -p host_tools
  ./lmbr_waf.sh build_linux_x64_debug_dedicated -p game_and_engine
  ```

---

Testing the Windows Client to Linux Server Connection

Linux support is in preview release and is subject to change.

Lumberyard supports compiling and deploying the Windows client for a multiplayer project on a Linux dedicated server. You must have completed the following:

- Compiled the assets on a Windows computer (p. 1087).
- Built the Lumberyard executable for use on a Linux computer (p. 1087).

Once the Lumberyard executable is ready, you can test the connection between the Windows client and the Linux server.

**To test the client and server connection**

1. Start the Linux server:
   a. In a command line window, change directory to the `MultiplayerSample_pc_Paks_Dedicated` directory.

      The launcher assumes that the current working directory contains the data and multiplayergame game folder, which includes the .pak files.
   
   b. Run the `MultiplayerSampleLauncher` (located in the `\BinLinux64.Dedicated` directory).

      If you use the same computer to compile and deploy, you can run the executables from any location. Be sure not to change directories. Nonmonolithic builds look for .so files in the same directory as the executable.

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2. Start the remote console on your Windows computer:
   a. Run the `RemoteConsole.exe` file (located in the `\dev\Tools\RemoteConsole` directory).
   b. In the **Targets** window, for the **Custom Ip**, type the server's IP address.
   c. For the **Custom Port**, enter the server's port.

   The Linux server echoes the chosen port, which appears in the last line, for example, *Remote console listening on: 4600*. The server also echoes when the remote console is attached. If you restart the server, the remote console is automatically reattached.
   d. In the command line window, run the following command:

   ```
   mphost
   map multiplayergame
   ```

3. Start the Windows client:
   a. Run the `MultiplayerSampleLauncher.exe` file:
      i. For Microsoft Visual Studio 2013, this file is located in the `\dev\Bin64vc120\` directory.
      ii. For Microsoft Visual Studio 2015, this file is located in the `\dev\Bin64vc140\` directory.
   b. After the launcher loads, open the console by pressing the accent grave key and typing:

   ````
   mpjoin server IP address
   ```

---

### Preparing the GameLift Package

Linux support is in *preview* release and is subject to change.

Lumberyard supports compiling and deploying the Windows client for a multiplayer project on a Linux dedicated server. You must have completed the following:

- Compiled the assets on a Windows computer (p. 1087).
- Built the Lumberyard executable for use on a Linux computer (p. 1087).
- Tested the connection between the Windows client and the Linux server (p. 1088).

Once you have tested the client and server connection, you can prepare your GameLift package, which allows you to use Amazon GameLift to deploy your game servers.

#### To prepare the GameLift package

1. On your Windows computer, in a command line window, run the following command: `.\MultiplayerSample_CreateGameLiftPackage.sh`
2. In the AWS CLI, type the following to upload your package to Amazon GameLift:

   ```
   aws gamelift upload-build --operating-system AMAZON_LINUX --build-root "./GameLiftPackageLinux" --name "your package name" --build-version "your build version" --region us-west-2
   ```

   **Note**

   If you do not have the AWS CLI installed, type the following in the command line window:

   ```
   sudo pip install awscli
   ```
Setting up Ubuntu on Amazon EC2

Linux support is in preview release and is subject to change.

Before you can install the required software to compile Lumberyard on Linux, you must set up an Ubuntu Linux virtual machine on Amazon Elastic Compute Cloud (Amazon EC2). For instructions, see How to Launch a Linux Virtual Machine and select Ubuntu 16.04 LTS. The Linux virtual machine (instance) is launched on Amazon EC2 within the AWS Free Tier.

To install required software for Lumberyard on the Ubuntu Linux virtual machine

1. In your Linux instance, in a command line window, do the following to install updates and required packages:
   a. To install updates, run the following command: `sudo apt-get update`
   b. To add a Mozilla Security repo and install binutils-2.26, run the following commands:
      ```
sudo add-apt-repository ppa:ubuntu-mozilla-security/ppa
sudo apt-get update
sudo apt-get install binutils-2.26
```
   c. To install the libc++ standard library for Clang, run the following command: `sudo apt-get install libc++-dev`
   d. To install the libc++ ABI standard library, run the following command: `sudo apt-get install libc++abi-dev`
   e. To install Clang version 3.8, run the following command: `sudo apt-get install clang-3.8`
   f. To install universally unique ID headers and static libraries, run the following command: `sudo apt-get install uuid-dev`
   g. To install the Python package manager, run the following command: `sudo apt-get install python-pip`
   h. To install the AWS command line interface, run the following command: `sudo pip install awscli`

2. An issue with Clang 3.8 may require you to configure certain packages. Verify that the following directories exist in your environment:
   - `/usr/bin/clang`
   - `/usr/bin/clang++`
   - `/usr/include/c++/v1`

   If they do not exist, type the following to configure the required packages:
   a. `sudo ln -s /usr/bin/clang-3.8 /usr/bin/clang`
   b. `sudo ln -s /usr/bin/clang++-3.8 /usr/bin/clang++`
   c. `sudo cp -v /usr/include/libcxxabi/* /usr/include/c++/v1/`
   d. `hash -r`
Particle Effects System

Lumberyard includes an advanced particle effects system that you can use to simulate explosions, fire, smoke, sparks, water spray, fog, snow, rain, and other effects. Use the **Particle Editor** to create and manage particle effects in your game. You can place emitters in your level, link them to an object, set up a material to define a custom effect, and control these effects using **Flow Graph** and the **Track View** editor.

Lumberyard uses two shaders for rendering particles:

- **Particles Shader (p. 1203)** – Render particle effects that are affected by light. These effects can cast shadows and cause reflections.
- **ParticleImposter Shader (p. 1202)** – Render mesh particle effects that are not affected by light. These effects do not cast shadows or cause reflections.

Topics

- Using the Particle Editor (p. 1091)
- Particle Effects Best Practices (p. 1161)
- Advanced Particle Techniques (p. 1161)
- Particle Debugging (p. 1163)

Using the Particle Editor

Use the **Particle Editor** to create, edit, preview, and save particle libraries and emitters that are used with entities in your levels.

Do one of the following to add a particle component to your level:

- Drag a particle emitter from the **Particle Editor** library and drop it into the **Lumberyard Editor** viewport.
- Drag a particle effect asset from the **Asset Browser** into your scene. Select the emitter that you want to use from the **Entity Inspector** properties.
- Create a **Particle** component entity and assign the particle effect using the **Library** input.

**Accessing the Particle Editor**
In Lumberyard Editor, click **Tools, Particle Editor**. Alternatively, you can click the particle editor icon in the Lumberyard Editor toolbar.

The **Particle Editor** includes the following UI elements:

- **Libraries** panel – Lists the particle art assets.
- **Preview** panel – Displays the selected, active particle effect. The preview camera automatically positions to capture the entire particle. Use WASD keys and mouse controls to pan, zoom, and rotate the camera.
- **Attributes** panel – Lists the properties for the selected particle.
- **Level of Detail** panel – Displays level of detail (LOD) information for added particles.

**Topics**

- Customizing the Particle Editor UI (p. 1093)
- Managing Particle Libraries (p. 1093)
- Using the Preview Panel (p. 1097)
- Particles Attributes Reference (p. 1101)
- Creating and Managing Particle Emitters (p. 1129)
- Working with Emitter Shape Types (p. 1131)
Customizing the Particle Editor UI

The Particle Editor has a customizable UI that allows you to set up your workspace in different layouts. All panels are moveable. You can undock panels to become floating windows, or you can dock panels in new locations to rearrange the UI. Save your custom layouts to access later or to share with others.

You can customize the Particle Editor in the following ways:

Floating panels
Click and drag the panel title bar to separate the panel from the editor. The panel becomes a floating window.

Docking panels
You can dock panels on the edges of the window or anywhere an orange highlight appears to indicate a valid docking location. To dock a floating panel, drag the panel title bar into the Particle Editor window.

Tabbing panels
You can dock a panel inside another panel to create a tabbed view. Toggle the tabs to display one panel and hide the other. This option minimizes the number of panels that are displayed in the UI.

Showing or hiding panels
Customize which panels are visible by clicking View and choosing a panel to show or hide.

Resetting the layout
To reset the Particle Editor layout, click View, Reset to Default Layout. This resets the layout to show the Libraries panel on the top left, the Preview panel on the middle left, the Level of detail panel on the bottom left, and the Attributes panel on the right.

Exporting a layout
You can export and share custom layouts. After you create a layout, export the layout by clicking View, Export layout. Browse to the location where you want to export the layout file.

Importing a layout
You can import custom layouts by clicking View, Import layout. Browse to the layout file.

Managing Particle Libraries

Particle libraries are .xml assets that contain the data for all effects in the library. The .xml files are located in the \<game project name>\libs\particles directory.

Use the Particle Editor to add and manage particle libraries. You can rename library assets by duplicating and renaming a library in the Particle Editor. We do not recommend renaming the base .xml file, which negatively impacts the entities in your levels.
Multi-library

View and interact with multiple libraries simultaneously.

Multi-selection

Press Ctrl or Shift to select multiple emitters. The emitters can be from different libraries. You can do any of the following:

Copy – Copies the selected item. If you copy multiple items, they become children of the item that you paste them on.

Delete – Deletes all selected emitters.

Group – Groups the selected items that share the same parent. Select the emitters that you want to group and press Ctrl+G. Alternatively, you can right-click the selected emitters and choose Group.

If you use hot keys while multiple items are selected, the hot keys will apply to all selected items.

Drag and drop

Add emitters from any of the libraries into a specific library. To do this, drag and drop the emitters onto the library name. You can also drag emitters from the library to a new parent in the same library.

Search

Type queries into the search field to instantly view results. Use the drop-down arrow to display previous search results.

Level library (Deprecated)

We have deprecated the level library. You can import particle data stored in level files that were created in Lumberyard 1.8 and earlier. To do so, open a level and select Import Level Library from the File menu in the Particle Editor. This will import the data to a project particle library in the \<game project name>\libs\particles directory.

We recommended that you update all entities that reference the level library emitters to use this newly created library.

Topics

- Adding Particle Libraries (p. 1094)
- Importing Particle Libraries (p. 1095)
- Saving Particle Libraries (p. 1095)
- Using Particle Libraries (p. 1095)

Adding Particle Libraries

Particle effect data is stored in an XML-based library file.

To add a particle library

1. In the Particle Editor, do one of the following:
   - Click Create new library.
   - Click File, Add library.
   - Click the drop-down arrow in the Libraries panel, and select Add library.
   - Click the library icon to the right of the search bar.
2. Under Libraries, in the highlighted name field, type a name for the library.

3. Choose Add Particle or Add Folder, as applicable, and type a name.

**Importing Particle Libraries**

Particle effect data is stored in an XML-based library file. Do the following to import a particle library.

**To import a particle library**

1. In the Particle Editor, click File, Import.
2. In the Pick Particles dialog box, select a library to load. Click OK. Alternatively, you can click the drop-down arrow to access the menu.

**Saving Particle Libraries**

Do the following to save a particle library.

**To save a particle library**

1. In the Particle Editor, right-click the library name and select Save. Alternatively, you can press Ctrl +S to save all libraries that are loaded in the editor.
2. Your library is now saved to the \<game project name>\libs\particles directory. You can nest libraries using any folder hierarchy in the \libs\particles directory.

**Using Particle Libraries**

The Particle Editor provides a context menu with the following options for you to manage your particle libraries. Right-click a library name to access the context menu.
### Option Description

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
</table>
| **Add New**     | **Add Particle** – Adds a new emitter to the library. The default keyboard shortcut is **Ctrl+N**.  
**Add Folder** – Adds a new folder to the library. The default keyboard shortcut is **Ctrl+Alt+N**. |
| **Save**        | Saves changes to the selected library. Libraries are saved in the `<project>/libs/particles` directory.                                      |
| **Duplicate**   | Duplicates and renames the library.                                                                                                          |
| **Disable/Enable All** | Enables or disables all items in the library.                                                                                               |
| **Expand/Collapse All** | Expands or collapses all branches in the library. You can click a library name to collapse or expand the entire library. The contents will not lose their collapsed or expanded state when you do so. |
| **Remove**      | Removes the library from the library list. The library list is still available on disk.                                                      |
| **Reload**      | Reloads the library.                                                                                                                          |

You can access the following toolbar menu items and buttons in the **Particle Editor** and **Libraries** panel.
## Using the Preview Panel

Use the **Preview** panel to view the particle effect in the **Particle Editor**. This panel has the following features:

- A – Viewport
- B – Main menu
- C – Emitter hierarchy view to choose which emitter hierarchies to display in the viewport
- D – Resets the viewport to default settings
- E – Time of day visibility toggle to simulate the time of day approximation
- F – Toggles the display of the particles wireframe
- G – Playback timeline
- H – Play, pause, and step forward controls
- I – Resets emitter playback

### Option Description

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add Particle</td>
<td>Adds a particle effect. By default, the particle effect is a child of the selected particle, folder, or library. Set the particle name in the New Particle Name window.</td>
</tr>
<tr>
<td>Add Folder</td>
<td>Adds a folder in the library so you can organize your particle effects.</td>
</tr>
<tr>
<td>Add library</td>
<td>Adds a particle library.</td>
</tr>
<tr>
<td>Import</td>
<td>Opens the file browser to import the selected particle libraries.</td>
</tr>
<tr>
<td>Import Level Library</td>
<td>Imports particle data stored in level files that were created in Lumberyard 1.8 or earlier.</td>
</tr>
<tr>
<td>Save All</td>
<td>Saves all modified particle libraries to disk.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the Particle Editor.</td>
</tr>
<tr>
<td>Undo</td>
<td>Clears the last change.</td>
</tr>
<tr>
<td>Redo</td>
<td>Removes the last undo.</td>
</tr>
<tr>
<td>Copy</td>
<td>Copies all of the settings for the selected item to the clipboard.</td>
</tr>
<tr>
<td>Paste</td>
<td>Writes data from the clipboard to the selected item.</td>
</tr>
<tr>
<td>Duplicate</td>
<td>Duplicates the selected particle effect.</td>
</tr>
<tr>
<td>Add LOD</td>
<td>Adds a level of detail (LOD) to the selected emitter.</td>
</tr>
<tr>
<td>Rename</td>
<td>Renames the selected item.</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes the selected item.</td>
</tr>
<tr>
<td>Reset to default</td>
<td>Resets all properties and parameters for the selected item to the default values and states.</td>
</tr>
<tr>
<td>Edit Hotkeys</td>
<td>Opens the HotKey Configuration window for you to edit keyboard shortcuts (hotkeys).</td>
</tr>
</tbody>
</table>
- H – Loops playback
You can access the following **Preview** panel options in the main menu and context menu.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Import Mesh</td>
<td>Imports a game mesh to view.</td>
</tr>
<tr>
<td>Play</td>
<td>Toggles playback.</td>
</tr>
<tr>
<td>Pause</td>
<td>Pauses playback.</td>
</tr>
<tr>
<td>Step forward</td>
<td>Steps forward one frame.</td>
</tr>
<tr>
<td>Play loop</td>
<td>Toggles the playback from once to looping.</td>
</tr>
<tr>
<td>Reset</td>
<td>Resets the playback to the beginning.</td>
</tr>
<tr>
<td>Reset camera position</td>
<td>Resets the preview camera to the default position.</td>
</tr>
<tr>
<td>Show/Hide overdraw</td>
<td>Toggles display of overdraw in the editor.</td>
</tr>
<tr>
<td>Wireframe view</td>
<td>Toggles display of the particles wireframe.</td>
</tr>
<tr>
<td>Show/Hide particle count</td>
<td>Toggles display of the particle count.</td>
</tr>
<tr>
<td>Show/Hide bounding box</td>
<td>Toggles display of the emitter bounding box.</td>
</tr>
<tr>
<td>Show/Hide gizmo</td>
<td>Toggles display of the preview window transform gizmo.</td>
</tr>
<tr>
<td>Show/Hide playback controls</td>
<td>Toggles display of the preview playback controls.</td>
</tr>
<tr>
<td>Show/Hide grid</td>
<td>Toggles display of the preview grid.</td>
</tr>
<tr>
<td>Show/Hide emitter shape</td>
<td>Toggles display for the visualization of shape emitters and their relative coordinates.</td>
</tr>
<tr>
<td>Background color</td>
<td>Opens the color picker for you to set the color of the preview background.</td>
</tr>
<tr>
<td>Grid color</td>
<td>Opens the color picker for you to set the color of the preview grid.</td>
</tr>
<tr>
<td>Reset colors</td>
<td>Resets the background and grid to the default colors.</td>
</tr>
<tr>
<td>Move on spline</td>
<td>Displays a spline in the <strong>Preview</strong> panel for the emitter to move along. This helps to preview the emitter motion.</td>
</tr>
</tbody>
</table>

**Spline mode**

- Single path – Traverses the path once
- Loop – Traverses the path indefinitely
- Ping-pong – Traverses back and forth on the path

**Spline shape**

- Line
- Sine Wave
- Coil
<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Spline speed</strong></td>
<td></td>
</tr>
<tr>
<td>• Speed x1</td>
<td></td>
</tr>
<tr>
<td>• Speed x2</td>
<td></td>
</tr>
<tr>
<td>• Speed x3</td>
<td></td>
</tr>
<tr>
<td>• Speed x5</td>
<td></td>
</tr>
<tr>
<td><strong>Reset spline settings</strong></td>
<td>Disables all spline settings.</td>
</tr>
<tr>
<td><strong>Reset to default</strong></td>
<td>Resets the preview window to the default configuration.</td>
</tr>
<tr>
<td><strong>Close</strong></td>
<td>Closes the Preview panel.</td>
</tr>
</tbody>
</table>

**Particles Attributes Reference**

Use the particle parameters and attributes in the Particle Editor to modify how emitters and particles look and behave. Except for a parameter's base value, most numeric parameters allow random variation over a particle or emitter lifetime. The following reference lists the particle attributes and associated parameters that you can adjust for the desired effect. All particle parameters and attributes are available in the Attributes panel.

Some parameters have the following sub-parameters:

- **Random** – Specifies how much a particle's parameter value deviates from the default value of 0 (no variation).
- **Strength Over Emitter Life** – Controls the alpha strength over the lifetime of the particle. This sub-parameter works only with finite particles. This sub-parameter has no effect if continuous is set.
- **Strength Over Particle Life** – Controls the alpha strength over the lifetime of an individual particle. For example, you can use this sub-parameter to fade away a smoke particle to nothing once its lifetime has finished. The particle fades out earlier or later depending on where you reduce the value to zero.

**Topics**

- Using the Curve Editor (p. 1102)
- Advanced Attribute (p. 1102)
- Audio Attribute (p. 1103)
- Collision Attribute (p. 1104)
- Comment Attribute (p. 1108)
- Configuration Attribute (p. 1108)
- Emitter Attribute (p. 1109)
- Lighting Attribute (p. 1115)
- Movement Attribute (p. 1116)
- Particles Attribute (p. 1118)
- Rotation Attribute (p. 1125)
- Size Attribute (p. 1126)
- Visibility Attribute (p. 1127)
Using the Curve Editor

Use the curve editor to edit the attribute values over the emitter and particle lifetimes. **Strength Over Emitter Life** is active only if you have an emitter lifetime that is greater than zero.

To edit the curves

1. In the curve editor, double-click along the curve timeline to add a new key.
2. Use your mouse to drag the key frame to the desired value and shape.

Advanced Attribute

Parameters in this attribute include advanced appearance and optimization settings.

Advanced Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Force Generation</td>
<td>(CPU only) Adds a force that is generated by the emitter.</td>
</tr>
<tr>
<td></td>
<td>• <strong>None</strong> – Does not add a force.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Wind</strong> – Creates a physical wind force, approximately following the velocity, direction, volume, and timing of the emitter's particles. This wind affects all particles and objects in its region, except particles in the emitter group. Setting the emitter's <strong>Speed</strong> to a negative value creates the wind force in the opposite direction. You can use this to create a vacuum force.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Gravity</strong> – Creates a physical gravity force similar to wind, but creates a gravitational acceleration force instead of wind velocity.</td>
</tr>
<tr>
<td></td>
<td>Default value: None</td>
</tr>
<tr>
<td>Fill Rate Cost</td>
<td>(CPU only) Multiplies the emitter's contribution to the total fill rate. This affects automatic culling of large particles when the global limit is reached. Set this to a value greater than 1 if the effect is relatively expensive or unimportant. Set this to a value less than</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>or equal to 0 if the effect is important. You should not experience automatic culling.</td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td>Default value: 1</td>
<td>Heat Scale</td>
</tr>
<tr>
<td>(CPU only) Multiplies thermal vision.</td>
<td>Valid values: 0 – 4</td>
</tr>
<tr>
<td>Default value: 0</td>
<td>Sort Quality</td>
</tr>
<tr>
<td>(CPU only) Specifies more accurate sorting of new particles in the emitter’s list. To avoid popping that results from changing the render particle order, particles are never re-sorted after emission. Instead they are sorted only when emitted, based on the main camera's position.</td>
<td>Valid values: 0 – 2</td>
</tr>
<tr>
<td>Default value: 0</td>
<td>Half Res</td>
</tr>
<tr>
<td>Renders particles in a separate, half resolution pass, reducing rendering cost.</td>
<td>Default value: false</td>
</tr>
<tr>
<td>Particle Size Discard</td>
<td>(GPU only) Discards particles below the defined screen space pixel size.</td>
</tr>
<tr>
<td>Default value: 0</td>
<td>Streamable</td>
</tr>
<tr>
<td>(CPU only) Allows texture or geometry assets to stream from storage as normal.</td>
<td>Default value: true</td>
</tr>
</tbody>
</table>

**Audio Attribute**

Parameters in this attribute determine which sounds are emitted by the particle system and when.
Audio Attribute Parameters for CPU Emitters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Trigger</td>
<td>Selects the start trigger sound asset to play with the emitter.</td>
</tr>
<tr>
<td>Stop Trigger</td>
<td>Selects the stop trigger sound asset to play with the emitter.</td>
</tr>
<tr>
<td>Sound FXParam</td>
<td>Applies the modulate value to the sound. The effect depends on how the particlefx parameter for the individual sound is defined. Depending on the sound, this value might affect volume, pitch, or other attributes. You can set a Random value and Strength Over Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
</tbody>
</table>

Sound Control Time

- EmitterLifeTime – Plays for the length of the emitter's lifetime.
- EmitterExtendedLifeTime – Plays for the length of the emitter's lifetime plus all particles' lifetimes (until all particles die).
- EmitterPulsePeriod – Plays for the length of the pulse period.

Collision Attribute

Parameters in this attribute control the particle's physical setup.
Lumberyard User Guide
Particles Attributes Reference

CPU Collision Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Physics Type</td>
<td>Specifies how the particle interacts physically.</td>
</tr>
<tr>
<td></td>
<td><strong>Note</strong></td>
</tr>
<tr>
<td></td>
<td>The SimplePhysics and Rigidbody options are not currently functional.</td>
</tr>
<tr>
<td></td>
<td>• None – No collisions or other physics. This setting is used by default.</td>
</tr>
<tr>
<td></td>
<td>• SimpleCollision – Collides the particle with the static environment using simple physics. This is the simplest mode.</td>
</tr>
<tr>
<td></td>
<td>• SimplePhysics (Geometry particles) – Creates a particle in the physics system and collides the particle using a spherical particle model.</td>
</tr>
<tr>
<td></td>
<td>• RigidBody (Geometry particles) – Creates a particle in the physics system and collides the particle using the full geometry. You must set a geometry asset to the physicalized model in-engine for this particle. This is the most expensive mode.</td>
</tr>
<tr>
<td>Collide Terrain</td>
<td>Includes terrain in particle collisions.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Collide Static Objects</td>
<td>Includes non-terrain, static objects in particle collisions. This is expensive.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Collide Dynamic Objects</td>
<td>Includes non-terrain, dynamic objects in particle collisions. This is expensive.</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Default value: false</td>
<td></td>
</tr>
<tr>
<td><strong>On Collide</strong></td>
<td>Upon impact with the static environment, the particle dies.</td>
</tr>
<tr>
<td>• <strong>Die</strong> – The particle dies upon colliding with an object.</td>
<td></td>
</tr>
<tr>
<td>• <strong>Bounce</strong> – If you enable <strong>Collide Terrain</strong>, <strong>Collide Static Objects</strong>, or <strong>Collide Dynamic Objects</strong>, the particle bounces off the respective type. If none of these are enabled, the selected particle ignores the object that it collides with and passes through. This is useful with <strong>Spawn Indirection – Parent Collide</strong>.</td>
<td></td>
</tr>
<tr>
<td>• <strong>Stop</strong> – The particle stops when it collides with an object.</td>
<td></td>
</tr>
<tr>
<td>Default value: Die</td>
<td></td>
</tr>
<tr>
<td><strong>Max Collision Events</strong></td>
<td>Limits the number of collisions that the particle can have in its physics simulation. This affects only particles that have <strong>Physics Type</strong> set to <strong>Rigid Body</strong>.</td>
</tr>
<tr>
<td>Valid values: 0 – 255</td>
<td></td>
</tr>
<tr>
<td>Default value: 0</td>
<td></td>
</tr>
<tr>
<td><strong>Bounciness</strong></td>
<td>Controls the elasticity for collision response. This affects only particles that have <strong>Physics Type</strong> set to <strong>Simple Collision</strong>. You can override this feature by setting <strong>Surface Type</strong>. You can also use a special value of -1 to have the particle die on first collision.</td>
</tr>
<tr>
<td>Valid values: any</td>
<td></td>
</tr>
<tr>
<td>Default value: 0</td>
<td></td>
</tr>
<tr>
<td><strong>Collision Fraction</strong></td>
<td>Determines the fraction of emitted particles that perform collisions.</td>
</tr>
<tr>
<td>Valid values: 0 – 1</td>
<td></td>
</tr>
<tr>
<td>Default value: 1</td>
<td></td>
</tr>
<tr>
<td><strong>Collision Cutoff Distance</strong></td>
<td>Specifies the maximum distance from the camera at which collisions are performed. A value of 0 means infinite.</td>
</tr>
<tr>
<td>Valid values: 0+</td>
<td></td>
</tr>
<tr>
<td>Default value: 0</td>
<td></td>
</tr>
<tr>
<td><strong>Surface Type</strong></td>
<td>Selects from a variety of surface material types for the collision behavior. If set, <strong>Surface Type</strong> overrides <strong>Bounciness</strong> and <strong>Dynamic Friction</strong>.</td>
</tr>
<tr>
<td>Default value: none</td>
<td></td>
</tr>
<tr>
<td><strong>Dynamic Friction</strong></td>
<td>The coefficient of dynamic friction. If set, <strong>Surface Type</strong> overrides <strong>Dynamic Friction</strong>. This affects only particles that have <strong>Physics Type</strong> set to <strong>Simple Collision</strong>.</td>
</tr>
<tr>
<td>Valid values: 0+</td>
<td></td>
</tr>
<tr>
<td>Default value: 1</td>
<td></td>
</tr>
</tbody>
</table>
### Parameter Function

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thickness</td>
<td>Controls the fraction of the particle's visible radius to use for the physical radius. This affects particles that have <strong>Physics Type</strong> set to <strong>Simple Physics</strong> and geometry particles that have <strong>Physics Type</strong> set to <strong>Simple Collision</strong>. Valid values: 0+ Default value: 1</td>
</tr>
<tr>
<td>Density</td>
<td>Controls the density of particle in kg/m(^3). An example of a physically correct value is Water = 1000. This affects only particles that have <strong>Physics Type</strong> set to <strong>Simple Physics</strong> or <strong>Rigid Body</strong>. Valid values: 0+ Default value: 1000</td>
</tr>
</tbody>
</table>

### GPU Collision Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Depth Collision</td>
<td>Specifies how the particle interacts physically.</td>
</tr>
<tr>
<td></td>
<td>- <strong>None</strong> – No collisions or other physics. This setting is used by default.</td>
</tr>
<tr>
<td></td>
<td>- <strong>Frame Buffer</strong> – Collides with the screen space depth buffer.</td>
</tr>
<tr>
<td></td>
<td>- <strong>Cubemap</strong> – Collides with a depth cubemap buffer that is generated around the emitter.</td>
</tr>
<tr>
<td>Cubemap Far Plane</td>
<td>Sets the far plane distance for cubemap depth buffer generation. Default value: 20</td>
</tr>
<tr>
<td>Die on Collide</td>
<td>Upon impact with the static environment, the particle dies.</td>
</tr>
<tr>
<td></td>
<td>- <strong>Die</strong> – The particle dies upon colliding with an object.</td>
</tr>
<tr>
<td></td>
<td>- <strong>Bounce</strong> – The particle bounces off the object that it collides with.</td>
</tr>
<tr>
<td></td>
<td>- <strong>Stop</strong> – The particle stops when it collides with an object.</td>
</tr>
</tbody>
</table>
### Parameter Function

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| **Bounciness**     | Controls the elasticity for collision response. This affects only particles that have **Physics Type** set to **Simple Collision**. You can override this feature by setting **Surface Type**. You can also use a special value of -1 to have the particle die on first collision. Valid values: any  
Default value: 0 |
| **Thickness**      | Controls the fraction of the particle's visible radius to use for the physical radius. This affects particles that have **Physics Type** set to **Simple Physics**. Valid values: 0+  
Default value: 1 |

**Comment Attribute**

Save or edit comments about an emitter in the Comment text box.

**Configuration Attribute**

Parameters in this attribute allow you to specify the minimum and maximum specs for your particle emitters.
## Configuration Attribute Parameters for CPU Emitters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| Config Min         | Specifies the minimum system configuration level for the effect. If the configuration is lower than the set value, the item will not display. Choose from Low, Medium, High, or VeryHigh.  
  Default value: Low |
| Config Max         | Specifies the maximum system configuration level for the effect. If the configuration is higher than the set value, the item will not display. Choose from Low, Medium, High, or VeryHigh.  
  Default value: VeryHigh |
| Platforms          | Defines which platform to use with the effect.  
  - PCDX11  
  - PS4  
  - Xbox One  
  - iOS  
  - Android  
  - macOS GL  
  - macOS Metal  
  Default value: all checked (true) |

## Emitter Attribute

Parameters in this attribute control the location and spawning attributes of the particle and emitter shape. The parameters are updated based on the type that you select.
Emitter Attribute Parameters

Changing **Emitter Shape Type** resets the attributes to the default settings for the selected emitter. You will receive a confirmation that you can remove by selecting **Do not prompt again**. This prompt resets when you select **Reset to default layout**.

**Emitter Attribute Parameters**

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Particle Type</td>
<td>Specifies whether the emitter is a CPU or GPU type.</td>
</tr>
<tr>
<td>Emitter Shape Type</td>
<td>Specifies the emitter shape type.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Angle</strong> – Standard emitter type based on angle parameters.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Point</strong> – Spherical distribution emitter.</td>
</tr>
</tbody>
</table>
### Parameter Function

<table>
<thead>
<tr>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sphere</strong> – Sphere shape emitter with particles controlled along the sphere's circumference coordinates.</td>
</tr>
<tr>
<td><strong>Circle</strong> – Circle shape emitter with particles controlled along the circumference and vertical coordinates.</td>
</tr>
<tr>
<td><strong>Box</strong> – Box shape emitter with particles controlled along the planes of the box.</td>
</tr>
<tr>
<td><strong>Trail</strong> – Emitter to create trail type effects.</td>
</tr>
<tr>
<td><strong>Beam</strong> – Emitter to create beam type effects.</td>
</tr>
</tbody>
</table>

### Relative Particle Movement

Determines the particle motion in the emitter's space. The following is an example of particles that are emitted upward from an emitter:

- **No** – The emitted particles stay in world space and fall behind as the emitter moves away, for example, like smoke from the chimney of a train.
- **Yes** – The emitted particles stay relative to the emitter's local space and won't fall behind as the emitter is moved, for example, like a smoke column going straight up from the chimney and staying vertical with the emitter. This excludes tail particles.
- **Yes With Tail** – The emitted particles stay relative to the emitter's local space, including any associated tail particles.

Default value: No
### Parameter Function

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>

#### Parameter Inheritance

Specifies the source for default (starting) effect parameters.

- **Standard** (default) – Uses the values set in DefaultParticleEmitters.xml.
- **System** (deprecated) – Reads the System.Default.xml file to use as defaults for the angle emitter. If this effect does not exist, you can use standard defaults. You can generate the .xml file by adding a library named System and an emitter named default. Save the library to your \<project>\libs\particles directory.
- **Parent** – Uses the parent particle effect for defaults. This is useful when creating a parent effect with one set of parameters and a variety of sub-effects that alter some of the parameters for variation. Sub-effects can spawn on their own. Edit the parent effect to update the default values of all sub-effects.

The selected source has the following consequences:

- When you create a new effect, default parameters are set from the following file: \dev\Editor\Plugins\ParticleEditorPlugin\defaults\DefaultParticleEmitters.xml.
- Changing the inheritance source does not change any other parameters. However, different parameters may be highlighted if their defaults have changed.

To reset parameters to the default values located in the DefaultParticleEmitters.xml file, right-click the parameter and choose **Reset to default**. You can modify the default values for the project using the same file.

When you save effects to XML libraries, only non-default values are saved. When you load effects from the XML libraries, the current default values for the effect's inheritance are used as a base.

When you edit a parent effect's parameters, the non-edited parameters of all children (and descendants) that have **Parent** selected are instantly updated.

#### Spawn Indirection

**Note**

Spawn indirection is supported only within the same CPU or GPU particle type.

This parameter has the following values.

- **Direct** – Spawns without relying on the parent's input for timing.
- **ParentStart** – Spawns once the parent has spawned.
- **ParentCollide** – Spawns a particle with this setting when the parent particle has collided with an object.
- **ParentDeath** – Spawns a particle with this setting when the parent particle has lived out its lifetime.
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| Attach Type | Specifies the emission location when the parent emitter has geometry.  
- **None** – Particles ignore geometry and emit from the emitter center as normal.  
- **Bounding Box** – Particles emit from the object’s bounding box.  
- **Physics** – Particles emit from the geometry of the attached physics object (mesh or simple primitive).  
- **Render** – Particles emit from the full mesh of the render object (static or animated mesh). This is generally more CPU-intensive than emitting from physics.  
Default value: None |
| Attach Form | Specifies the elements of the geometry from which particles emit.  
- **None** – Not active.  
- **Vertices** – Emits randomly from the vertices of the geometry. This is the most efficient form of mesh emission.  
- **Edges** – Emits randomly from the edges of the geometry. This is useful for effects on breaking element pieces.  
- **Surface** – Emits randomly from the surfaces (faces) of the geometry.  
- **Volume** – Emits randomly inside the volume of the geometry.  
Default value: Vertices |
| Count | Specifies the total number of particles that are active at a given time and determines the emission rate (<i>Count</i>/<i>Particle Lifetime</i>). You can set a **Random** value and the **Strength Over Emitter Life** curve.  
Valid values: 0+ |
| Maintain Density | Increases the emission rate (and particle count) when an emitter moves in order to maintain the same spatial density as when motionless. You can scale the increase from 0 to 1.  
- **Reduce Alpha** – When **Maintain Density** is active, this reduces particle alpha in order to maintain the same overall emitter alpha.  
Valid values: 0+ |
| Continuous | If false, emits all particles at once and then dies. If true, emits particles gradually over the emitter lifetime. If true and **Emitter Lifetime** = 0, emits particles gradually at a rate of **Count**/<i>Particle Lifetime</i> per second, indefinitely.  
Default value: false |
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spawn Delay</td>
<td>Delays the start of the emitter for the specified time. This is useful to delay sub-effects relative to the overall emitter creation time. Can set a Random value.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Emitter Lifetime</td>
<td>If Continuous = true, specifies the lifetime of the emitter. Emitter lifetime does not apply to non-continuous effects, which always disappear as soon as they have emitted all of their particles. You can set a Random value.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 0 (infinite lifetime)</td>
</tr>
<tr>
<td>Pulse Period</td>
<td>If greater than 0 and Continuous = false, restarts the emitter repeatedly at this interval. You can set a Random value.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Orient to Velocity</td>
<td>Forces the particle X-axis to align to the velocity direction. You can use Rotation parameters to rotate the particle further.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Position Offset</td>
<td>XYZ values define the spawning position away from the emitter itself in emitter space.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default values: 0,0,0</td>
</tr>
<tr>
<td>Random Offset</td>
<td>XYZ values define the range of a random spawning box in both directions, away from the position offset.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default values: 0,0,0</td>
</tr>
<tr>
<td>Offset Roundness</td>
<td>Specifies the fraction of spawning volume corners to round.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 (box shape) – 1 (ellipsoid shape)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Offset Inner Fraction</td>
<td>Specifies the ratio of inner to outer spawning volume.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 (spawn within entire volume) – 1 (spawn only at surface)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
</tbody>
</table>
Lighting Attribute

Parameters in this attribute control the particle lighting.

![Lighting Attribute](image)

**Lighting Attribute Parameters**

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light Source</td>
<td>(CPU only) Causes each particle to create a deferred light, where color is equal to the <strong>Color</strong> value.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Affects This Area Only</strong> – Use with clip volumes. When enabled, the particle lights do not exceed the volume boundary.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Radius</strong> – Radius of the light. You can set a <em>Random</em> value and <strong>Strength Over Emitter Lifetime</strong> and <strong>Strength Over Particle Lifetime</strong> curves.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Intensity</strong> – Intensity of the light. You can set a <em>Random</em> value and <strong>Strength Over Emitter Lifetime</strong> and <strong>Strength Over Particle Lifetime</strong> curves.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: false, 0, 0</td>
</tr>
<tr>
<td>Diffuse Lighting</td>
<td>Multiplies the particle color for dynamic (diffuse) lighting.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td>Diffuse Backlighting</td>
<td>Specifies the fraction of diffuse lighting that is applied to unlit particle directions.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 (standard diffuse and normals facing the light are lit the most) – 1 (omnidirectional diffuse and light affects all normals equally).</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Emissive Lighting</td>
<td>Multiplies the particle color for constant emissive lighting. Adding a value can make a particle appear as if it's glowing.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
</tbody>
</table>

Version 1.9

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## Lumberyard User Guide

**Particles Attributes Reference**

### Parameter Function

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default value: 0</td>
<td></td>
</tr>
</tbody>
</table>

### Receive Shadows

(CPU only) Allows shadows to cast on the particles.

Default value: false

### Cast Shadows

(GPU and geometry particles only) Allows particles to cast shadows.

Default value: false

### Not Affected By Fog

(CPU only) Causes particles to ignore scene fog.

Default value: false

---

## Movement Attribute

Parameters in this attribute control the sprite's movement.

![Movement Attribute](image)

For the **Air Resistance**, **Gravity Scale**, **Turbulence 3D Speed**, **Turbulence Size**, and **Turbulence Speed** parameters, you can set a **Random** value and **Strength Over Emitter Lifetime** and **Strength Over Particle Lifetime** curves.

### Movement Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min visible segment length</td>
<td>(Trail Type only) Tail particles are visible only when they have moved the specified distance.</td>
</tr>
<tr>
<td>Default value: false</td>
<td></td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Min visible distance</td>
<td>(Trail Type only) Specifies the minimum distance between the start and end of a trail segment. Segments that are smaller than this value will become transparent.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – INF</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Speed</td>
<td>Specifies the initial speed of particles. You can set a <strong>Random</strong> value and <strong>Strength Over Emitter Lifetime</strong> curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 5</td>
</tr>
<tr>
<td>Acceleration</td>
<td>XYZ values define the constant acceleration that is applied to particles in world space.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
<tr>
<td>Inherit Velocity</td>
<td>Specifies the fraction of initial velocity that is inherited from the particle's parent. For indirect particles, the parent particle's velocity is inherited. For direct particles, the emitter's velocity is inherited.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Bind Emitter to Camera</td>
<td>(CPU only) Forces the emitter to relocate to the main camera's position. This is useful (with <strong>Space Loop</strong>) for making a rain or snow effect, which the player cannot pass.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Space Loop</td>
<td>(CPU only) Loops particles within a region around the camera, as defined by <strong>Camera Min/Max Distance</strong> (under the <strong>Visibility</strong> tab). This is useful for making a rain or snow effect, which has an effective infinite spawning area.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Air Resistance</td>
<td>Particles behave as if encountering resistance and slow down over time.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Gravity Scale</td>
<td>Applies multiple of world gravity to particles. You should set most physicalized particles to 1 (use air resistance to provide drag). Set the parameter to a negative value for buoyant particles such as smoke.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
</tbody>
</table>
## Parameter Function

<table>
<thead>
<tr>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Turbulence3DSpeed</strong> Adds a 3D, random, turbulent movement to the particle, with the specified average speed.</td>
</tr>
<tr>
<td>Valid values: 0+</td>
</tr>
<tr>
<td>Default value: 0</td>
</tr>
<tr>
<td><strong>Turbulence Size</strong> Adds a spiral movement to the particle, with the specified radius. Set the axis of the spiral from the particle's velocity.</td>
</tr>
<tr>
<td>Valid values: 0+</td>
</tr>
<tr>
<td><strong>Turbulence Speed</strong> When Turbulence Size is greater than 0, specifies the angular speed, in degrees/second, of the spiral motion.</td>
</tr>
<tr>
<td>Valid values: any</td>
</tr>
<tr>
<td>Default value: 0</td>
</tr>
<tr>
<td><strong>Target Attraction</strong> Specifies how particles behave if the emitter is attached to a target. By default, all particles are attracted to any target to which the emitter is linked. These parameters customize that behavior.</td>
</tr>
</tbody>
</table>
| • **Target**  
  • **External** – Particles are attracted to a target entity, if the emitter is linked to one (default).  
  • **OwnEmitter** – Particles are attracted to their emitter's origin.  
  • **Ignore** – Particles ignore any external attractor.  
  • **Extend Speed** – Particles speed up to reach the target in their lifetime. Otherwise, they move at a real-world, natural speed toward the target and may not reach it.  
  • **Shrink** – Particles shrink as they approach the target.  
  • **Orbit** – Particles orbit around the target when reached. Otherwise, they disappear into the target.  
  • **Radius** – Distance from the target that particles orbit around or disappear. You can set a Random value and Strength Over Emitter Lifetime and Strength Over Particle Lifetime curves. |
| Valid values: any                                                            |

---

### Particles Attribute

Parameters in this attribute control the particle's basic appearance. You should set up this attribute first because it includes the Texture slot, which is used for most particles.
Particles Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Particle Life Time</td>
<td>Specifies the lifetime of individual particles. After an emitter's lifetime has expired, spawned particles live out their own lifetime. Valid values: 0+</td>
</tr>
<tr>
<td>Remain While Visible</td>
<td>Indicates that particles do not die until the entire emitter is out of view. This is typically used for emitters that move through space quickly and die to avoid particle pooling and other unintended consequences. Default value: false</td>
</tr>
<tr>
<td>Facing</td>
<td>Determines how the sprite or geometry is oriented in space. You can further modify texture orientation using the following rotational parameters.</td>
</tr>
</tbody>
</table>
## Parameter Function

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Camera</strong> (default)</td>
<td>Faces the viewer, with texture X and Y aligned with screen X and Y. In this mode only, particles are assumed to represent spherical objects and are lit accordingly. In all other modes, particles are lit as flat polygons.</td>
</tr>
<tr>
<td><strong>CameraX</strong></td>
<td>Rotates about the local Y-axis only and faces the camera as much as possible.</td>
</tr>
<tr>
<td><strong>Free</strong></td>
<td>Rotates freely in 3D. Be sure to give it some rotation. The default orientation is equal to the emitter's orientation.</td>
</tr>
<tr>
<td><strong>Horizontal</strong></td>
<td>Faces horizontal to the emitter's Z-axis.</td>
</tr>
<tr>
<td><strong>Velocity</strong></td>
<td>Faces the direction of movement.</td>
</tr>
<tr>
<td><strong>Water</strong></td>
<td>Faces upward and is moved and aligned to the nearest water plane.</td>
</tr>
<tr>
<td><strong>Terrain</strong></td>
<td>Faces upward and is moved and aligned to the nearest terrain location.</td>
</tr>
<tr>
<td><strong>Decal</strong></td>
<td>Renders the particle as a deferred decal, projected onto the nearest surface along the entity's Y-axis. The <strong>Thickness</strong> parameter under <strong>Collision</strong> controls the projection depth. This parameter works only with materials and does not work with textures.</td>
</tr>
<tr>
<td><strong>Shape</strong></td>
<td>Faces toward the nearest edge of the emitter shape boundary. You can use this parameter with the following shape types: <strong>Circle</strong>, <strong>Sphere</strong>, and <strong>Box Emitter</strong>.</td>
</tr>
</tbody>
</table>

Default value: camera

### Material

Opens the **Asset Browser** for you to assign a material for the 2D sprite particles. Different shaders are uniquely affected by the lighting and environment.

Default value: empty

### Blend Type

Applies to 2D particles only and determines how the sprite blends with the background.

- **Alpha Based** – Final Color = Particle Color * Particle Alpha + Background Color * (1 - Particle Alpha)
- **Additive** – Final Color = Particle Color + Background Color
- **Multiplicative** – Final Color = Particle Color * 2 * Background Color
- **Opaque** – Final Color = Particle Color

Default value: Alpha Based

### Sorting Method

(GPU only) Enables Intra GPU emitter sorting.

- **None** – No sorting
- **Bitonic** – Sorts using a bitonic sorting algorithm
- **OddEven** – Sorts using an odd even merge sorting

Default value: None
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sorting Convergence</td>
<td>(GPU only) Sorts convergence per frame for an odd even merge sort. Default value: 1.0</td>
</tr>
</tbody>
</table>
| Texture                 | Opens the Asset Browser for you to assign a texture for the 2D sprite particles. When you hover over the input box, a preview of the texture displays.  
  Default value: /Editor/Plugins/ParticleEditorPlugin/defaultparticle.dds                                      |
<p>| Normal Map              | (GPU only) Opens the Asset Browser for you to assign a normal map for the 2D GPU particles.                                                                                                               |
| Glow Map                | (GPU only) Opens the Asset Browser for you to assign a glow map for the 2D GPU particles.                                                                                                                 |</p>
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Texture Tiling</td>
<td>Splits the texture into tiles for variation and animation.</td>
</tr>
<tr>
<td>• Tiles X, Y</td>
<td>The number of tiles that the texture is split into.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 1 – 256</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td>• First Tile</td>
<td>The first of the range of tiles used by the particle.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 255</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>• Variant Count</td>
<td>The number of consecutive tiles in the texture that the particle randomly selects from.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 1 – 256</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td>• Anims Frame Count</td>
<td>The number of tiles that compose an animation sequence. You can use Variant Count and Anim Frames Count together. For example, if Variant Count = 2 and Anim Frames Count = 8, the particle randomly chooses between tiles 0 – 7 or 8 – 15, as an animated sequence.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 1 – 256</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td>• Anim Framerate</td>
<td>The number of frames per second for the animation. If 0, the animation runs through one sequence in the particle lifetime.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
<tr>
<td>• Anim Cycle</td>
<td>This parameter has the following values.</td>
</tr>
<tr>
<td></td>
<td>• Once – Animation plays once and holds on the last frame</td>
</tr>
<tr>
<td></td>
<td>• Loop – Animation loops indefinitely</td>
</tr>
<tr>
<td></td>
<td>• Mirror – Animation alternates cycling forward and backward indefinitely</td>
</tr>
<tr>
<td></td>
<td>Default value: Once</td>
</tr>
<tr>
<td>• Anim Blend</td>
<td>Renders the particle blended between the two adjacent animation frames. This has a performance impact.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>• Horizontal Flip Chance</td>
<td>Specifies the fraction of particles that are rendered and mirrored in texture X.</td>
</tr>
<tr>
<td>• Vertical Flip Chance</td>
<td>Specifies the fraction of particles that are rendered and mirrored in texture Y.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 1</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>• Anim Curve</td>
<td>Modifies the speed and direction of the animation.</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| Color              | Selects the color and alpha to apply to a particle.  
- **Random Between Two Colors** – Right-click the color input and choose the option to randomize between two colors and alpha values. Right-click to choose and return to *Single Color*.  
- **Random** – Specifies how much a particle’s initial color varies from the default.  
  Valid values: 0 = no variation | 1 = random black to default  
- **Random Hue** – Causes the **Random** color variation to occur separately in the three color channels. If false, the variation is in luminance only.  
  Default value: false  
- **Strength Over Emitter Lifetime** – Defines the color of the particle over the emitter’s lifetime. Double-click to open the **Gradient Editor**.  
- **Strength Over Particle Lifetime** – Defines the color of the particle over the particle’s lifetime. Double-click to open the **Gradient Editor**. |
### Parameter Function: Alpha clip

(CPU only) Customizes how the particle **Alpha** value controls opacity or alpha test values. Each parameter has two values that correspond when particle **Alpha** = 0 and 1. They are interpolated for each particle with its **Alpha** value and used in the shader with the following equation:

\[
\text{FinalOpacity} = \text{saturate}( (\text{TextureAlpha} - \text{SourceMin}) / \min(\text{SourceWidth}, 1 - \text{SourceMin}) ) * \text{Scale}
\]

- **Scale** – Multiplies the final alpha value. When set to the default value (0, 1), the particle **Alpha** directly scales the final opacity.
  - Valid values: 0+
- **Source Min** – Specifies the minimum source (texture) alpha to render (alpha test); values below the minimum become transparent. When set to the default value (0, 0), there is no alpha test.
  - Valid values: 0+
- **Source Width** – Specifies the feathering range of alpha clipping. When set to the default value (1, 1), texture alpha is fully used. A value of 0 specifies hard-clipping and a value of 1 specifies soft-clipping.
  - Valid values: 0+

Default value: 0

<table>
<thead>
<tr>
<th>Default value: 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Default – Alpha controls opacity, with no alpha clipping: Scale = (0, 1), Source Min = (0, 0), Source Width = (1, 1).</td>
</tr>
<tr>
<td>- Hard clipping at texture alpha = C, with no feathering: Scale = (1, 1), Source Min = (C, C), Source Width = (0, 0).</td>
</tr>
<tr>
<td>- Hard clipping controlled by particle alpha: Scale = (1, 1), Source Min = (0, 1), Source Width = (0, 0).</td>
</tr>
<tr>
<td>- Feathered clipping, with width F, controlled by particle alpha: Scale = (1, 1), Source Min = (0, 1), Source Width = (F, F).</td>
</tr>
<tr>
<td>- Soft clipping with the test value controlled by particle alpha: Scale = (1, 1), Source Min = (0, 1), Source Width = (1, 1)</td>
</tr>
<tr>
<td>- Clipping and opacity scale controlled by particle alpha: Scale = (0, 1), Source Min = (0, 1), Source Width = (1, 1)</td>
</tr>
</tbody>
</table>

### Parameter Function: Tessellation

Enables tessellation, rendering more vertices in the sprite. You must have a minimum of DirectX 11. This parameter is useful when **Receive Shadows** is set, increasing the resolution of shadows. It is also useful when **Tail Length** or **Connection** are set, creating smoother curves in connected particles. This helps with receiving light from point lights because the lighting is more accurate.

Default value: false

### Parameter Function: Soft Particles

Applies rendering that softens the intersection between sprites and nearby objects to prevent unnatural seams. Use sparingly on particles that need it, such as smoke, because this is slightly more expensive. Use the **Softness** sub-parameter to define the amount of rendering to apply.

Default value: false
### Parameter Function | Description
--- | ---
Motion Blur | (GPU only) Simulates motion blur on GPU particles. Use **Blur Strength** to set the strength of the blur effect.
Geometry | (CPU only) Opens the **Asset Browser** window to select a 3D object to use for the particles.
  
  Default value: empty
Geometry in Pieces | (CPU only) Emits the geometry in pieces, originating at each piece's location in the asset. This applies only if the **Geometry** asset contains multiple sub-objects.
  
  - **Whole** – Emits the whole geometry asset as one object.
  - **Random Pieces** – Emits pieces of cgf randomly over the emitter lifetime.
  - **All Pieces** – Emits geometry pieces in order over the emitter lifetime.
  
  Default value: Whole
Geometry No Offset | (CPU only) Uses the geometry pivot for centering geometry particles.
  
  Default value: false
Octagonal Shape | (CPU only) Renders sprites as octagons instead of quads, reducing pixel cost. Only use with textures that fit within an octagon, otherwise clipping occurs.
  
  Default value: false

### Rotation Attribute
Parameters in this attribute control the particle's rotation.

#### Rotation Attribute Parameters

| Parameter Function | Description |
--- | ---
Init Angles | XYZ values define the initial angle, in degrees, that is applied to the particles upon spawning. For **Facing = Camera** particles, only the Y-axis is used and refers to rotation in screen space. For 3D particles, all three axes are used and refer to emitter local space. |
### Random Angles

XYZ values define the random variation (bidirectional), in degrees, to *Init Angles*.

- **Valid values:** 0+
- **Default value:** 0

### Rotation Rate X, Y, Z

Specifies the constant particle rotation in degrees/second. The axes are the same as *Init Angles*. You can set a Random value and *Strength Over Emitter Lifetime* and *Strength Over Particle Lifetime* curves.

- **Valid values:** any
- **Default value:** 0

---

## Size Attribute

Parameters in this attribute control the sprite's size and shape.

### Size Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lock Aspect Ratio</td>
<td>Maintains the particle aspect ratio.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Size X, Y</td>
<td>For 2D particles, specifies the world sprite radius.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0+</td>
</tr>
</tbody>
</table>

For the *Size*, *Pivot*, and *Stretch* parameters, you can set a Random value and *Strength Over Emitter Lifetime* and *Strength Over Particle Lifetime* curves.
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default value: 1</td>
<td></td>
</tr>
<tr>
<td><strong>Pivot X, Y</strong></td>
<td>Moves the sprite's pivot point. Valid values: -1 – +1 Default value: 0 (texture center)</td>
</tr>
</tbody>
</table>
| **Stretch**        | Specifies the amount of stretch, in seconds, that is applied to the particle in the direction of travel. This is based on the current velocity and stretches in both directions by default.  
**Offset Ratio** – Adjusts the center of stretching. 0 = stretch both directions | 1 = stretch backward only | -1 = stretch forward only  
Valid values: 0+ Default value: 0 |
| **Tail Length**    | (CPU only) The length of the particle's tail in seconds. The particle texture is stretched through the tail.  
**Tail Steps** – The number of segments for the tail. A higher number produces smoother tail curves for non-linear, moving particles.  
Valid values: 0+ Default value: 0 |
| **Min Pixels**     | (CPU only) Adds the specified number of pixels to the particle's true size when rendering. This is useful for important effects that should be visible even at a distance.  
Valid values: 0+ Default value: 0 |

**Visibility Attribute**

Parameters in this attribute control the particle's visibility.
Visibility Attribute Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| View Distance Adjust       | Multiplies the automatically computed fade-out camera distance. Valid values: 0+  
                                 | Default value: 1                                                                                                                                  |
| Camera Min/Max Distance    | Determines the camera range that particles render in. A default value of 0 indicates an unlimited range.  
                                 | Valid values: 0+  
                                 | Default value: 0                                                                                                                                  |
| Camera Distance Offset     | Offsets the emitter away from the camera. Valid values: any  
                                 | Default value: 0                                                                                                                                  |
| Fade Strength Min/Max Distance | (GPU only) Specifies the distance from the camera at which particles fade.  
                                 | • Fade Strength Min Distance – Minimum distance from the camera at which particles fade.  
                                 | • Fade Strength Max Distance – Maximum distance from the camera at which particles fade.                                                        |
Creating and Managing Particle Emitters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sort Offset</td>
<td>Bias the distance used for sorting. You can customize the sort order in an emitter tree. By default, sub-emitters render in the order they are listed in the effect. A bias of 0.01 or greater overrides that order. You can use larger biases to adjust the sorting order, with respect to other transparent objects in the level. Valid values: any Default value: 0</td>
</tr>
<tr>
<td>Sort Bounds Scale</td>
<td>Specifies the emitter point for sorting. 1 = bounds nearest</td>
</tr>
<tr>
<td>Draw Near</td>
<td>Renders particles in a near first-person space (with weapons). Default value: false</td>
</tr>
<tr>
<td>Draw On Top</td>
<td>Renders particles on top of everything (no depth test). Default value: false</td>
</tr>
<tr>
<td>Visible Indoors</td>
<td>For use in VisAreas. • If_False – Hides particles when indoors. • If_True – Hides particles when outdoors. • Both – Shows particles when indoors or outdoors.</td>
</tr>
<tr>
<td>Visible Underwater</td>
<td>For use with ocean and water volumes. • If_False – Hides particles when under water. • If_True – Hides particles when above water. • Both – Shows particles when under or above water.</td>
</tr>
</tbody>
</table>

Creating and Managing Particle Emitters

You can create, edit, and manage emitters for particle effects in the **Particle Editor**. For more information about emitter attributes and parameters displayed in the **Attributes** panel, see [Particles Attributes Reference](p. 1101).

Before you can create or edit emitters, you must first set up a particle library. For more information, see [Adding Particle Libraries](p. 1094).

**Creating Emitters**

Do the following to create an emitter. You must have already created a library.

**To create new emitters**

1. In Lumberyard Editor, click **Tools, Particle Editor**.
2. In the Libraries panel, under your selected library, click Add Particle. Alternatively, right-click the library name and then click Add New, Add Particle.
3. Type a name for the emitter and press Enter. Do not use special characters in the name.
4. In the Attributes panel, edit the attributes and parameters as needed.

Editing Emitters

Do the following to edit emitter attributes and parameters.

To edit emitter attributes and parameters
1. In Lumberyard Editor, click Tools, Particle Editor.
2. In the Libraries panel, choose an emitter.
3. In the Attributes panel, adjust the attribute and parameter settings and values to achieve the desired effect.

Duplicating Emitters

Do the following to duplicate an emitter. This will also duplicate any associated child emitters.

To duplicate emitters
1. In Lumberyard Editor, click Tools, Particle Editor.
2. In the Libraries panel, select the emitter that you want to duplicate. Right-click the emitter and choose Duplicate. Alternatively, press Ctrl+D.
3. In the dialog box that appears, type a name for the emitter and click OK.

Topics
- Creating Child Emitters (p. 1130)
- Organizing Emitters in a Library (p. 1131)
- Reverting Changes to Emitter Attributes (p. 1131)

Creating Child Emitters

To create a child emitter, you first set the parent effect and then attach the child emitter to the parent particles. You can attach multiple child emitters to the parent particle. A particle effect can have any number of child effects (also called subeffects), which you can nest in a library by dragging and dropping where needed.

To create child emitters
1. In Lumberyard Editor, click Tools, Particle Editor.
2. In the Libraries panel, right-click the emitter for which you want to create a child emitter. Choose Add New, Add Particle.
3. Type a name for the child emitter and then press Enter.

To assign an existing emitter to be a child, select and drag the emitter on top of another emitter. The selected emitter will live underneath as a child.
To remove a child emitter from a parent, select and drag the child emitter to the desired location. Alternatively, you can drag the child emitter to the library name and it will unparent and appear at the bottom of the emitter stack.

There are two types of child effects:

- **Regular child effects** – These effects behave like separate effects, though they are spawned with and attached to their parent effect. Each child effect has its own independent parameters and lifetime, allowing for an overall effect that consists of several parts.

- **Second generation child effects** – These effects are attached to individual particles of the parent effect. A separate emitter is spawned for each particle of the parent effect, and those emitters move with their parent particles. This allows you to create more complex effects. You can nest second generation effects multiple times in order to create third generation (and greater) effects.

An example of a child effect is attaching an emitter to a parent particle and leaving trailing particles behind. You can achieve this effect using the **Spawn Indirection** attribute.

### Organizing Emitters in a Library

All particle emitters are listed in the Libraries panel. You can organize and create relationships between your emitters. For example, you can have single emitters or emitters with various child hierarchies. You can also create folders and groups in each library to organize your particle effects. This relationship is displayed in a tree hierarchy in the Libraries panel.

A visual indicator shows you the placement of an emitter based on the position of your cursor. For example, if you place an emitter on another emitter or a folder for grouping, the folder row appears highlighted with a blue stroke.

### Reverting Changes to Emitter Attributes

Emitters have a list of attributes or property types that are categorized for easier identification. You can reorder and rearrange the categories, including combining categories into a tabbed view.

- To reorder categories, drag and drop the category to the desired position. An orange highlight appears to indicate a valid docking location.
- To combine categories into tabs, drag a category onto another category title bar. If you have not expanded the category, the tabs appear collapsed until you click a category title bar.
- To revert changes made to the Attributes panel layout, click the drop-down menu in the title bar and choose **Reset to default**.

By default, emitter parameters are set to the attribute as a common starting point. These default attributes have a white text label. When you change the attribute parameter from the default state the text label changes from white to orange.

- To revert the last change to the emitter attribute, click **Edit, Undo**. Alternatively, you can press **Ctrl+Z**.
- To revert all changes to the attributes parameter, right-click the attribute name and choose **Reset to default**.

### Working with Emitter Shape Types

The Particle Editor provides emitter shape types that you can use to achieve a variety of effects. The emitter shape types include **Angle**, **Point**, **Sphere**, **Circle**, **Box**, **Trail**, and **Beam**. You can set the **Emitter Shape Type** parameter under **Emitter** in the Attributes panel.
Most emitters have CPU and GPU particle types. Each emitter's velocity functions on either world or shape axial coordinates, based on type. You can view the shape XYZ coordinates by right-clicking the Preview viewport and selecting *Show Emitter Shape*.

**Topics**
- Angle Emitter (CPU and GPU) (p. 1132)
- Beam Emitter (CPU) (p. 1134)
- Box Emitter (CPU and GPU) (p. 1137)
- Circle Emitter (CPU and GPU) (p. 1140)
- Point Emitter (CPU and GPU) (p. 1142)
- Sphere Emitter (CPU and GPU) (p. 1143)
- Trail Emitter (CPU) (p. 1146)

**Angle Emitter (CPU and GPU)**

The **Angle** emitter spawns particles in a directional pattern based on the parameters. This is done to control the angle of emission from its source.

**Angle Emitter Parameters for CPU Attributes**

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Focus Angle</td>
<td>Specifies the number of degrees to rotate from the Y-axis. Valid values: 0 (up) – 180 (down) Default value: 0</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Focus Azimuth</td>
<td>Specifies the number of degrees to rotate the new axis about the Y-axis.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any (0, 360 = North, 90 = West, 180 = South, 270 = East)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Focus Camera Direction</td>
<td>Sets the focus direction to face the camera. You can set a Random value and the Strength Over Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 1</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Focus Gravity Direction</td>
<td>Ignores the emitter rotation and focuses gravity on world Z.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Focus Rotates Emitter</td>
<td>Default value: false</td>
</tr>
<tr>
<td>Emit Offset Direction</td>
<td>If true, changes each particle's emission direction to align with its offset from the origin.</td>
</tr>
<tr>
<td></td>
<td>Default value: false</td>
</tr>
<tr>
<td>Emit Angle</td>
<td>Sets the angle deviation of an emitted particle from the default focus (+Y) axis. 0 = up, 90 = horizontal, 180 = down. This is the maximum angle from the focus. You can set a Random value (determines minimum angle) and the Strength Over Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>• To emit in all directions, set Emit Angle = 180, Random = 1.</td>
</tr>
<tr>
<td></td>
<td>• To emit in the top hemisphere, set Emit Angle = 90, Random = 1.</td>
</tr>
<tr>
<td></td>
<td>• To emit in a horizontal circle, set Emit Angle = 90, Random = 0.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 1</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Curvature</td>
<td>Sets how far to bend the vertex normals for Facing=Camera particles into a spherical shape. This affects lighting.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 (flat) – 1 (hemispherical shape)</td>
</tr>
<tr>
<td></td>
<td>Default value: 1</td>
</tr>
</tbody>
</table>

Angles

- Focus Angle
- Focus Azimuth
- Emit Angle
Angle Emitter Parameters for GPU Attributes

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Focus Angle</td>
<td>Specifies the number of degrees to rotate from the Y-axis</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 (up) – 180 (down)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Focus Azimuth</td>
<td>Specifies the number of degrees to rotate the new axis about the Y-axis.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any (0, 360 = North, 90 = West, 180 = South, 270 = East)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Emit Angle</td>
<td>Sets the angle deviation of an emitted particle from the default focus (+Y) axis. 0 = up, 90 = horizontal, 180 = down. This is the maximum angle from the focus. You can set a Random value (determines minimum angle) and the Strength Over Emitter Lifetime curve</td>
</tr>
<tr>
<td></td>
<td>• To emit in all directions, set Emit Angle = 180, Random = 1.</td>
</tr>
<tr>
<td></td>
<td>• To emit in the top hemisphere, set Emit Angle = 90, Random = 1.</td>
</tr>
<tr>
<td></td>
<td>• To emit in a horizontal circle, set Emit Angle = 90, Random = 0.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 180</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
</tbody>
</table>

Beam Emitter (CPU)

The Beam emitter spawns a length of connected particles at once, based on the origin and specified target position. You can also set wave form attributes to shape or animate the beam.
Beam Emitter Parameters for CPU Attributes

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| Beam Lifetime      | Sets the beam lifetime, in seconds. You must use this in conjunction with particle lifetime. 
  Valid values: 0 – INF 
  Default value: 1 |
| Target Position    | Specifies the XYZ position to set the beam target, offset from the origin. 
  Default value: 0,0,15 |
| Random Target Offset | Randomizes the XYZ beam target, offset from the target position. 
  Valid values: any 
  Default value: 0,0,0 |
| Segment Type       | Specifies how each segment generates over the length of the beam. 
  **Fixed** allows you to set the number of segments over the length. 
  **Length** allows you to set the length of each segment over the beam length. 
  Valid values: Fixed, Length 
  Default value: Fixed |
<p>| Segment Count      | Defines the number of segments with the <strong>Fixed</strong> type set. |</p>
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Segment Length</td>
<td>Defines the length of each segment with the <strong>Length</strong> type set. Valid values: 0 – INF Default value: 5</td>
</tr>
<tr>
<td>Texture Shift</td>
<td>Shifts the texture coordinate in the V direction at the specified rate. Valid values: 0 – INF Default value: 0</td>
</tr>
<tr>
<td>Up Vector for Waves</td>
<td>Specifies the XYZ vector on which the waveform will occur. Valid values: any Default value: 0,0,0</td>
</tr>
<tr>
<td>Wave Form Source</td>
<td>Specifies the side of the beam from which the waveform will generate.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Origin</strong> – Waveform is calculated from the emitter origin.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Target</strong> – Waveform is calculated from the target specified by the target attributes.</td>
</tr>
<tr>
<td></td>
<td>Default value: Origin</td>
</tr>
<tr>
<td>Wave Form Type</td>
<td>Sets the behavior for the waveform.</td>
</tr>
<tr>
<td></td>
<td>• <strong>None</strong> – No waveform is used.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Sine</strong> – A periodic waveform generates a smooth, repetitive curve.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Square</strong> – A non-sinusoidal, periodic waveform in which the amplitude alternates.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Noise</strong> – A repetitive waveform with a randomized amplitude.</td>
</tr>
<tr>
<td></td>
<td>Default value: None</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------</td>
</tr>
</tbody>
</table>
| Wave Phase         | Sets the position of the waveform at the specified source. A value of 360 completes one full cycle of the waveform. You can animate the beam waveform by using Emitter Lifetime, Pulse Period, and Strength Over Emitter Lifetime in conjunction.  
  **Note**  
  The beam animation updates when a new one is spawned based on the Beam Lifetime parameter. A lower lifetime will give you a smoother animation.  
  The following example demonstrates the wave phase parameter: Beam Lifetime = .01, Emitter Lifetime = 2, Pulse Period = 2, Up Vector = 1,0,0, Wave Form Type = Sine, Wave Phase = 180(with a curve set on Strength over Emitter Lifetime), Wave Amplitude = 2, Wave Frequency = 0.5  
  Valid values: 0 – INF  
  Default value: 0 |
| Wave Amplitude     | Sets the strength of the waveform deformation.  
  Valid values: 0 – INF  
  Default value: 0 |
| Wave Frequency     | Sets the number of wave cycles over the waveform length.  
  Valid values: 0 – INF  
  Default value: 0 |
| Texture Mapping    | Maps the assigned texture to each particle quad or across the trail stream.  
  • **Per Particle** – Texture is mapped on each quad.  
  • **Per Stream** – Texture is mapped over the length of the beam.  
  Default value: Per Particle |

**Box Emitter (CPU and GPU)**

The **Box** emitter enables spawning of particles along the shapes axial coordinate system (see diagram below). This allows you to create complex planar and rectangular effects.
# Working with Emitter Shape Types

## Box Emitter Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| Emitter Size XYZ   | Sets the size of the box emitter in meters.  
Valid values: 0 – INF (Radius)  
Default value: 5 |
| Confine XYZ        | Confines the particles to render within the box size on each axis.  
Default value: false |
| Spawn Pos XYZ      | XYZ values define the spawning position away from the emitter in emitter space. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default value: 0,0,0 |
| Spawn Pos XYZ Random | For additional random layering, XYZ values define the range of random spawning in both directions, away from the spawn position. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default value: 0,0,0 |
| Velocity XYZ       | XYZ values define the velocity applied to particles in world space. The velocity direction also sets the axis in which velocity spread occurs around. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default values: 0,0,0 |
| Velocity XYZ Random | For additional random layering, XYZ values define the random velocity applied to particles in world space. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any |
**Circle Emitter (CPU and GPU)**

The **Circle** emitter enables spawning of particles along the shapes axial coordinate system (see diagram below). This allows you to create complex circular and cylindrical effects.
Circle Emitter Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
</table>
| Emitter Size       | Sets the size of the circle emitter in meters.  
Valid values: 0 – INF (Radius)  
Default value: 5 |
| Spawn Pos XYZ      | XYZ values define the spawning position away from the emitter itself in emitter space. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default value: 0,0,0 |
| Spawn Pos XYZ Random | For additional random layering, XYZ values define the range of random spawning in both directions, away from the spawn position. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default value: 0,0,0 |
| Spawn Pos Increment XYZ | Spawns each subsequent particle at incremental positions along the axis over the emitter size, based on a percentage value. For example, if you set a value of 20, a particle will spawn every 20% along the axis, making 5 particles on the axis to equal 100%. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any (percentage)  
Default value: 0 |
| Spawn Pos Increment XYZ Random | Provides another layer of randomization for each particle to spawn at percentages over the axis, independent of the Spawn Pos Increment parameter. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any (percentage)  
Default value: 0 |
<p>| Velocity XYZ       | XYZ values define the velocity applied to particles in world space. The velocity direction also sets the axis in which velocity spread |</p>
<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emitter Lifetime</td>
<td>Occurs around. You can set a Random value and Strength Over Emitter Lifetime curve. Valid values: any Default values: 0,0,0</td>
</tr>
<tr>
<td>Velocity XYZ Random</td>
<td>For additional random layering, XYZ values define the random velocity applied to particles in world space. You can set a Random value and Strength Over Emitter Lifetime curve. Valid values: any Default value: 0,0,0</td>
</tr>
</tbody>
</table>

**Point Emitter (CPU and GPU)**

The **Point** emitter spawns particles in a spherical distribution from the origin. This allows you to control the spread angle to create complex conical and spherical effects.

**Point Emitter Parameters**

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spawn Offset</td>
<td>Offsets the spawning of particles spherically at distance from the emitter origin. Valid values: 0 – INF (Radius) Default value: 0</td>
</tr>
<tr>
<td>Spawn Pos XYZ</td>
<td>XYZ values define the spawning position away from the emitter itself in emitter space. You can set a Random value and Strength Over Emitter Lifetime curve. Valid values: any Default value: 0,0,0</td>
</tr>
<tr>
<td>Spawn Pos XYZ Random</td>
<td>For additional random layering, XYZ values define the range of random spawning in both directions, away from the spawn position. You can set a Random value and Strength Over Emitter Lifetime curve. Valid values: any</td>
</tr>
<tr>
<td>Parameter Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
<tr>
<td>Velocity XYZ</td>
<td>XYZ values define the velocity applied to particles in world space.</td>
</tr>
<tr>
<td></td>
<td>The velocity direction also sets the axis in which velocity spread occurs</td>
</tr>
<tr>
<td></td>
<td>around. You can set a Random value and Strength Over Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default values: 0,0,0</td>
</tr>
<tr>
<td>Velocity XYZ Random</td>
<td>For additional random layering, XYZ values define the random velocity</td>
</tr>
<tr>
<td></td>
<td>applied to particles in world space. You can set a Random value and</td>
</tr>
<tr>
<td></td>
<td>Strength Over Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
<tr>
<td>Velocity Spread</td>
<td>Restricts the angle of spherical distribution in the direction of the</td>
</tr>
<tr>
<td></td>
<td>velocity XYZ vector. For example, a value of 360 = sphere, 180 =</td>
</tr>
<tr>
<td></td>
<td>hemisphere, and so on. You can set a Random value and Strength Over</td>
</tr>
<tr>
<td></td>
<td>Emitter Lifetime curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – 360</td>
</tr>
<tr>
<td></td>
<td>Default value: 360</td>
</tr>
</tbody>
</table>

**Sphere Emitter (CPU and GPU)**

The Sphere emitter enables spawning of particles along the shapes axial coordinate system (see diagram below). This allows you to create complex spherical effects.
## Sphere Emitter Parameters

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emitter Size</td>
<td>Sets the size of the sphere emitter in meters.</td>
</tr>
<tr>
<td></td>
<td>Valid values: 0 – INF (Radius)</td>
</tr>
<tr>
<td></td>
<td>Default value: 5</td>
</tr>
<tr>
<td>Spawn Pos XYZ</td>
<td>XYZ values define the spawning position away from the emitter itself in emitter space. You can set a Random value and <strong>Strength Over Emitter Lifetime</strong> curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
<tr>
<td>Spawn Pos XYZ Random</td>
<td>For additional random layering, XYZ values define the range of random spawning in both directions, away from the spawn position. You can set a Random value and <strong>Strength Over Emitter Lifetime</strong> curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any</td>
</tr>
<tr>
<td></td>
<td>Default value: 0,0,0</td>
</tr>
<tr>
<td>Spawn Pos Increment XYZ</td>
<td>Spawns each subsequent particle at incremental positions along the axis over the emitter size, based on a percentage value. For example, if you set a value of 20, a particle will spawn every 20% along the axis, making 5 particles on the axis to equal 100%. You can set a Random value and <strong>Strength Over Emitter Lifetime</strong> curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any (percentage)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
<tr>
<td>Spawn Pos Increment XYZ Random</td>
<td>Provides another layer of randomization for each particle to spawn at percentages over the axis, independent of the Spawn Pos Increment parameter. You can set a Random value and <strong>Strength Over Emitter Lifetime</strong> curve.</td>
</tr>
<tr>
<td></td>
<td>Valid values: any (percentage)</td>
</tr>
<tr>
<td></td>
<td>Default value: 0</td>
</tr>
</tbody>
</table>
### Working with Emitter Shape Types

#### Parameter Function | Description
--- | ---
Velocity XYZ | XYZ values define the velocity applied to particles in world space. The velocity direction also sets the axis in which velocity spread occurs around. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default values: 0,0,0
Velocity XYZ Random | For additional random layering, XYZ values define the random velocity applied to particles in world space. You can set a Random value and Strength Over Emitter Lifetime curve.  
Valid values: any  
Default value: 0,0,0

#### Trail Emitter (CPU)

The Trail emitter connects particles together to create a trailing effect as the system moves through space.

#### Trail Emitter Parameters

#### Parameter Function | Description
--- | ---
Connect to Origin | Connects a newly spawned particle to the origin.  
Default value: false
Texture Mirror | Mirrors alternating texture tiles.  
Default value: true
Texture Frequency | Specifies the number of texture wraps per trail emitter sequence, based on the Texture Mapping type.  
Valid values: 0 – INF  
Default value: 1
Lock Anchor Points | Locks the UV anchor points of the texture to stay in place, rather than follow the emitter location.
Parameter Function | Description
--- | ---
| Default value: false

Texture Mapping
Maps the assigned texture to each particle quad or across the trail stream.

- **Per Particle** – Texture is mapped on each quad.
- **Per Stream** – Texture is mapped over the length of the beam.

Default value: Per Particle

**Particle Trail Visibility**

Trail segments are drawn when the distance between the start and end of a segment exceed the value for **Min visible distance**. You can choose to automatically disable the drawing of trails that are not moving or are moving too slowly. This is useful if you have particle trail effects that need to be drawn only when the emitter is moving.

**Related Movement Attributes**

<table>
<thead>
<tr>
<th>Parameter Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min visible segment length</td>
<td>(Trail Type only) Tail particles are visible only when they have moved the specified distance. Default value: false</td>
</tr>
<tr>
<td>Min visible distance</td>
<td>(Trail Type only) Specifies the minimum distance between the start and end of a trail segment. Segments that are smaller than this value will become transparent. Valid values: 0 – INF Default value: 0</td>
</tr>
</tbody>
</table>

**Creating Custom Attribute Panels**

Create a custom particle attribute panel so you can quickly access the parameters that you frequently use. You can drag parameters from an existing standard panel to copy the parameters into the custom panel. Or you can drag parameters from a custom panel to move the parameters to the new custom panel. If you want to simultaneously add multiple parameters, press **Ctrl** while selecting the parameters.

When you move a panel to a new location, an indicator appears so you can preview a valid drop location. If you do not see an indicator, the parameter will insert at the end of the panel. The following example shows a custom panel with drop indicators.
To create a custom attribute panel

1. In Lumberyard Editor, click **Tools, Particle Editor**.
2. In the **Particle Editor**, click the drop-down menu in the **Attributes** title bar.
3. Do one of the following:
   - Click Custom attributes, New attribute.
   - Click Custom attributes, Import attribute.

4. Name your custom attribute or browse to the attribute that you want to import.

5. Once created, you can right-click the attribute title bar to rename, empty, or export custom attribute panels.

Custom Attributes Panel Menu Options

Use the following menu options to modify your custom attribute panel.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>New attribute</td>
<td>Adds an empty, custom panel to the Attributes panel.</td>
</tr>
<tr>
<td>Import attribute</td>
<td>Loads an existing custom attribute panel. The panel is also added to the panel preset list.</td>
</tr>
<tr>
<td>Panel preset list</td>
<td>Lists the custom panel presets.</td>
</tr>
<tr>
<td>Reset list</td>
<td>Resets the preset list.</td>
</tr>
<tr>
<td>Rename</td>
<td>Renames the custom panel.</td>
</tr>
<tr>
<td>Remove all</td>
<td>Removes all attributes in the panel.</td>
</tr>
</tbody>
</table>
Using the Color Picker

Use the color picker to apply a color tint and alpha (opacity) to your particles. You can save your palette libraries to share with others.

**To use the color picker**

1. In Lumberyard Editor, click **Tools, Particle Editor**.
2. In the **Libraries** panel, select an emitter.
3. In the **Attributes** panel, under **Particles**, click the color swatch for the **Color** parameter.

---

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Export</td>
<td>Exports the selected custom panel as a <code>.custom_attribute</code> file. The panel is also added to the panel preset list.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the custom panel.</td>
</tr>
</tbody>
</table>
The color picker includes the following:

- **Eye dropper** – Selects a color on your screen with magnification.
- **Current and New color** – Displays your current color selection and the new color selection.
Using the Color Picker

- **HTML and RGB values** – Specifies the color value inputs.
- **Color window** – Selects a color in the window.
- **Channels drop-down list** – Focuses the hue range based on RGB and CMY color sets.
- **Hue, Saturation, Value, and Alpha** – Slides to select a new color.
- **Library palette** – A list or grid of the currently selected library palette.
- **Help icon** – Loads the online help topic for the color picker.

**Using the Palette Libraries**

Create a palette library to save your collection of custom colors. You can create multiple palette libraries.

Use the following actions in the palette library menu.
## Using the Gradient Editor

Use the **Gradient Editor** to apply color ranges to an emitter and configure additional subparameters.

### To use the Gradient Editor

1. In Lumberyard Editor, click **Tools, Particle Editor**.
2. In the **Libraries** panel, select an emitter.
3. In the **Attributes** panel, under **Particles**, expand **Color**.
4. Click the color swatch for the **Strength Over Emitter Lifetime** or **Strength Over Particle Lifetime** parameter.

### Option Description

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>List</td>
<td>Displays a list view with name or RGBA values.</td>
</tr>
<tr>
<td>Grid</td>
<td>Displays the palette as a grid of color swatches.</td>
</tr>
<tr>
<td>Preset preview size</td>
<td>Changes the palette swatch size.</td>
</tr>
<tr>
<td>Create New Library</td>
<td>Creates a blank palette library.</td>
</tr>
<tr>
<td>Libraries</td>
<td>Displays a list of imported palette libraries.</td>
</tr>
<tr>
<td>Load Library</td>
<td>Imports a saved palette library.</td>
</tr>
<tr>
<td>Export</td>
<td>Exports the current palette library to a file.</td>
</tr>
<tr>
<td>Rename Library</td>
<td>Renames the current palette library.</td>
</tr>
<tr>
<td>Remove Library</td>
<td>Removes the current palette library.</td>
</tr>
<tr>
<td>Reset to default</td>
<td>Resets the current library to the default palette.</td>
</tr>
<tr>
<td>Remove All Libraries</td>
<td>Removes all palette libraries from the libraries list. This does not delete exported library palettes.</td>
</tr>
</tbody>
</table>
Gradient Editor UI Options

The Gradient Editor includes the following:

- **Location** – Sets the location value range from 0% – 100%.
- **Color** – Opens the Color Picker.
- **Gradient box** – Applies the combined gradient and alpha.
- **Gradient viewport**
  - The X-axis represents the gradient generator of the color change over the full gradient.
  - The Y-axis represents 0 – 100% alpha of the gradient color.
- **Default alpha curve library** – Provides alpha curves to use as a starting point.
- **Default gradient library** – Provides gradients to use as a starting point.

Working with Color Gradients

When you select a gradient from the Default Library, it displays with the alpha curve in the Gradient Editor viewport. You can do the following when selecting a gradient:

**Change the gradient color**

To change the gradient color, click the triangle key frames and select a new color from the color picker.
Add a color to the gradient

To add a color to the gradient, double-click the X-axis to generate a color key frame. The color in the color thumbnail is added to the gradient viewport. Any adjustments you make to the gradient is reflected in the gradient viewport.

Display the RGBA values

To display the RGBA values, hover over the color key frame.

Delete a color key frame

To delete a color key frame, select the key frame and press Delete. The selected key frame has an orange outline.

Adjust the alpha curve

To adjust the alpha curve, click and drag the circle (alpha key frame) in the gradient viewport. Move the circle up (towards 100%) or down (towards 0%) to adjust the alpha percentage. Moving the circle left or right adjusts the curve based on the curve endpoints.

Display the alpha curve context menu

To display the alpha curve context menu, right-click the alpha curve key frame. You will see the following options: Delete selected keys, Create flat or linear curves, Adjust the in-and-out tangent of the curve to be linear or flat, Add a created curve to the library or preset list, and Reset the curve to defaults.

Add an alpha key

To add an alpha key, double-click the curve in the gradient viewport.

Delete an alpha key

To delete an alpha key, select the circle key and press Delete.

Add a generated alpha curve

To add a generated alpha curve to the preset list, click the + button.

Add a generated gradient

To add a generated gradient to the gradient preset list, click the + button.

Delete a curve or gradient preset

To delete a curve or gradient preset, right-click the gradient or curve and click Remove.

Managing Particle Level of Detail (LOD)

The Level of Detail (LOD) system blends multiple particle emitters based on their distance from the camera. This allows you to use emitters that require less computation and rendering time, rather than computationally-heavy particle emitters.

To add an LOD for a particle emitter

1. In Lumberyard Editor, click Tools, Particle Editor.
2. In the Particle Editor, in the Libraries panel, right-click an emitter.
3. Select Add LOD.

The LOD will be a copy of the base particle emitter and have the same settings. The LOD will also apply to all parent or child particle emitters in the hierarchy that belong to the selected emitter.

Level of Detail Panel

The Level of Detail panel displays when you add an LOD. This panel shows the level of detail that you selected from the View menu in the Particle Editor.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blend In</td>
<td>The amount of time, in seconds, for an LOD to blend in.</td>
</tr>
<tr>
<td>Blend Out</td>
<td>The amount of time, in seconds, for an LOD to blend out.</td>
</tr>
<tr>
<td>Overlap</td>
<td>The amount of time, in seconds, that both LODs are shown before the old LOD blends out and the new LOD blends in.</td>
</tr>
<tr>
<td>+ Add Level of Detail</td>
<td>Adds an LOD. The new LOD distance is set to 10 additional units from the farthest LOD. The list of added LOD levels appears under + Add Level of Detail.</td>
</tr>
</tbody>
</table>

Hide or Display Options

Hide or display the Level of Detail panel by clicking View, Hide Level of Detail in the Particle Editor.
Managing Particle Level of Detail (LOD)

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hide Level of Detail</td>
<td>Hides the LOD panel if the panel is visible.</td>
</tr>
<tr>
<td>Show Level of Detail</td>
<td>Displays the LOD panel if the panel is hidden.</td>
</tr>
</tbody>
</table>

### Manage LOD Options

Manage your LOD levels in the list by clicking the drop-down menu in the **Level of Detail** title bar.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add level</td>
<td>Adds an LOD level to the end of the list.</td>
</tr>
<tr>
<td>Arrange</td>
<td>Shows the <strong>Arrange</strong> submenu:</td>
</tr>
<tr>
<td></td>
<td>• <strong>Move up</strong> – Moves the selected LOD level one position up in the list. This also changes the <strong>Level LOD Distance</strong> to 1.0 lower than the previous level.</td>
</tr>
<tr>
<td></td>
<td>• <strong>Move down</strong> – Moves the selected LOD level one position down in the list. This also changes the <strong>Level LOD Distance</strong> to 1.0 higher than the previous level.</td>
</tr>
</tbody>
</table>
Managing Particle Level of Detail (LOD)

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move to top</td>
<td>Moves the selected LOD level to the top of the list. This also changes the <strong>Level LOD Distance</strong> to 1.0 lower than the previous top level.</td>
</tr>
<tr>
<td>Move to bottom</td>
<td>Moves the selected LOD level to the end of the list. This also changes the <strong>Level LOD Distance</strong> to 1.0 higher than the previous bottom level.</td>
</tr>
</tbody>
</table>

**Jump to first**

Selects the first LOD level in the list. This also selects the top particle emitter in the list and loads it in the **Attributes** panel.

**Jump to last**

Selects the last LOD level in the list. This also selects the top particle emitter in the list and loads it in the **Attributes** panel.

**Remove**

Removes the selected LOD level.

**Remove All**

Removes all LOD levels for the related particle emitters.

**Close**

Closes the **Level of Detail** panel.

**LOD Level Panel**

Each LOD level has its own panel in the LOD level list. These panels show all relevant information for each individual level.

**Note**

The base particle emitter is shown if the camera distance is lower than the top LOD level. This makes the base particle the starting LOD level.

![LOD Level Panel](image)

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top left check box</td>
<td>Turns on/off the entire level.</td>
</tr>
<tr>
<td>LOD distance value</td>
<td>Specifies the camera distance at which the LOD level becomes active. At this level, the particle emitter blends toward the LOD level and blends out the previous LOD level.</td>
</tr>
<tr>
<td>Top right button</td>
<td>Deletes the corresponding LOD level.</td>
</tr>
<tr>
<td>Particle check box</td>
<td>Turns off the particle emitter at this level. When turned off, nothing is drawn. This allows you to turn off particle emitters based on the LOD level.</td>
</tr>
<tr>
<td>Particle name</td>
<td>Click a particle name to load the LOD level particle emitter for the selected particle emitter in the <strong>Attributes</strong> panel. This allows you to change the LOD level particle emitter. Right-click a particle name and click <strong>Remove</strong> to remove the particle from the LOD level. Any child particle emitters are also removed from the LOD level.</td>
</tr>
</tbody>
</table>

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Using Particle Editor Keyboard Shortcuts

Most of the commands in the Particle Editor menus have corresponding keyboard shortcuts. You can edit the keyboard shortcuts by clicking Edit, Edit Hotkeys. Modify as needed in the HotKey Configuration window.

Hotkey Configuration actions

Export

Exports the keyboard shortcuts (hotkey) list to a file.

Import

Imports a keyboard shortcuts (hotkey) list from a file.

Reset to Default

Resets all keyboard shortcuts (hotkeys) to the editor default settings.

Click to assign

Records a new keyboard shortcut when you click the shortcut. Clears the keyboard shortcut when you right-click the shortcut. Click OK to save your changes.

The Particle Editor uses the following keyboard shortcuts.
## HotKey Configuration

### Edit Menu
- Assign to selected: Ctrl+Space
- Copy: Ctrl+C
- Delete: Del
- Duplicate: Ctrl+D
- Edit Hotkeys: Click to assign
- Enable/Disable Emitter: Ctrl+E
- Group: Ctrl+G
- Insert Comment: Ctrl+Alt+M
- Open in new tab: Ctrl+O
- Paste: Ctrl+V
- Redo: Ctrl+Shift+Z
- Rename: Ctrl+R
- Reset: Click to assign
- Undo: Ctrl+Z
- Ungroup: Ctrl+Shift+G

### File Menu
- Close: Ctrl+Q
- Create new emitter: Ctrl+N
- Create new folder: Click to assign
- Create new library: Ctrl+Shift+N
- Disable All: Click to assign
- Enable All: Click to assign
- Import: Ctrl+I
- Save: Ctrl+S

### Menus
- Edit Menu: Alt+E
- File Menu: Alt+F
- View Menu: Alt+V

### Previewer
- Focus: Ctrl+F
- Loop Toggle: Z
- Pan Left: A
- Pan Right: D
- Play/Pause Toggle: Space
- Reset Playback: X
- Step forward through time: C
- Zoom In: W
- Zoom Out: S

### View Menu
- Reset Layout: Click to assign
Particle Effects Best Practices

The total number of particles in a scene is not a critical factor when considering best practices for working with particles. Total fill-rate, physics, and spawn rate (to an extent) are more important. Following are some best practices for working with particles:

- Use soft particles only on sub-emitters that are near the ground and have only small particles. Create similar sub-emitters higher up that emit particles that never intersect the ground and don’t require soft particles.
- Use low-resolution textures—if sharp details are not required—and texture compression.
- Use an alpha texture with high or average opacity, rather than additive blending.
- Each second generation effect causes an emitter to be created for each particle in the parent effect. Use this sparingly because it can be expensive.
- Use physicalized particles sparingly because they are expensive. You can split an effect into sub-effects, so that only a few large particles have physics enabled for appearance. The rest go through the ground or fade out quickly.
- Instead of multiple overlaid sprites for chaotic glow effects, use only two particles at a time. Carefully tune the lifetime and rotation rate, and set curves for Alpha, Color, and Size to combine in chaotic ways. Or, increase the emissive lighting parameter.
- For large, full-screen particles, use a Fill Rate Cost value of 1 or above.
- For small particles, such as sparks, set a maximum distance value to ensure they aren’t rendered as small, single pixel particles. Turn off small particles used in collisions for the lowest Config spec setting.

Advanced Particle Techniques

Use the following advanced techniques in the Particle Editor to emit particles from geometry, create a particle effect that explodes, preview your effects on an animated character, or generate particles from surface properties.

Emitting Particles from Geometry

Do the following to emit particles from the parent geometry.

To emit particles from geometry

1. Create a parent emitter with a .cgf mesh asset assigned in the Geometry input under Particles.
2. Create a new emitter as a child of the first emitter.
3. On the child emitter, set Spawn Indirection in the emitter attributes to Parent Start.
4. Set the AttachType to Render, and the AttachForm to Vertices.

The child's particles will spawn from the mesh of its parent.

Note

Use any Attach Type and AttachForm for the desired effect.
Creating Exploding Geometry Particle Effect

Do the following to create a particle effect that instantly spawns exploding chunks.

**To create an exploding geometry particle effect**

1. Create an emitter. In the **Attributes** panel, under **Particles**, assign a multi-part `.cgf` file to the **Geometry** input.
2. Set **Geometry** in **Pieces** to the option for your use case: **RandomPieces** or **AllPieces**.
3. Set appropriate values for **Gravity**, **Speed**, **Rotation Rate**, and more to create an exploding effect.
4. Optionally set **Collision** parameters for physicalized pieces.

Attaching Particles to Character Animations for Previewing

Do the following to preview the effects on an animated character in your level.

**To attach a particle to an animation**

1. In Lumberyard Editor, click **Tools, Asset Browser**.
2. In the **Asset Browser**, select and drag a `.cdf` character asset that has animations into the Lumberyard Editor viewport. Close the **Asset Browser**.
3. In the **Entity Inspector**, click **Add Component**. Under **Animation**, choose **Simple Animation**.
4. Under **Simple Animation**, click the `+` button to add an element. Select an animation to play.
5. Open the **Particle Editor** and drag the effect that you want to preview into your level.
6. In the **Entity Inspector**, click **Add Component**. Under **Animation**, choose **Attachment**.
7. Under **Attachment**, click the target entity picker and select your character in the viewport.
8. In the drop-down list, select a joint name to which to attach the effect, and offset as needed.
9. In the bottom toolbar, click **AI/Physics**. Alternatively, press **Ctrl+G** to start the animation and preview the effect.

Generating Particles from Surface Properties

Use the properties for an object's material surface to define the event-driven effects that can occur when an event happens to an object. You can specify these events on a render material, or on individual pieces or surfaces of a `.cgf` asset.

Many of the properties define the particle effects that are spawned by events such as a bullet hit or walking. You can specify the effect that is spawned when a geometry piece breaks off of an object by setting the following parameters in a Lua script:

**Name**

Specifies the name of the particle effect.

**Scale**

Multiplies the size of the particle.

**Count_scale**

Multiplies the particle counts.
Particle Debugging

Use the following console variables to monitor and debug particle system issues. To access the console variables, click the x button in the Console panel in Lumberyard Editor. For more information, see Using the Console Window (p. 83).
Physics System

The physics engine of Lumberyard provide a realistic simulation of physical systems, such as collision detection and response, and dynamics for rigid bodies, living entities, dead entities (ragdoll), attachments, cloth, hair, particles, wind, and water.

The selection strip at the bottom of Lumberyard Editor features controls to enable Physics. The AI/Physics button turns physics simulation on and off, and allows you to test physics behavior directly without entering game mode.

The pause and next step buttons are used for stepping through the physics system one frame at a time for debugging. To use these correctly, first click the pause button, then click the AI/Physics button, then click the next step button.

Make sure to disable the pause button again to return to normal operation.

For information on physics entities, see Physics Entities (p. 568).

For information on character physics, see Physicalizing Characters (Ragdoll) (p. 196).

For information on character attachment physics (simulations), see Secondary Animations (Simulations) (p. 275).

For information on physics flow graph nodes, see Physics Nodes (p. 804).

Topics
- Physics Proxies (p. 1165)
- Sounds and Physics (p. 1167)
- Debugging Physics (p. 1168)

Physics Proxies

The physics proxy is the geometry that is used for collision detection. It can be part of the visible geometry or linked to it as a separate node. Usually the physics proxy geometry is a simplified version of the render geometry but it is also possible to use the render geometry directly for physics. However,
for performance reasons the collision geometry should be kept as simple as possible since checking for intersections on complex geometry is very expensive, especially if it happens often.

A physics proxy is set up in your DCC tool. The only setup needed in Lumberyard is assigning the surface type to the physics proxy and the render geometry and assigning the NoDraw shader in the Material Editor. The surface type gives information about sound and the particle effects of your surface. Make sure that no textures are assigned to your proxy sub material. The physics proxy does not render in Lumberyard Editor except in debug view. Even if you assign an Illum shader it stays invisible. To reload the physics proxy, reload your object, delete it, and then undo delete.

The physics proxy can be part of the render object (in 3ds Max as an Element) or as a separate object, linked to the render object.

Physics proxies are only created for level of detail LOD0. Every successive LOD will automatically take the proxy from LOD0. This also occurs if different config spec quality settings are used, such as Lowspec for example.

**Geometry Guidelines and Best Practices**

The following are some guidelines and best practices that should be taken into consideration when working with physics proxies.

The physics proxies of environment objects such as fences, crates, containers, trees, rocks, ladders, and stairs should be as simple as possible. Crates and fences can usually be approximated with a simple box with 6 sides (12 triangles). The top of stairs should usually be simple ramps, resulting in just 2 triangles. More organic or irregularly shaped objects like rocks and trees can still be approximated with a fairly simple hull by allowing slight and acceptable inaccuracies between the render mesh and the physics proxy.

The physics proxy should not have open edges. Open edges can confuse the physics engine and have a negative effect on performance. It is helpful to assign a bold color to the proxy in order to keep track of it.

Avoiding geometric complexity for physics proxies is not only important to reduce redundant memory requirements and physics computations, but also for making player movement smoother. The more complicated a proxy is, the more memory it takes and the more performance is lost when checking collisions against its polygons. This affects both single player and multiplayer games, including the performance of a dedicated server. Besides the performance issues, a complex proxy with a lot of concavity increases chances that the player can get stuck or bounce undesirably against the proxy.

An ideal proxy is always a primitive, such as a box, sphere, capsule, or cylinder. Lumberyard recognizes primitives from meshes but the default tolerance is very low. In order to force recognition, put the corresponding keyword (such as “box” or “sphere”) in the node’s user-defined properties. Meshes with several surface types cannot be turned into primitives. Primitives should be considered as an option even for more complex objects. In most cases it is preferable to have a multi-part object (Merge Nodes disabled) with primitive parts instead of a single-part mesh object.

The physics proxy is used for blocking character movement as well as first-pass tracing of projectiles. If a hit is detected against the physics proxy, projectile impact and decal locations are refined using the render mesh. The render mesh should be fully encapsulated by the physics proxy, so that the player camera does not intersect the render geometry and first-pass projectile culling does not miss the physical part of the object, even if it hits the visual part of the object. You can also create a special raytrace proxy that can be used for projectiles. This would allow the main proxy to not have to encapsulate the render mesh and thus the proxy could be even simpler.

**Debugging Physics Proxy Issues**

You can use the following two console variables to help debug physics proxy issues:
**p_draw_helpers**

Same as `p_draw_helpers_num`, but encoded in letters

Usage `[Entity_Types]_[Helper_Types] - [t|s|r|R|i|g|a|y|e]_[g|c|b|l|t(#)]

**Entity Types:**
- `t` - show terrain
- `s` - show static entities
- `r` - show sleeping rigid bodies
- `R` - show active rigid bodies
- `l` - show living entities
- `i` - show independent entities
- `g` - show triggers
- `a` - show areas
- `y` - show rays in RayWorldIntersection
- `e` - show explosion occlusion maps

**Helper Types**
- `g` - show geometry
- `c` - show contact points
- `b` - show bounding boxes
- `l` - show tetrahedra lattices for breakable objects
- `j` - show structural joints (forces translucency on the main geometry)
- `t(#)` - show bounding volume trees up to the level #
- `f(#)` - only show geometries with this bit flag set (multiple f's stack)

Example: `p_draw_helpers larRis_g` - show geometry for static, sleeping, active, independent entities and areas

---

**e_PhysProxyTriLimit**

The `e_PhysProxyTriLimit` console variable shows the maximum allowed triangle count for physics proxies. If you notice your assets wrapped in “No Collisions, Proxy Too Big!” messages, then the physics proxy for that asset is over the triangle count specified in `e_PhysProxyTriLimit`.

---

**Sounds and Physics**

The game environment is very interactive, with objects moving, colliding, and breaking. When two materials touch each other, the collision can generate a sound.

Physical events in the game can send parameter information to the sound event. Lumberyard sends the speed and mass of the collision, which then gets passed to the sound event.

For example, an object's speed will cause the collision to change pitch, while an object's mass determines the volume and sound definition used. A smaller mass reduces a sound's roll-off radius. Small collisions won't be heard from as far away as larger collisions.

The interaction between two materials is specified in the `MaterialEffects.xml` file located in the `\Game\Libs\MaterialEffects` directory.

Using this file, Lumberyard looks up actions to be taken on interaction. Each entry in the file table contains text pointing to a description of the sound effect. These effects are described in the `\FXLibs` subfolder.

The following console variables can be used for debugging physics sound events:

- `mfx_Debug` - Enables MaterialEffects debug messages (1=Collisions, 2=Breakage, 3=Both).
- `mfx_Enable` - Enables MaterialEffects.
- `mfx_EnableFGEffects` - Reloads MaterialEffects flow graphs.
- `mfx_ReloadFGEffects` - Displays profiling information for the shaders.
- `mfx_ReloadFGEffects` - Reloads the MaterialEffects file.
Debugging Physics

The `p_draw_helpers` console variable is useful for debugging physics issues. The syntax is as follows:

```
p_draw_helpers entity_type_helper_type
```

**Entity Types:**
- `t` - show terrain
- `s` - show static entities
- `r` - show sleeping rigid bodies
- `R` - show active rigid bodies
- `l` - show living entities
- `i` - show independent entities
- `g` - show triggers
- `a` - show areas
- `y` - show rays in RayWorldIntersection
- `e` - show explosion occlusion maps

**Helper Types**
- `g` - show geometry
- `c` - show contact points
- `b` - show bounding boxes
- `l` - show tetrahedra lattices for breakable objects
- `j` - show structural joints (forces translucency on the main geometry)
- `t(#)` - show bounding volume trees up to the level #
- `f(#)` - only show geometries with this bit flag set (multiple f stacks)

For the following example:

```
p_draw_helpers larRis_g
```

would show geometry for static, sleeping, active, independent entities, and areas.

In addition, the `p_debug_joints` console variable, if set to 1, logs tensions of breakable objects at their weakest locations.
Lumberyard uses physically-based rendering (PBR) shaders that use real-world physical rules and properties to describe how global lighting interacts with objects and how materials get rendered.

Topics
- Materials and Shaders (p. 1169)
- Lighting and Shadows (p. 1252)
- Voxel-based Global Illumination (SVOGI) (p. 1260)
- Render Cameras and Effects (p. 1264)

Materials and Shaders

There is a close relationship between materials, textures and shaders. For a material, you select a shader and then specify the material's properties and attributes such as color, specularity, and texture that are used by the shader for rendering the object. In this way, the shader entirely defines how the object looks. Lumberyard uses physically-based rendering (PBR) shaders, which use real-world physical rules and properties to describe how light interacts with the surface of objects. This means that game object materials look realistic under all lighting conditions. For more information, see Shader Rendering System (p. 1170).

For computer monitors, the sRGB (instead of RGB) color space is used. Using sRGB, you have greater precision for darker colors to which the human eye is more sensitive. sRGB also minimizes any banding artifacts. Always ensure that your monitor is calibrated properly. In sRGB, a 50% mid-gray is not 0.5 or 127 but rather 0.5 raised by the inverse of gamma 2.2, which equals 187 in Adobe Photoshop. For Photoshop, make sure that color management is set to sRGB and Gray-to-Gray Gamma 2.2. By default, Gray is often set to Dot Gain 20%, which results in a color transformation in the alpha channel. A value of 127 comes into Lumberyard as 104 and cause inconsistencies.

The Material Editor is the primary tool used to create materials, texture mapping, setting opacity and lighting effects, setting shader parameters, vertex deformations, tessellation, and more, as shown below.
Shader Rendering System

Lumberyard uses physically-based rendering (PBR) shaders that use real-world physical rules and properties to describe how incoming light interacts with objects. This means that object materials look more convincing under different lighting conditions. A basic understanding of how light interacts with objects in the real world can be very helpful when setting up materials.
Each shader has a unique set of shader parameters (Shader Params) and generation parameters (Shader Generation Params). Some shader parameters become available (are visible) only if an associated shader generation parameter is first enabled. This is also true for certain texture map slots (file paths) under Texture Maps. For a listing of all shaders, see Shader Reference (p. 1182).

There are two categories of materials that are relevant for shader rendering: metals such as like iron, gold, copper, and non-metals such as plastic, stone, wood, skin, glass. Each has different diffuse and specular reflectance characteristics.

**Shading Metallic Materials** - Metal reflects all visible light, hence has specular reflectance. The different types of metal have different specular colors, and should always be above sRGB 180. Metal has no diffuse reflection and thus has a black diffuse color. Rusty metal however needs some diffuse color.

**Shading Nonmetallic Materials** - In contrast, non-metals have diffuse reflection with weak, monochromatic (gray) specular reflections. Most non-metals reflect only 2%-5% of the light as specular. The sRGB color range for most non-metal materials is between 40 and 60 and should never be above 80. A good clean diffuse map is required for non-metals.

As the variation is so little, it is often enough to use a constant specular color instead of a specular texture map.

**Shading Mixed Metal and Nonmetal Materials** - Materials that contain both metals and non-metals require a specular map, as metal has a much brighter specular color than non-metal. If a specular map is used, the specular color should be set to white (255/255/255) - as it gets multiplied with the values from the specular map and would otherwise lower the physical values from the map.

**To access a shader**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left tree pane, select a material to work with.

**Topics**

- [Image-Based Lighting](#)
- [Environment Probes and Cubemaps](#)
- [Height Map Ambient Occlusion](#)
- [Developing a Custom Shader](#)

**Image-Based Lighting**

Image-based lighting is a rendering technique where complex lighting is stored in an environment map that is projected onto a scene. In simple words, a light probe or environment map is just an image on a sphere.

If the range of the image colors is within some small defined range (0-255 for monitor displays), the image is LDR (low dynamic range). With HDR (high dynamic range) some rendering effects become more apparent and correct (DOF, motion blur, bloom, dark materials, global illumination). Depending on the image and compression requirements, various texture formats can be useful.

Diffuse lighting can be approximated very well by diffuse-convolving an environment map, which can be stored as a cube map again. Because of bilinear filtering, the texture can be quite low resolution. Mip maps are not required and the result with mip maps can actually look worse as ordinary mip mapping on the GPU is computed for each 2x2 pixel block and 2x2 block artifacts can become noticeable.
Environment Probes and Cubemaps

Cube mapping uses the six faces of a cube as the texture for a material. The cube map is generated by projecting and then rendering the scene six times from a single viewpoint, one for each cube face. In this way, the local environment can be stored as either six square textures, or unfolded onto six regions of a single texture. This texture is used to store the image of the environment surrounding the object. Cube maps are useful for showing reflections, and are relatively small in size because reflections can be blurry as long as you are not simulating a mirror.

Cube maps control shadow color, ambient diffuse, and particle diffuse as well as reflections. They function as bounce lighting by taking the colors from the surroundings and applying them directly into the diffuse texture of materials inside their specified radius.

For information about using environment probes and cubemaps, see Environment Lighting (p. 1252)

Cube maps use image-based lighting. For more information see Image-Based Lighting (p. 1171).

Height Map Ambient Occlusion

Ambient occlusion (AO) is a technique used to calculate how exposed each point in a scene is to ambient lighting. The lighting at each point is a function of other geometry in the scene. For example, the interior of a building is more occluded and thus appears darker than the outside of the building that is more exposed.

Lumberyard uses height map-based ambient occlusion (AO), which is a high-performance and efficient method of providing ambient occlusion in outdoor environments without the need for prebaking. This make it suitable for PC, consoles, and virtual reality headsets.

In combination with screen space directional occlusion (SSDO), height map AO provides additional shading cues that enhance the depth perception of a scene.

To enable height map ambient occlusion

1. In the Rollup Bar, click the Terrain tab, and then choose Environment.
2. Under Terrain, select the Height map AO check box.

The influence that height map AO provides can be restricted using clip volumes and vis areas. Both of these object types have a IgnoreHeightMap AO check box that will locally disable height map AO inside the volume or area.

By default, evaluation is performed at quarter-display resolution. This can be changed using the r_HeightMapAO console variable, as listed below.

Heightmap AO uses the following console variables:

- r_HeightMapAO – Sets the resolution that evaluation is performed at. Values are: 0=off, 1=quarter resolution, 2=half resolution, 3=full resolution.
- r_HeightMapAOAmount – Sets the strength of the occlusion effect when combined with the scene.
- r_HeightMapAORange – Area around the viewer that is affected by height map AO.
- r_HeightMapAOResolution – Texture resolution of the height map used for approximating the scene.

Developing a Custom Shader

Most visual effects in Lumberyard are produced by shaders, which employ a number of standard and advanced lighting models like Blinn, Cook-Torrance, Oren-Naye, Kajiya-Kay, and some custom models.
There are two types of shaders used: lighting shaders that interact with scene illumination, and regular shaders that don't calculate any lighting information but for used for post-processing effects. All lighting shaders have a common structure and make use of a unified shading interface. This interface should always be used to ensure proper usage of the lighting pipeline, minimize code duplication and save a lot of work.

Lumberyard uses an ubershader system with compile-time defines to handle the many different shader permutations that are required for combining numerous shader features. The shader format used that is very similar to High-Level Shader Language (HLSL), DirectX FX, and CgFX.

Shader development is a programming discipline onto itself and requires expert knowledge to optimize as shader code can be performance-critical and platform-dependent.

The easiest way to create new shaders is by using a text editor. Start by copying an existing .ext extension file and associated .cfx effect file. After restarting Material Editor, the new shader will show up and can be assigned to a material.

Topics
- Shader Development Best Practices (p. 1173)
- Shader Rendering Pipeline (p. 1174)
- Hot Reloading of Shaders (p. 1174)
- Remote Shader Compiler (p. 1174)
- Generating Shader Combinations (p. 1177)
- Shader Cache and Generation (p. 1178)

Shader Development Best Practices

Shaders provide the flexibility that is required for realizing the modern rendering effects seen in games today. Unfortunately they have the downside of creating the need to manage large numbers of shader permutations. Each shader can potentially have thousands of permutations. Try to keep the number of new permutations as low as possible.

The shader compiler will parse the code and generate the permutations automatically, so the complexity is hidden, but at the expense of huge memory requirements and long compile times required.

The following guidelines and best practices should be taken into consideration when developing a custom shader for Lumberyard:

- Before creating a new shader, make sure that you can't reuse or parameterize one of the existing shaders.
- Pre-compute as much as possible and place it in either textures or in the vertex shader and pass the data to vertex interpolators.
- For performance reasons, avoid using sincos (8 ALU), normalize (3 ALU), pow (3-9 ALU), and smoothstep. Also, divisions are done per-scalar (3 ALU).
- Pack as much data as possible per-texture instead of doing multiple texture lookups. Texture lookups are expensive on consoles and older hardware.
- Shader code is compiled depending on three different flags: Lumberyard, material and runtime flags. Lots of flags can lead to many shader permutations, so keep the number of flags as small as possible. By using #ifdefs with shader flags, it is possible to define several code branches that are compiled and used depending on the flag bitmask. The shader compiler then generates different hardware shader programs for each branch and stores them in the shader cache.
Shader Rendering Pipeline

Lumberyard has a fixed rendering pipeline that is set up in the renderer code. Lumberyard is almost fully deferred and only does forward for hair, eyes, glass, transparencies, and water reflections. Lumberyard makes use of two elements: effects that define parameterized shader code, and materials that customize the shader parameters for a specific mesh.

First, Lumberyard fills the off-screen buffers like reflection buffers and shadow maps. After that, it writes the scene depth to the frame buffer and additionally to a render target. Having access to scene depth is essential for some subsequent rendering steps like screen space ambient occlusion or fog rendering. After the depth is written, Lumberyard does the forward lighting. The shadow contributions are written in a separate step to a texture that combines the shadowing result from several light sources (deferred shadowing). Finally, translucent objects are drawn in a back-to-front order.

When Lumberyard tries to render an object it will first check if a compiled shader is available. If the shader is not available, Lumberyard will try to load it from the global shader cache. If the shader cannot be found in the cache, the rendering thread will issue a request to stream the shader in from disk and will block until the streaming load is complete. This can cause severe stalls due to the relatively long time needed to load data from disk.

Hot Reloading of Shaders

Lumberyard supports hot reloading of shaders, so whenever you modify and save a shader file, it will get reloaded automatically and the results can be viewed directly in a test level.

For hot reloading to work, shader files must be copied to the appropriate locations, and the following requirements must also be met:

- Add the following code to the dev\system.cfg file:

  ```
  sys_PakPriority=0 <!--ensures the shader files get loaded from the file system instead of from pak files>  
  r_ShadersEditing=1 <!--ensures that shader code can be recompiled at runtime-->  
  ```

- In the Console, type `r_reloadshaders 1`. This is only required in the game executable. In Lumberyard Editor, it will automatically reload a shader when you modify it.

- For Lumberyard, copy the shader files to the dev\Lumberyard\Shaders directory.

Remote Shader Compiler

Unlike PCs, many game consoles cannot compile shaders locally. For this reason, Lumberyard provides the remote shader compiler application to handle shader compilation by assigning a server on the local network that can communicate over TCP. The server receives the shader source file from a computer running Lumberyard, compiles it, and sends back the shader, which the game console can then load and use.

The remote shader compiler is also used to store all the shader combinations that have been requested by the game so far, per platform. These are used during shader cache generation, when all the requested shaders are packed into .pak files for use by the game.

It is not required to have a central remote shader compiler server. You can instead set up the shader compiler locally on a PC.

Important

Ensure the server or computer that is running the remote shader compiler is in a controlled environment that restricts incoming network requests to only authorized and trusted users or devices. Do not run the remote shader compiler with escalated root, admin, or super-user privileges.
Running the Remote Shader Compiler

You can find the remote shader compiler at \Tools\CrySCompileServer\x64\profile\CrySCompileServer.exe. A configuration file is also available for configuring the TCP port that the server application will listen on.

You can launch the remote shader compiler by starting CrySCompileServer.exe manually. However, usually it makes sense to set it up as a service, so that it is always started with the operating system.

Since requests for shaders are executed in parallel, you may notice significant delays in acquiring shaders at runtime.

Remote Shader Compiler Configuration

You configure the remote shader compiler by editing the config.ini file. To configure the remote shader compiler, edit the following parameters:

- MailError - Set to an internal company e-mail address to which notifications about compilation errors will be sent. The cache TempDir directory in which the binary shaders are stored once they get compiled needs to point to a valid absolute path - the default is C:\SHADER_CACHE).
- The TempDir cache directory in which the binary shaders are stored once they got compiled must point to a valid absolute path. The default is C:\SHADER_CACHE.
- port - TCP port, which has to match the setting in the game system_platform_shader_version.cfg file. Some examples for this file: system_windows_pc.cfg, system_osx_metal.cfg, or system_android_es3.cfg.
- MailServer - Your email server.
- SCMailAddress - Email address used in the From field of the email sent by the remote shader compiler.

The completed config.ini file should look similar to this example:

```ini
MailError = shadererror@your_company.tld
MailInterval = 1
port = 61453
TempDir = C:\SHADER_CACHE
MailServer = your_email_server
SCMailAddress = RemoteShaderCompiler@your_company.tld
PrintErrors = 1
```

Specific Platforms

In the root directory of the remote shader compiler, each supported platform has its own subfolder with additional subfolders for different version numbers. The paths are hard coded and can be configured in RenderDll\Common\Shaders\ShaderCache.h if required.

All paths follow this pattern: root_folder\Tools\RemoteShaderCompiler\Compiler\platform_folder\Vxxx
You can find information about the path used by the remote shader compiler in the file ShaderCache.cpp, under the function mfGetShaderCompileFlags.

Lumberyard provides all appropriate shader compilers for you that match the code of that version. Just copy the entire \RemoteShaderCompiler directory and run the provided binary.

**Shader Cache Lists**

The cache subfolder of the remote shader compiler contains different text files of all the combinations requested so far by the game. These text files are named ShaderList_platform.txt (ShaderList_DX11.txt for example) and contain all the shader combinations that have ever been requested on a certain platform for any level. These files are important as the shader .pak files cannot be generated without them.

The game submits the requests to the remote shader compiler either during actual gameplay or during loading phases, even when remote shader compiling itself is disabled. This is to ensure that all possible shader combinations are collected and that the shader caches, which are generated during the shader cache generation phase, are as complete as possible.

**Game Configuration**

Having a remote shader compiler server can provide a performance benefit as it caches the results and sends them out to team members instead of having to compile shaders each time. In addition, the server keeps track of all shaders used by all people, which can be valuable if you want to make a release build that includes all shaders.

**Turning the Remote Shader Compiler On and Off**

You can configure whether the game uses the remote shader compiler with the following console variable, which is usually in the system_platform_shader_version.cfg file:

```
 r_ShadersRemoteCompiler=1
```

If r_ShadersRemoteCompiler is set to 0, no remote shader compilation will be performed and Lumberyard will do local shader compilation instead, which will fail on consoles.

**Specifying the Remote Shader Compiler Location**

When the remote shader compiler is enabled, the game needs the location of the remote shader compiler. To configure the IP address of the server, use the following console variable:

```
 r_ShaderCompilerServer=IPv4_of_PC_running_the_RemoteShaderCompiler
```

**Using the Remote Shader Compiler Locally**

You can set r_ShaderCompilerServer=localhost if you are running on a PC and want to use the remote shader compiler locally.

**Using Multiple Remote Shader Compilers**

It is possible to specify more than one remote shader compiler, as shown in the following example. The IP addresses need to be separated by semicolons as shown:

```
 r_ShaderCompilerServer=10.0.0.10;10.0.0.11
```

**Note**

It is not possible to use the network name of the server instead of the IP address, since no name resolving is performed.

**Specifying a Port Number**

If the remote shader compile server uses a user-defined port number as specified in the config.ini file, you can configure the port number with the following console variable:
Disabling Request Lines

Submitting request lines to the remote shader compiler can also be disabled with the following console variable. This is useful when experimenting with shaders and you don't want to have these combinations added to the shader cache:

```
r_shaderssubmitrequestline=0
```

Proxying Remote Requests

You can use the Asset Processor to proxy remote requests to the shader compiler server if a device cannot connect to the shader compiler server. In this case, set `r_AssetProcessorShaderCompiler=1`. Now whenever the game would have made a request directly to the shader compiler server, it instead submits the request to the Asset Processor (this can also be over a USB connection), which then forwards it to the shader compiler server.

Creating a Whitelist for the Remote Shader Compiler

You can use a whitelist to specify the IP addresses that are allowed to connect to your remote shader compiler. If a computer has an IP address that is not in the whitelist, the remote shader compiler will provide a message that an invalid computer tried to connect and then close the connection. This prevents data from being read or sent on the invalid connection.

To create a whitelist for the remote shader compiler, create a text file called `config.ini` and save it in the same directory as the remote shader compiler executable. Add the following parameter to the file:

```
whitelist
```

Provide a comma separated list of IP addresses in CIDR format. The remote shader compiler uses this list to validate incoming connection requests. The remote shader compiler automatically adds the loopback IP address (127.0.0.1) and its own IP address.

The following example allows computers or devices with an IP address of 192.168.0.1 to connect to the remote shader compiler.

```
whitelist=192.168.0.1
```

The following example allows computers or devices with an IP address of 192.168.0.* to connect to the remote shader compiler. The /24 specifies a net mask of 24-bits. If you specify /8, any address that starts with 192 is allowed given only an 8-bit net mask.

```
whitelist=192.168.0.1/24
```

Generating Shader Combinations

Make sure that the Remote Shader Compiler (p. 1174) has been setup successfully first. The remote shader compiler should be accessible by everyone playing the game, especially QA. Try to have everyone who is working on a certain game project share the same remote shader compiler.

Normal game builds should contain shader cache .pak files generated by the shader cache generation phase. At the beginning of a project this could be either completely missing (because no shaders requests have been submitted yet) or the .pak files could still be missing a lot of shaders.

When Lumberyard tries to render an object it will check if the compiled shader is available. When the shader is not available, it will try to load it from the global cache. This can either be loaded directly or through the streaming engine. The direct loading will cause direct disc access from the render thread and this could cause severe stalls due to the streaming thread trying to access the disc at the same time.
By default, when shader compiling is disabled, Lumberyard will stream the shaders from the global cache. The object won't be rendered when shader data is being streamed in. This default behavior can be modified with the following console variable. Note that streaming of shaders is not allowed when shader compiling is enabled, and Lumberyard will automatically disable the following console variable:

\r\n\r
r_shadersAsyncActivation = 0

When the shader is missing from the global cache, a "request line" to store this missing shader is directly sent to the remote shader compiler to be sure that this shader will be available in the next shader cache generation. This happens even when shader compiling is disabled, but the remote shader compiler needs to be active.

When no shader compiler is defined or if the shader compiler is disabled then the request line will be ignored. It is recommended to test the remote shader compiler as much as possible to collect as many shader combinations as possible. The remote shader compiling can be disabled with the following console variable, which is disabled by default in release builds, otherwise is always enabled:

\r\n\r
r_shadersRemoteCompiler = 0

The submission of the shader request lines can be disabled as well:

\r\n\r
r_shadersSubmitRequestLine = 0

When shader compiling is disabled and the shader is missing in the global cache, the object won't be rendered at all. When shader compiling is enabled, and the remote shader compiler is active, an asynchronous request to compile the shader will be sent to the remote shader compiler. If the remote shader compiler is disabled, then the shader will be compiled locally on the PC platform. Other game platforms do not support local compilation.

To keep track of the current shader cache state in game, extra debug information can be enabled using the following console variable:

\r\n\r
r_displayinfo = 2

A shader cache information line can be found on the top right of the screen, which reports the amount of Global Cache Misses (GCM) that have been found so far. It also reports if shader compiling is currently enabled or not.

All the shader cache misses also get written to a text file at the following location: \Shaders\ShaderCacheMisses.txt. This information is only used for debugging the current state of the shader cache, and should ideally be empty.

**Shader Cache and Generation**

This section discusses both the shader cache and how to generate shader cache .pak files.

**Shader Cache**

The shader cache stores a collection of parsed and precompiled shaders. Since the shader code is written with multiple defines, Lumberyard can generate an enormous number of different shaders. Compiling shaders on demand at runtime is only possible on the PC platform. On-demand shader compiling causes freezes during the gameplay and uses extra memory. In order to reduce this overhead, all required shader combinations for a game are parsed, compiled, and stored in the shader cache.

The shader cache generally refers to the following files:

- **Shaders.pak** - Contains the shader source files, which is everything inside the \Engine\Shaders\folders excluding EngineAssets.

  **Note**
  The actual shader source code (*.cfi and *.cfx) can be removed from this file for the final released version, and is not needed anymore when the binary shaders are valid and available.
Shader Rendering System

- ShadersBin.pak - Contains the binary-parsed shader information of the shader source code.
- ShaderCache.pak - Contains compiled shaders for all possible combinations that have been submitted to the remote shader compiler.
- ShaderCacheStartup.pak - Small subset of the shader cache containing only the shaders that are used during game start. This file is loaded into memory for quicker start up times, but is not required. This cache is often used by developers to contain the minimum set of shaders required to show a loading screen so that the rest of the loading can occur.

ShaderCache.pak File Generation

Creating a ShaderCache.pak file consists of running the BuildShaderPak_DX11.bat batch script, which in turn runs ShaderCacheGen.exe to ensure the local cache directory contains all the shaders that are listed in the ShaderList.txt file. BuildShaderPak_DX11.bat then packs the contents of the cache directory, creates a ShaderCache.zip file, and then renames the file to ShaderCache.pak.

You can obtain the ShaderList_platform.txt file either from the remote shader compiler server or from the Lumberyard Editor folder. This file contains the list of all shaders your game uses, which ShaderCacheGen.exe uses to produce all the shader combinations your game uses.

When running Lumberyard Editor, individual shaders are created as you view them. As such, you do not strictly need a remote shader compiler server to test game release mode or test shader pack generation, you just need access to the ShaderList_platform.txt file that is created in the dev/cache/game_name/platform/user/cache/shaders directory when running Lumberyard Editor. However, only the shaders you have viewed on your local computer while running Lumberyard Editor will be listed in the ShaderList_platform.txt file. For this reason, it is recommended that you use a remote shader compiler server if possible.

Note  
During development time when you run the game or run Lumberyard Editor, and before the shaders are packed into shader cache .pak files, loose shader files are created in the following directory: Dev\Cache\your_game\platform\user\cache.

The following sections detail the steps used to generate ShaderCache.pak files:

ShaderCacheGen.exe

Lumberyard ships with ShaderCacheGen.exe, which is located in the \Bin64 directory. ShaderCacheGen.exe is essentially a stripped-down version of the Lumberyard game launcher without the render viewport, and is used to populate the local shader cache directory with all the shaders contained in the ShaderList.txt file.

When running ShaderCacheGen.exe, it first loads the ShaderCacheGen.cfg file, which you can customize to suit your needs.

If you have customized Lumberyard in any way, it is required that you have build Lumberyard and your game using the all profile, which will build both ShaderCacheGen.exe (and ensure that it is up to date) and the game .dll files that it needs. Use one of the following commands to do this:

- If you are using Visual Studio 2013: lmbr_waf build_win_x64_vs2013_profile -p all --targets=CrySCompileServer
- If you are using Visual Studio 2015: lmbr_waf build_win_x64_vs2015_profile -p all --targets=CrySCompileServer

If you don’t want to (or cannot) build using the all profile, you can alternatively just build the game_and_engine spec and the shadercachegen spec using one of the following sets of commands:

- If you are using Visual Studio 2013:
Packing the Shader Cache Using a Batch File

The `BuildShaderPak_DX11.bat` file is used to generate the `ShaderCache.pak` files, which are saved to the `dev\build\platform\your_game` directory. The batch file works by first calling `ShaderCacheGen.exe` and then calling `Tools\pakShaders.bat`.

Run `BuildShaderPak_DX11.bat` in a command prompt window from the Lumberyard `dev` directory, specifying the location to the `ShaderList_platform.txt` file.

For example:

```bash
F: \Lumberyard_folder\dev\BuildShaderPak_DX11.bat C:\shader_compiler_server\ShaderList_DX11.txt
```

Once the shader `.pak` files are created, you can move them as needed. For example, if you’ve already built a release version of your game, you can place them with the rest of the `.pak` files.

When compiling shaders for your own project, you can customize the `BuildShaderPak_DX11.bat` file as needed. The following is an excerpt from a sample `.bat` file:

```batch
set SOURCESHADERLIST=%1
set GAMENAME=your_game_project
set DESTSHADERFOLDER=Cache\%GAMENAME%\PC\user\Cache\Shaders
set SHADERPLATFORM=PC
rem other available platforms are GL4 GLES3 ORBIS DURANGO METAL
rem if changing the above platform, also change the below directory name (D3D11, ORBIS, DURANGO, METAL, GL4, GLES3)
set SHADERFLAVOR=D3D11
```

Packing the Shader Cache Manually

If you want to use more complex build pipelines, you will find it beneficial to pack the shader cache manually. To do so, first run `ShaderCacheGen.exe` to generate the shader cache so you can pack it later.

Next, zip all the shaders up into `ShaderCache.zip`, then rename the file to `ShaderCache.pak`.

Each platform has different `.pak` files. The directory mapping for the different platforms is as follows:

**The PC platform should copy data from the following folders:**

- `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\D3D9`
- `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\D3D10`
- `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\D3D11`
- `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\GL4`
into the following destination folders:

- shaders\cache\D3D9\n- shaders\cache\D3D10\n- shaders\cache\D3D11\n- shaders\cache\GL4\n
The Xbox One platform should copy the data from `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\Durango\`.

The Playstation 4 platform should copy the data from `lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache\Orbis\`.

ShaderCache.pak should contain everything from the previously listed subfolders.

ShaderBin.pak should contain only the *.cfxb and *.cfib files.

ShaderCacheStartup.pak should contain the following files:

<table>
<thead>
<tr>
<th>Source Directory</th>
<th>Destination Directory</th>
</tr>
</thead>
<tbody>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;</td>
<td>Shaders\Cache&lt;platform&gt;</td>
</tr>
<tr>
<td>lookupdata.bin</td>
<td>lookupdata.bin</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGPShader\FixedPipelineEmu*</td>
<td>Shaders\Cache&lt;platform&gt;\CGPShader\FixedPipelineEmu*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGPShader\Scaleform*</td>
<td>Shaders\Cache&lt;platform&gt;\CGPShader\Scaleform*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGPShader\Stereo*</td>
<td>Shaders\Cache&lt;platform&gt;\CGPShader\Stereo*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGVShader\FixedPipelineEmu*</td>
<td>Shaders\Cache&lt;platform&gt;\CGVShader\FixedPipelineEmu*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGVShader\Scaleform*</td>
<td>Shaders\Cache&lt;platform&gt;\CGVShader\Scaleform*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\CGVShader\Stereo*</td>
<td>Shaders\Cache&lt;platform&gt;\CGVShader\Stereo*</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\Common.cfib</td>
<td>Shaders\Cache&lt;platform&gt;\Common.cfib</td>
</tr>
<tr>
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<td>Shaders\Cache&lt;platform&gt;\fallback.cfxb</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\fixedpipelineemu.cfxb</td>
<td>Shaders\Cache&lt;platform&gt;\fixedpipelineemu.cfxb</td>
</tr>
<tr>
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</tr>
<tr>
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<td>Shaders\Cache&lt;platform&gt;\FXSamplerDefs.cfib</td>
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<td>Shaders\Cache&lt;platform&gt;\FXStreamEnvVars.cfib</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\scaleform.cfxb</td>
<td>Shaders\Cache&lt;platform&gt;\scaleform.cfxb</td>
</tr>
<tr>
<td>lumberyard_root_folder\dev\cache\your_game\platform\user\shaders\cache&lt;platform&gt;\stereo.cfxb</td>
<td>Shaders\Cache&lt;platform&gt;\stereo.cfxb</td>
</tr>
</tbody>
</table>

Build Platforms

The build platform subfolders listed in the following table are located at `\dev\Cache\your_game\platform\user\cache\shaders\`. 
Lumberyard User Guide  
Shader Reference

<table>
<thead>
<tr>
<th>Build Platform</th>
<th>Build Platform Subfolder</th>
</tr>
</thead>
<tbody>
<tr>
<td>PC, DirectX 11</td>
<td>\D3D11</td>
</tr>
<tr>
<td>XBox One</td>
<td>\DURANGO</td>
</tr>
<tr>
<td>Playstation 4</td>
<td>\ORBIS</td>
</tr>
<tr>
<td>PC, OpenGL 4</td>
<td>\GL4</td>
</tr>
</tbody>
</table>

**Shader Reference**

Lumberyard includes the following physically-based rendering (PBR) shaders, which use real-world physical rules and properties to describe how light interacts with the surface of objects. This means that game object materials look realistic under all lighting conditions.

**To access a shader**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left tree pane, select a material to work with.
4. Locate shader-specific parameters under **Shader Params** and associated **Shader Generation Params**.

**Note**

Some shader parameters become available (are visible) only if an associated shader generation parameter is first enabled. This is also true for certain texture map slots (file paths) under **Texture Maps**.

<table>
<thead>
<tr>
<th>Shader Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Common.Cloud Shader (p. 1183)</td>
<td>Use to render 3D clouds that use per-vertex gradient lighting and takes sun color, sky color, and viewer position into account.</td>
</tr>
<tr>
<td>DistanceClouds Shader (p. 1184)</td>
<td>Use to render cheap 2D clouds that are distantly placed in a sky scene.</td>
</tr>
<tr>
<td>Eye Shader (p. 1186)</td>
<td>Use to render realistic eyes that take sclera, cornea, iris, and eye moisture properties into account. Eyelash rendering is done using the <strong>Hair Shader (p. 1192)</strong>.</td>
</tr>
<tr>
<td>GeometryBeam Shader (p. 1188)</td>
<td>Use to create volumetric light beams that feature dust and turbulence effects.</td>
</tr>
<tr>
<td>Glass Shader (p. 1190)</td>
<td>Use to render glass surfaces with various refractive, reflective, ripple, tint, and cracking effects.</td>
</tr>
<tr>
<td>Hair Shader (p. 1192)</td>
<td>Use to render all hair and fur, imparting different color, stranding, and animation effects. Use to render eyelashes and eyebrows along with the <strong>Eye Shader (p. 1186)</strong> for realistic eyes.</td>
</tr>
<tr>
<td>HumanSkin Shader (p. 1195)</td>
<td>Use to render skin and its various physical properties including color, oiliness, pores, stubble, and wrinkles.</td>
</tr>
</tbody>
</table>
### Shader Reference

<table>
<thead>
<tr>
<th>Shader Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Illum Shader (p. 1196)</td>
<td>The most common shader - use to create an extremely wide variety of render effects.</td>
</tr>
<tr>
<td>Lightbeam.LightBeam Shader (p. 1201)</td>
<td>Use to create volumetric light beams that feature fog and other atmospheric effects.</td>
</tr>
<tr>
<td>Monitor Shader</td>
<td>Use to create retro television screen effects such as grain, noise, chroma shift, and interlacing. Useful for in-game displays.</td>
</tr>
<tr>
<td>NoDraw Shader</td>
<td>Use mainly for physics proxies, this shader does not render selected geometry.</td>
</tr>
<tr>
<td>ParticleImposter Shader (p. 1202)</td>
<td>Use to create particle effects that are not affected by light and hence do not cast shadows or cause reflections.</td>
</tr>
<tr>
<td>Particles Shader (p. 1203)</td>
<td>Use to render particle effects for fire, smoke, lightning, sparks, and fog that are affected by light and as such cast shadows and cause reflections.</td>
</tr>
<tr>
<td>Sky Shader (p. 1206)</td>
<td>Use to render cheap static sky (SkyBox) effects.</td>
</tr>
<tr>
<td>SkyHDR Shader (p. 1207)</td>
<td>Use to render realistic dynamic sky effects that change based on time of day in the level.</td>
</tr>
<tr>
<td>TemplBeamProc Shader (p. 1207)</td>
<td>Use to create cheap fog-like effects for light beams.</td>
</tr>
<tr>
<td>Terrain.Layer Shader (p. 1209)</td>
<td>Use for painting and blending terrain texture layers in a level.</td>
</tr>
<tr>
<td>Vegetation Shader (p. 1210)</td>
<td>Use to render trees, bushes, grass, and other vegetation, as well as imparting various bending motion effects.</td>
</tr>
<tr>
<td>VolumeObject Shader (p. 1212)</td>
<td>Use to render various volumetric objects such as clouds, fog, and smoke, and to impart realistic shading and self-shadowing effects.</td>
</tr>
<tr>
<td>Water Shader (p. 1213)</td>
<td>Use to render the ocean exclusively, and to impart various reflection, ripple, and foam effects.</td>
</tr>
<tr>
<td>Waterfall Shader (p. 1215)</td>
<td>Use to render waterfalls exclusively, and provides layering and tiling, as well as motion effects.</td>
</tr>
<tr>
<td>WaterVolume Shader (p. 1217)</td>
<td>Use to render volumetric bodies of water including lakes, pools, and rivers, and to impart various reflection, ripple, and foam effects.</td>
</tr>
</tbody>
</table>

### Common.Cloud Shader

The Common.Cloud shader is used exclusively for 3D clouds. It uses per-vertex gradient lighting and takes the sun, cloud and viewer positions into account. Gradient lighting interpolates between the bright color, which is calculated from the HDR Sun color multiplier, and the dark color, which is calculated from the HDR Sky color multiplier. In addition, rim lighting is also applied on a per-pixel basis to capture the effects of light scattering seen when looking at clouds being lit by the sun from behind.

3D clouds use soft clipping to gradually fade in and out at the near and far clipping plane. This prevents rendering artifacts in the far distance and flickering due to cloud particles entering and leaving the view cone near the camera during a flythrough. Additionally, clouds blend softly against opaque scene geometry.
Shader Parameters

CloudAngularAtten

Defines the angular attenuation factor for rim lighting. The smaller the value the more widespread the rim lighting effect for clouds (partially) covering the sun becomes from the viewer's point of view.

Default value: 30

CloudBacklightingScale

Defines how much to scale rim lighting. Higher values increase the glow of cloud edges.

Default value: 1

CloudOutlineSlope

Defines the slope of the ramp function used to blend in rim lighting. Higher values create harder transitions.

Default value: 1

CloudOutlineThreshold

Defines the cloud's opacity threshold value below which the rim lighting effect is applied. Higher thresholds cause the rim lighting to grow inward.

Default value: 0.4

HDRBrightnessAdjust

Controls brightness of clouds in high dynamic range image format (HDR) (relative to low dynamic range image format (LDR)).

Default value: 1

DistanceClouds Shader

The DistanceClouds shader is a dedicated shader used for 2D clouds that are placed at a far distance.

Shader Parameters

Alpha Multiplier

Alpha multiplier for cloud texture.

This parameter requires that the Advance distance clouds shader generation parameter is enabled.

Default value: 1

AlphaSaturation

Controls the alpha saturation of clouds when blending them with the sky. High values make less opaque parts of the cloud texture fade out more.

You can reuse the same texture for slightly different looking clouds by defining several materials with custom AlphaSaturation values.

This parameter does not apply if the Simple distance clouds shader generation parameter is enabled.
Default value: 2

**Attenuation**

Controls how strongly sun light is attenuated when traveling through the distance cloud. Light attenuation is computed per pixel.

Use **Attenuation** to blend between current sun color and sky color. Use higher attenuation values to accentuate cloud self-shadowing (for example, strong cloud layers).

This parameter applies if no Shader Generation parameter is enabled.

Default value: 0.6

**Cloud Height**

Sets the height of the cloud layer.

This parameter requires that the **Advanced distance clouds** shader generation parameter is enabled.

Default value: 0.3

**Density Sky**

Sets the cloud density that is used for sky light scattering.

This parameter requires that the **Advanced distance clouds** shader generation parameter is enabled.

Default value: 4.5

**Density Sun**

Sets the cloud density that is used for sunlight scattering.

This parameter requires that the **Advanced distance clouds** shader generation parameter is enabled.

Default value: 1.5

**Exposure**

Sets exposure amount to enable **HDR** on **LDR** cloud texture.

This parameter requires that the **Simple distance clouds** shader generation parameter is enabled.

Default value: 1

**Opacity**

Sets opacity modifier for the cloud.

This parameter requires that the **Simple distance clouds** shader generation parameter is enabled.

Default value: 1

**SkyColorMultiplier**

A value multiplied to the sky color defined for the current time of day.

The result is used in the pixel shader to blend between sun and sky color using the computed light attenuation value.

This parameter applies if no shader generation parameter is enabled.

Default value: 1.5
StepSize

Controls how fast to step through the cloud texture (density) to compute per-pixel light attenuation.

This effect determines the appearance of the gradient. Higher values create smoother and less abrupt gradients, but can also produce unnatural gradient changes over time of day.

This parameter applies if no shader generation parameter is enabled.

Default value: 0.004

SunColorMultiplier

A value multiplied by the sun color that is defined for the current time of day. The result is used in the pixel shader to blend between sun and sky color using the computed light attenuation value.

This parameter applies if no shader generation parameter is enabled.

Default value: 4

Shader Generation Parameters

Simple distance clouds

Enables the use of distance clouds with no volumetric shading computations.

Advanced distance clouds

Enables the use of distance clouds with more accurate shading computations.

Eye Shader

The Eye shader is used to render realistic eyes that take sclera, cornea, iris, and eye moisture properties into account.

Shader Parameters

Cornea Refraction

Controls and optionally animates pupil size.

Default value: 0.01

Cornea Smoothness

Controls the glossiness of corneas reflections.

The default creates smaller and sharper highlights that are more lifelike.

Default value: 1

Indirect bounce color

Sets the amount of indirectly bounced color. Has no effect when the Physically Based Shading (PBR) model is used.

Default value: 136,136,136

Iris Color

Tweaks the iris color without affecting the eye white.
Iris Color can be used for eye variation between characters that use the same texture.

Default value: 187,187,187

Iris Depth

Simulates the actual form of the iris, since the in-game mesh has the shape of a sphere.

Default value: 0.005

Iris Shadowing

Controls iris self-shadowing, which further simulates the actual form of the iris.

Note
This effect is only affected by sunlight and not by other light sources.

Default value: 5

Iris SSS

Controls the subsurface scattering (SSS) amount of the iris, which blurs the shadows. Higher values blur the shading more.

Default value: 0.6

Sclera SSS

Controls the subsurface scattering (SSS) amount of the eye whites, which blurs the shadows. Higher values blur the shading more.

Default value: 0.4

Depth bias scale

Sets the depth bias of the overlay mesh to avoid clipping with the eyes.

This parameter requires that the Specular overlay shader generation parameter is enabled.

Default value:

Diffuse occlusion strength

Controls the strength of the occlusion effect on the eyes.

This parameter requires that the Ambient occlusion overlay shader generation parameter is enabled.

Default value: 1

Specular occlusion strength

Controls the strength of the occlusion effect on the eyes' specular highlights.

This parameter requires that the Ambient occlusion overlay shader generation parameter is enabled.

Default value: 1

Shader Generation Parameters

Environment map

Enables environment map as a separate texture.
If the blending cube map feature isn’t used, Environment map must be enabled and nearest_cubemap must be assigned for the texture’s environment.

**Ambient occlusion overlay**

Enables ambient occlusion overlay rendering.

Must be enabled to use the occlusion mesh that overlays the eye. This mesh gives the eyes a more natural shadowing and integrates them with the head.

**Specular overlay**

Enables the eye water mesh.

---

**GeometryBeam Shader**

Use the GeometryBeam shader to create volumetric light beams that feature dust and turbulence effects.

**Shader Parameters**

**Ambience strength**

Controls the general strength of the beam effect.

Default value: 0.12

**Base UV scale**

Controls the scale or tiling of the object’s base UV mapping.

Default value: 1

**Brightness**

Controls the overall brightness of the beam effect.

Default value: 1

**Dust anim speed**

Controls the animation speed for the dust turbulence effect, as defined by the Specular texture map.

This parameter requires that the Dust Turbulence shader generation parameter is enabled.

Default value: 1

**Dust UV rotation**

Changes the rotation of the dust turbulence effect, as defined by the Specular texture map.

This parameter requires that the Dust Turbulence shader generation parameter is enabled.

Default value: 0

**Dust UV scale**

Sets the scale or tiling of the UV mapping for the dust turbulence effect, as defined by the Specular texture map.

This parameter requires that the Dust Turbulence shader generation parameter is enabled.

Default value: 0.6
End color

Sets the end color for gradient along the U axis.

Default value: 255,255,255

Soft intersection factor

Controls softness of surface interaction with other opaque scene geometry.

Default value: 1

Start color

Sets the start color for gradient along the U axis.

Default value: 255,255,255

Turbulence tiling

Multiplies turbulence, as defined by the Bumpmap texture map.

This parameter requires that the Dust Turbulence shader generation parameter is enabled.

Default value: 1

Turbulence visibility

Controls the visibility level of turbulence, as defined by the Bumpmap texture map.

This parameter requires that the Dust Turbulence shader generation parameter is enabled.

Default value: 0.55

UV vignetting

Applies a vignetting effect to the edges of the UV map.

This parameter requires that the UV Vignetting shader generation parameter is enabled.

Default value: 4

Vertex alpha fading

If you use vertex alpha to fade out the edges, use this slider to control the interpolation curve.

Default value: 0.55

View dependency factor

Determines how beams blend in and out depending on the camera-facing angle.

The higher the value, the longer the beam is visible even when at a nearly 90° angle to camera. Smaller values cause the beam to begin to vanish.

Default value: 2

Volumetric scale

Controls the volumetric features when shadow receiving is enabled. This also has the effect of changing the soft shadow radius.

This parameter requires that the Receive Shadows shader generation parameter is enabled.

Default value: 0.7
Shader Generation Parameters

Dust Turbulence

Enables dust and turbulence overlay. Specular and Bumpmap texture map slots also become available under Texture Maps to fine-tune appearance.

Receive Shadows

Enables sun shadows to be cast on the light beams, creating volumetric shafts.

You can use this parameter for an interesting effect, but it might affect your game's performance.

UV Vignetting

Enables vignettes in UV space.

Glass Shader

The Glass shader renders windows and other glass objects, imparting refractive, tint, fog, and cracking effects for both breakable and non-breakable glass objects. Use the Illum Shader (p. 1196) instead if you require non-refractive effects for non-breakable glass objects.

Here are a few things to keep in mind when using the Glass shader:

- Ambient diffuse lighting from cube maps isn't taken into account.
- The shader uses the sky color exclusively for all ambient lighting.
- Except for the sun, all deferred lights don't affect transparent glass objects.
- The shader can't receive sun shadows.

Shader Parameters

Back light scale

Controls the amount of light that gets through the glass.

Default value: 0.5

Blur Amount

Controls the amount of blur.

This parameter requires that the Blur refraction – PC Only shader generation parameter is enabled.

Default value: 0.5

Bump Map Tiling

Adjusts tiling of the bump map independently from diffuse.

Default value: 1

Bump Scale

Sets the reflection and refraction bump scale.

Default value: 0.005

Cloudiness Masks Blur

Applies blur to just cloudy areas.
This parameter requires that the **Tint map – Tint/Gloss/Spec** shader generation parameter is enabled.

Default value: 0

**Cloudiness Masks Gloss**

Makes cloudy areas less glossy.

This parameter requires that the **Tint map – Tint/Gloss/Spec** shader generation parameter is enabled.

Default value: 0.5

**DiffAlpha to Spec Bias**

Adjusts intensity of specular in opaque and semi-opaque areas.

This parameter requires that the **Use Diffuse map** shader generation parameter is enabled.

Default value: 0

**DiffAlpha to Spec Mult**

Adjusts intensity of specular in opaque and semi-opaque areas.

This parameter requires that the **Use Diffuse map** shader generation parameter is enabled.

Default value: 1

**Fog color**

Sets fog color.

This parameter requires that the **Depth Fog** shader generation parameter is enabled.

Default value: 255,255,255

**Fog cutoff end depth**

Sets the distance, in meters, after which fog doesn't get any stronger.

This parameter requires that the **Depth Fog** shader generation parameter is enabled.

Default value: 20

**Fog density**

Sets fog density.

This parameter requires that the **Depth Fog** shader generation parameter is enabled.

Default value: 1

**Fresnel bias**

Sets how reflective the material is.

Default value: 1

**Fresnel Scale**

Sets the fresnel term scale.

Default value: 1

**Indirect bounce color**

Sets the amount of indirectly bounced color.
Not used if the **Depth Fog** shader generation parameter is enabled.

Default value: 136,136,136

**Tint Cloudiness**

Adjusts the cloudiness of tinted areas.

Default value: 0

**Tint Color**

Applies a tint color to the glass.

Default value: 255,255,255

---

**Shader Generation Parameters**

**Use Diffuse map**

Enables diffuse map for dirt, and so on. Requires alpha channel.

**Environment map**

Enables environment map as a separate texture.

**Tint map – Tint/Gloss/Spec**

Enables the RGB spec map to control tinting in red channel, cloudiness in green channel, and specular in blue channel.

**Use Tint Color Map**

Enables the Tint Color map. Used for multicolored glass, which goes in the custom Tint Color map slot.

**Blur refraction – PC Only**

Enables the blurring of objects seen through the glass.

**Depth Fog**

Enables depth fog behind the glass surface.

**Disable Lights**

Disables the reflection of lights.

---

**Hair Shader**

The Hair shader is a dedicated shader for rendering hair and fur, imparting different color, stranding, and animation effects. Hair rendering is a relatively difficult task to achieve in real-time with high-quality results due to the very fine geometry and specific lighting behavior. Depending on the hairstyle, either a simple scalp plane or a more complex shape that defines the volume of the hairstyle is needed. In some cases, breaking up a hairstyle into multiple large patches makes more sense.

---

**Shader Parameters**

**Alpha Blend Multiplier**

Multiplies the alpha map with the result that grayscale values are increased. Useful for the Thin Hair shader generation parameter.

Default value: 1
Diffuse Wrap

Allows light to pass through the hair, thus illuminating a wider area.

A tightly woven braid would have a lower Diffuse Wrap value (the hair being very dense), whereas sparse, loose hair would have a high Diffuse Wrap value.

Default value: 0.5

Indirect bounce color

Sets the amount of indirectly bounced color.

Default value: 136,136,136

Secondary Color

Sets color and intensity of the secondary specular highlight.

Primary highlight color depends on the diffuse color, whereas the secondary highlight usually has a more neutral color.

Default value: 217,217,217

Secondary Shift

Allows the secondary highlight to be shifted over the surface of the hair mesh. Make sure it works with the primary highlight, the position of which can't be shifted.

Default value: 0.1

Secondary Width

Sets the width of the secondary specular highlight.

Default value: 1.5

Shift Variation

Adds variation to the shift of the secondary highlight.

Default value: 0

Soft Intersection

Controls the alpha blending of the hair against skin or scalp.

Default value: 0

Strand Width

Controls the width of the view aligned hair strands. The mesh you exported utilizing this feature from DCC tools is rather thin. The value functions as a multiplier relative to the meshes V coordinate (width) in UV space, which can be used to control strand thickness. For example, you might want thinner strands around the border areas.

This parameter requires that the View aligned strands shader generation parameter is enabled.

Default value: 0.01

Thin Hair Threshold

Determines how alpha blending works for screen space effects such as DOF and motion blur. Lower values make the blending harder but can cause artifacts. Higher values soften the blending, but in some cases the hair turns into a blurry mess.
For most gameplay situations, the rather low default value works fine, but in cinematics, manual tweaking might be needed. The value must then be animated throughout the scene.

This parameter requires that the Thin Hair shader generation parameter is enabled.

Default value: 0.05

**Wind frequency**

Sets the speed at which the vertices are deformed.

This parameter requires that the Wind bending shader generation parameter is enabled.

Default value: 0

**Wind phase**

Sets hair animation phase and randomizes the deformation.

This parameter requires that the Wind bending shader generation parameter is enabled.

Default value: 1

**Wind wave0 amp**

Sets the amount or amplitude at which the vertices are deformed.

This parameter requires that the Wind bending shader generation parameter is enabled.

Default value: 0

**Wind wave2 amp**

Sets the amount or amplitude at which the vertices are deformed on a different curve.

This parameter requires that the Wind bending shader generation parameter is enabled.

Default value: 0

### Shader Generation Parameters

**Vertex Colors**

Enables vertex colors.

**View Aligned Strands**

Enables the hair strands to self-align to the camera.

Because this is a global setting for the material, using view-aligned strands requires an extra draw call. For more information, see the Strand Width shader parameter.

**Thin Hair**

For information, see the Thin Hair Threshold shader parameter.

**Ambient Cubemap**

Enables the use of the nearest cube map specified in environment map slot for ambient lighting. Leave this enabled.

**Enforce Tiled Shading**

Forces hair to be fully affected by tile shading. This effect works as an override for the global tiled shading settings.
With tiled shading off, improper lighting of a scene can cause hair to turn very dark.

Use this effect carefully, as tiled shading for hair is generally quite expensive.

**Wind bending**

Simulates wind effects. If enabled, various frequency, phase, and amplitude wind options appear under **Shader Parameters**.

**HumanSkin Shader**

The HumanSkin shader is used to render skin and it's various physical properties including color, oiliness, pores, stubble, and wrinkles.

**Shader Parameters**

**Detail bump scale**

Controls the strength of the detail normal map.

This parameter requires that the **Detail normal map** shader generation parameter is enabled.

Default value: 0

**Displacement bias**

For information, see Tessellation and Displacement.

This parameter requires that the **Displacement mapping** shader generation parameter is enabled.

Default value: 0.5

**Displacement height scale**

For information, see Tessellation and Displacement.

This parameter requires that the **Displacement mapping** shader generation parameter is enabled.

Default value: 1

**Indirect bounce color**

Sets the amount of indirectly bounced color.

Default value: 136, 136, 136

**Melanin**

Controls the amount of pigmentation in the skin.

Default value: 0

**SSS Index**

Changes the index of subsurface scattering (SSS).

Default value: 1.2

**Tessellation face cull**

This parameter requires that the **Displacement mapping** shader generation parameter is enabled.

Default value: 0.75
**Tessellation factor**
This parameter requires that the **Displacement mapping** shader generation parameter is enabled.
Default value: 1

**Tessellation factor max**
This parameter requires that the **Displacement mapping** shader generation parameter is enabled.
Default value: 32

**Tessellation factor min**
This parameter requires that the **Displacement mapping** shader generation parameter is enabled.
Default value: 1

**Translucency Multiplier**
Controls strength of the SSS feature.
Default value: 0

**Wrinkles blend**
Controls strength of the wrinkle map.
This parameter requires that the **Wrinkle blending** shader generation parameter is enabled.
Default value: 1.0

**Shader Generation Parameters**

**Decal map**
Enables the use of a decal map, which is blended on top of the diffuse map.

**Detail normal map**
Enables the use of a tiled detailed map for pores and tiny details (_ddn).

**Displacement mapping**
Enables the use of displacement mapping, which requires a height map (_displ).

**Phong tessellation**
Enables the use of rough approximation of smooth surface subdivision.

**PN triangles tessellation**
Enables the use of rough approximation of smooth surface subdivision.

**Subsurface Scattering Mask**
Enables the use of diffuse map alpha as an SSS amount multiplier.

**Wrinkle blending**
Enables the use of subsurface map alpha for wrinkle blending.

**Illum Shader**
The Illum shader is the most commonly used shader. You can use this shader to create a variety of effects.
Shader Parameters

**Blend Factor**
Controls the visibility of the blended layer.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 8

**Blend Falloff**
Controls blending falloff.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 32

**Blend Layer 2 Tiling**
Controls tiling of the second blend layer.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 1

**Blend Layer 2-Diffuse(Tint)**
Controls the diffuse (tint) of the second blend layer.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

**Blend Layer 2-Smoothness**
Controls the smoothness of the second blend layer.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 10

**Blend Layer 2-Specular**
Controls specular intensity of the second blend layer.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 132, 132, 132

**Blend Mask Tiling**
Controls tiling of the blend mask.

To use this parameter, you must enable the **Blendlayer** shader generation parameter.

Default value: 1

**Detail bump scale**
Sets detail bump scale.

To use this parameter, you must enable the **Detail mapping** shader generation parameter.

Default value: 0.5

**Detail diffuse scale**
Sets diffuse detail blend scale.
To use this parameter, you must enable the **Detail mapping** shader generation parameter.

Default value: 0.5

**Detail gloss scale**

Sets gloss detail blend scale.

To use this parameter, you must enable the **Detail mapping** shader generation parameter.

Default value: 0.5

**Dissolve Color**

Determines color of the edge if edge thickness is greater than 0

To use this parameter, you must enable the **Dissolve FX** shader generation parameter.

Default value: 255,255,255

**Dissolve Edge Thickness**

Determines the thickness of a border that is the **Dissolve Color** around the edge of the effect.

To use this parameter, you must enable the **Dissolve FX** shader generation parameter.

Default value: 0

Valid values: 0.000 to 1

**Dissolve Noise Map**

A grayscale map that defines the dissolve pattern. Black areas dissolve first; white areas dissolve last.

Appears under **Texture Maps** after you enable **Dissolve FX** shader generation parameter.

**Dissolve Percentage**

Controls the amount that the texture is dissolved.

To use this parameter, you must enable the **Dissolve FX** shader generation parameter.

Default value: 0

Valid values: 0.000 to 1

**Height bias**

Controls the height bias.

To use this parameter, you must enable the **Parallax occlusion mapping** shader generation parameter.

Default value: 0.5

**Indirect bounce color**

Adds an extra color tint to the reflection.

Default value: 136,136,136

**OBM Displacement**

Controls the amount of displacement for offset bump mapping (OBM).

To use this parameter, you must enable the **Offset bump mapping** shader generation parameter.
POM Displacement

Controls the amount of displacement for parallax occlusion mapping (POM).

To use this parameter, you must enable the **Parallax occlusion mapping** shader generation parameter.

Default value: 0.01

Self shadow strength

Allows movable objects, such as interactive objects or game characters, to cast shadows on themselves and each other. Without self-shadowing, for example, if a character holds their right arm over the left, the right arm does not cast a shadow on the left arm.

To use this parameter, you must enable the **Parallax occlusion mapping** shader generation parameter.

Default value: 3

Roughness maximum footprint

Specifies the maximum allowed area of the projected pixel footprint at any point in the scene.

To use this parameter, you must enable the **Specular Antialiasing** shader generation parameter.

Valid value ranges: 0.01–0.99 for marble; 1.00–1.99 for skin.

Default value: 1.2

SAA Roughness Boost

Specifies the degree to which the effect should be applied.

To use this parameter, you must enable the **Specular Antialiasing** shader generation parameter.

Valid value ranges: 0.01–0.99 for marble; 1.00–1.99 for skin.

Default value: 1.2

SSS Index

Controls subsurface scattering profile (SSS) and the amount.

Valid value ranges: 0.01–0.99 for marble; 1.00–1.99 for skin.

Default value: 1.2

Shader Generation Parameters

Detail mapping

Enables detail mapping. This option requires a **Detail** map, which you can select under the **Texture Maps** heading.

Use UV set 2 for detail map

Enables a second UV channel, if available, for detail map.

Offset bump mapping

Enables offset bump mapping. This option requires a heightmap, which you can select for the **Normal Map** option under the **Texture Maps** heading.
Dissolve FX

Enables dissolve effect. Selecting this parameter enables the Dissolve Noise Map under Texture Maps, and three Shader Parameters: Dissolve Color, Dissolve Edge Thickness, and Dissolve Percentage.

These three parameters work in tandem to determine the dissolve effect.

For example, assume your Dissolve Color is white, Dissolve Edge Thickness is 0.1, and Dissolve Percentage is 0.5. In that case, any area on the surface of the Dissolve Noise Map that is less than 0.5 (the value set for Dissolve Percentage) is completely transparent. Areas from 0.5 to 0.6, which is a difference of 0.1 (the value set for Dissolve Edge Thickness) are white (the value set for Dissolve Color). Areas from 0.6 to 1.0 are unchanged and appear with the original material.

Vertex Colors

Allows the use of fake ambient occlusion. Also adds more depth and contrast to the model.

You must add vertex colors to the geometry in the DCC tool.

Decal

Applies a decal appearance when enabled for a material. Decal planes are normally placed close to other geometry.

Use this parameter to prevent flickering and z-fighting (p. 1635) when faces are close to each other.

Parallax occlusion mapping (p. 1247)

Enables parallax occlusion mapping. This option requires a heightmap, which you can select for the Normal Map option under the Texture Maps heading.

Displacement mapping

Enables displacement mapping. This option requires a heightmap, which you can select for the Normal Map option under the Texture Maps heading.

Phong tessellation

Enables the rough approximation of smooth surface subdivision.

PN triangles tessellation

Enables the rough approximation of smooth surface subdivision.

Blendlayer

Enables the blending of the normal-mapped diffuse layer on top of the base material.

Use UV set 2 for blendlayer (p. 1243) maps

Enables a second UV channel, if available, for blend layer texture maps and blend mask.

Use UV set 2 for emittance map

Enables a second UV channel, if available, for emittance map.

DetailMap mask in Diffuse alpha

Enables diffuse map alpha for masking detail maps. With this option you can use the alpha channel in the RGBA texture map to mask the decal.

Silhouette POM (p. 1247)

Enables parallax occlusion mapping with silhouettes. This option requires a heightmap, which you can select for the Normal Map option under the Texture Maps heading.
Depth Fixup

Enables write depth for depth of field and postprocessing.

Specular Antialiasing

Enables specular antialiasing. Enable this feature for highly glossy highlights on curved surfaces, which can be challenging to render without specular shimmering and crawling. This antialiasing feature estimates the subpixel region of the scene over which the specular normal distribution function should be filtered. The computation of the region is based on the projected size of each pixel. The normal distribution function (NDF) used in the specular bidirectional reflection distribution function (BRDF) is then filtered over this region, minimizing shimmering, crawling, and other specular aliasing artifacts. This method has almost no impact to GPU performance, is temporally stable, and compatible with Lumberyard’s deferred shading system. Normal maps and normal map filtering techniques are compatible with this feature.

Occlusion Map

Enables support for a single channel occlusion map. If provided, this map decreases the amount of influence that indirect light has on a surface. When calculating the occlusion for a given pixel, if the occlusion map occludes more than the dynamically calculated occlusion, then that occlusion map is used instead. Otherwise it is ignored.

Lightbeam.LightBeam Shader

The LightBeam.LightBeam shader creates various fog-like volumetric and atmospheric effects for light beams.

Shader Parameters

Fade Distance

Defines the distance at which the effect should fade in/out.

This parameter requires that the Use Falloff shader generation parameter is enabled.

Default value: 200

Fade Scale

Scales how much the fading effect occurs at defined distance.

This parameter requires that the Use Falloff shader generation parameter is enabled.

Default value: 100

Global Density

Controls how dense or thick the fog effect is.

Default value: 1

Jitter Scale

Controls shadow jitter amount. Use to soften shadow artifacts at the cost of shadow accuracy.

Default value: 10

Noise Contrast

Defines the contrast level of the noise effect.
This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 1

**Noise Coord Scale**

Scales noise. Applies to shadow and projector UVs.

This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 0.005

**Noise Dir X**

Defines noise travel along the X-axis.

This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 1

**Noise Dir Y**

Defines noise travel along the Y-axis.

This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 0

**Noise Dir Z**

Defines noise travel along the Z-axis.

This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 0

**Noise Speed**

Controls the speed at which noise travels.

This parameter requires that the **Noise map** shader generation parameter be enabled.

**Default value:** 5

**Shader Generation Parameters**

**Noise map**

Enables the use of a 3D, procedurally-generated noise map.

**Use Falloff**

Activates the **Fade**-type shader parameters to tweak visual fall-off settings.

**Extra Sampling**

Reduces aliasing for slightly more expensive rendering.

**ParticleImposter Shader**

The ParticleImposter shader is used to create particle effects that are not affected by light and hence do not cast shadows or cause reflections.
Particles Shader

The Particles shader is used to render particle effects for fire, smoke, lightning, sparks, and fog that are affected by light, and as such cast shadows and cause reflections.

Shader Parameters

Color lookup amplitude

Sets the color lookup brightness and multiplier.

This parameter requires that the Color lookup shader generation parameter is enabled.

Default value: 1

Color lookup color phase

Sets the per-color phase to be used.

This parameter requires that the Color lookup shader generation parameter is enabled.

Default value: 1

Global Illumination Amount

Sets the amount of global illumination.

Default value: 1

Perturbation amount

Controls the amount of deformation that is used.

This parameter requires that the Screen space deformation shader generation parameter is enabled.

Default value: 0.01

Perturbation anim speed

Controls animation translation speed and frequency that is applied to the deformation map.

This parameter requires that the Screen space deformation shader generation parameter is enabled.

Default value: 0.05

Perturbation tiling

Controls the tiling amount of deformation.

This parameter requires that the Screen space deformation shader generation parameter is enabled.

Default value: 0.5

Deform amount

Controls deformation multiplier.

This parameter requires that the Deformation shader generation parameter is enabled.

Default value: 0
Deform anim speed

Controls deformation animation translation speed and frequency.

This parameter requires that the Deformation shader generation parameter is enabled.

Default value: 0

Deform tiling

Controls deformation tiling.

This parameter requires that the Deformation shader generation parameter is enabled.

Default value: 0.1

Refraction Bump Scale

Sets the refraction bump scale.

This parameter requires that the Refraction shader generation parameter is enabled.

Valid value range: 0 - 2.0

Default value: 0.1

Soft particles scale

Controls soft particle intersection softness for sharper or softer intersections.

Default value: 1

Threshold for writing depth

Sets the threshold for writing depth.

This parameter requires that the Depth Fixup shader generation parameter is enabled.

Default value: 0.05

Shader Generation Parameters

Refraction

Enables the use of a bump-map texture as the displacement for refraction.

Refraction Tinting

Enables the use of a color texture to tint refraction.

Screen space deformation

When enabled, the Refraction Normal texture map slot also becomes available under Texture Maps.

Deformation

When enabled, the Deformation Normal texture map slot also becomes available under Texture Maps.

Color lookup

Enables the use of the color lookup map for applying color lookup. When enabled, the Color Lookup Map texture map slot also becomes available under Texture Maps.

Specular Lighting

Enables the calculation of specular lighting in addition to diffuse lighting.
Depth Fixup

Enables writing depth for depth of field and post processing.

Scopes Shader

The Scopes shader is used to render various optical effects for binoculars, telescopes, and weapon sight scopes.

Shader Parameters

Fake glow amount

Sets the amount of fake glow.

This parameter requires that the Reflex sight new shader generation parameter is enabled.

Default value: 0.25

Fresnel Bias

Sets the amount of fresnel bias.

This parameter requires that the Scope zoomed refraction shader generation parameter is enabled.

Default value: 1

Fresnel Scale

Sets the fresnel scaling amount.

This parameter requires that the Scope zoomed refraction shader generation parameter is enabled.

Default value: 1

Hologram depth

Sets the depth of the hologram.

This parameter requires that the Use halo sight depth shader generation parameter is enabled.

Default value: 2

Holographic noise scale

Sets the holographic noise scale.

This parameter requires that the Reflex sight new shader generation parameter is enabled.

Default value: 0

Noise bias

Sets noise bias.

This parameter requires that the Reflex sight new shader generation parameter is enabled.

Default value: 1

Noise scale

Sets noise scale.

Default value: 0.75
Object space UV usage

Sets the amount of usage of object space.

Default value: 0

Refraction Bump Scale

Sets the amount of scaling for refraction bumpiness.

Default value: 0

Scope color multiplier

Sets the scope color multiplier.

Default value: 160

Scope scale

Sets scope scale.

Default value: 4

Shader Generation Parameters

Reflex sight

Use for reflex-style weapon sights. When enabled, the Diffuse texture map slot under Texture Maps also becomes available.

Reflex sight new

Use for the newer version reflex-style weapon sights. When enabled, the Diffuse texture map slot under Texture Maps also becomes available.

Scope zoomed refraction

Use to produce light refraction effects for zoomed-in scopes.

Use halo sight depth

Used for holographic-style weapon sights with a depth-field modifier.

Thermal vision scope

Use to produce thermal color effects for night-use scopes.

Sky Shader

The Sky shader is used to render performance-optimized static sky (SkyBox) effects.

Shader Parameters

Indirect bounce color

Adds an extra color tint to the reflection.

Default value: 136,136,136

SSS Index

Subsurface Scattering Index
SkyHDR Shader

The SkyHDR shader is used to render realistic dynamic sky effects that change based on the time of day in a level.

Shader Parameters

Indirect bounce color

Adds an extra color tint to the reflection.

Default value: 136,136,136

SSS Index

The Subsurface Scattering Index.

Default value: 0

Shader Generation Parameters

No moon

Removes the moon for the dynamic sky.

No night sky gradient

Removes the entire day night effect gradient for the dynamic sky.

No day sky gradient

Removes the entire day sky effect gradient for the dynamic sky.

TemplBeamProc Shader

The TemplBeamProc shader is used to create inexpensive fog-like light beam effects, enabling control over beam size and blending.

Best Practices

The following are some best practices for using this shader:

- Select the No Shadow property under Advanced.
- Set Opacity to 100%.
- Use a simple grayscale texture with no alpha in the Diffuse texture map slot.
- The shader fades out rendering faces that are at a certain angle to the camera. As such, use different sub-materials for the top plane and the intersecting planes to allow control of the angle of visibility.

Shader Parameters

ColorMultiplier

Increases or decreases brightness and blending.

Default value: 1
EndColor
sets the end color for the gradient.
Default value: 255,255,255

EndRadius
sets the radius (in meters) of the effect at the end of the object.
Default value: 2

Length
adjusts the scaling of the rendered effect.
Default value: 10

OriginalLength
sets the length scaling factor. If the values of Length and OriginalLength are identical, the object has scale of 100%.
Default value: 10

OriginalWidth
sets the width scaling factor. If the values of Width and OriginalWidth are identical, the object has scale of 100%.
Default value: 1

Soft intersection factor
Controls softness of surface interaction with other opaque scene geometry.
Default value: 1

StartColor
sets the start color for the gradient.
Default value: 255,255,255

StartRadius
sets the radius (in meters) of the effect at the start of the object.
Default value: 1

View dependency factor
Controls the blending in and out depending on the facing angle to the camera.
The higher the value, the longer the effect is visible even when nearly 90° to camera, the smaller the value the earlier the effect starts to vanish.
Default value: 2

Shader Generation Parameters

Noise map
Enables the use of a 3D animated noise map, which enables a nice motion to the beams. However, this motion cannot be controlled by any parameters.
Muzzleflash

Enables use as a muzzle flash effect.

Terrain.Layer Shader

The Terrain.Layer shader is used for painting and blending terrain texture layers in a level. Besides needing a bump map and high-passed diffuse map, the Terrain.Layer shader also requires a height map with either offset bump mapping (OBM) or parallax occlusion mapping (POM) enabled. Blending uses the height map to determine how the materials blend together. For example, if you have pebbles on one material and dirt as another, you may want the pebbles to accurately stand out from the dirt.

Here are a few notes regarding usage of this shader:

- The Detail normals texture is not an external texture, but rather a texture generated by Lumberyard through code.
- The Decal parameters don't appear under Shader Params unless you put a texture into the Decal slot first. The Decal Bumpmap slot also appears after this task.
- Flow map textures go in the Detail slot.

Shader Parameters

Blend Factor

Changes the visibility of the blended layer. A height map is required. OBM or OBM shader generation parameter must be enabled first.

Default value: 0

Blend Falloff

Changes the falloff of blending. A height map is required. OBM or OBM shader generation parameter must be enabled first.

Default value: 1

Detail bump scale

Detail mapping shader generation parameter must be enabled first.

Default value:

Detail gloss scale

Detail mapping shader generation parameter must be enabled first.

Default value:

DetailTextureStrength

Sets the strength of the diffuse map, which dictates how much detail texture is visible over the layer texture. The higher the value, the more you see only your Diffuse map.

Default value: 1

Height bias

POM shader generation parameter must be enabled first.

Default value: 0.5
Indirect bounce color

Sets the amount of indirectly bounced color

Default value: 136,136,136

Default value:

OBM Displacement

OBM shader generation parameter must be enabled first.

Default value: 0.01

POM Displacement

POM shader generation parameter must be enabled first.

Default value: 0.01

Self shadow strength

POM shader generation parameter must be enabled first.

Default value: 3

Shader Generation Parameters

Offset bump mapping (OBM)

Uses offset bump mapping. Requires a height map (_displ format).

Detail mapping

Uses detail mapping.

Parallax occlusion mapping (POM)

Uses parallax occlusion mapping. Requires a height map (_displ format).

Vegetation Shader

The Vegetation shader is used to render trees, bushes, grass and other vegetation, as well as imparting various bending motion effects.

Here are a couple of guidelines for best results and performance using this shader:

- Use an AlphaTest value of 50 for opacity.
- Use a Diffuse color value of 128, 128, 128 for lighting.

Shader Parameters

Back diffuse color scale

Controls the color strength of the backside color of leaves. Leaves or Grass shader generation parameter must be enabled first.

Default value: 0.85
Back View Dependency

Changes the view dependency of the back diffuse color. Where it starts depends on the point of view earlier or later. Leaves or Grass shader generation parameter must be enabled first.

Default value: 0.5

Bending branch amplitude

Defines the movement of blue color in the complex bending setup.

Default value: -0.5

Bending edges amplitude

Defines the movement of red color in the complex bending setup.

Default value: 0.2

Blend Factor

Changes visibility of blending layer. Blendlayer generation parameter must be enabled first.

Default value: 0

Blend Falloff

Changes the falloff of blending.

Default value: 1

Blend Layer 2 Spec

Changes specular intensity of second blend layer. Blendlayer generation parameter must be enabled first.

Default value:

Blend Layer 2 Tiling

Changes tiling of second blend layer. Blendlayer generation parameter must be enabled first.

Default value:

Blend Mask Tiling

Changes tiling of blend mask.

Default value: 1

Cap opacity fall off

Controls the fading of alpha test textures when seen at a steep angle (so they look less like a plane). A value of 1 means it's turned off; 0 means it's fully activated.

Default value: 1

Detail bending frequency

Defines the bending speed for complex (wind) bending. Make sure that this value is in the correct proportion to the wind in your level.

Default value: 1

Indirect bounce color

Sets the amount of indirectly bounced color.

Default value: 136,136,136
Terrain Color Blend

Controls how much of the terrain color is blended into the diffuse color when up close. Use Terrain Color for the selected vegetation object must be enabled first, except when AutoMerge is enabled.

Default value: 0

Terrain Color Blend Dist

Controls how much of the terrain color is blended into the diffuse color at a distance. Use Terrain Color for the selected vegetation object must be enabled first, except when AutoMerge is enabled.

Default value: 0.5

Transmittance Color

Applies color tint for translucency. Leaves or Grass shader generation parameter must be enabled first.

Default value: 255,255,203

Shader Generation Parameters

Leaves

Enables leaf shading and leaves animation. This parameter causes the gaming Lumberyard to use a much more complex (expensive) shading, so activate only for leaves rendering.

Grass

Enables simple and cheap grass rendering. Specular and normal map setting are essentially disabled, so the shading is only diffuse.

Detail bending

Enables detail bending, which simulates wind on vegetation objects. Activate for leaves and grass only. Also, make sure to paint required vertex colors.

Detail mapping

Enables detail mapping.

Blendlayer

Enables normal-mapped diffuse layer blended on top of base material.

Displacement mapping

Enables displacement mapping. Requires a height map (.displ format).

Phong tessellation

Enables rough approximation of smooth surface subdivision.

PN triangles tessellation

Enables rough approximation of smooth surface subdivision.

VolumeObject Shader

The VolumeObject shader is used to render various volumetric objects such as clouds, fog, and smoke, and to impart realistic shading and self-shadowing effects. In addition to the shader parameters listed further on, the following Time-of-Day parameters also affect VolumeObject rendering:

• Alpha Saturation
• Attenuation
• SkyColorMultiplier
• StepSize
• SunColorMultiplier

Shader Parameters

Global Density

The global density.

Default value: 1

Shader Generation Parameters

Soft Intersections

Enhances transparency with opaque scene geometry. Use sparingly due to increased pixel shading cost.

Back Lighting

Enables back lighting of volume objects. The silhouette slightly glows when viewed against the sun.

Jittering

Enables jittering on volume objects.

Soft Jittering

Softens the jittering effect on volume objects.

Use TOD Settings

Enables Time-of-Day (TOD) settings.

Water Shader

The Water shader is a dedicated shader used to render the ocean exclusively, and imparts various reflection, ripple, and foam effects. For lakes, rivers, and other bodies of water, use the VolumeObject Shader (p. 1212) instead.

Shader Parameters

Crest Foam Amount

Sets amount of foam that appears at the crest of a wave. Use for FFT-displaced ocean only on the Very High Spec setting. **Foam** shader generation parameter must be enabled first.

Default value: 1

Detail Normals scale

Sets normal scale.

Default value: 0.5

Detail Tiling

Sets waves detail bump tiling.
Default value: 2.5

**Fake camera speed**

Causes the surface of the water to scroll in world-space. This parameter gives the impression that a stationary object in the ocean is actually moving through the ocean. *Fake camera movement* shader generation parameter must be enabled first.

Default value: 0

**Foam Amount**

Multiplier for foam. *Foam* shader generation parameter must be enabled first.

Default value: 1

**Foam soft intersection**

Very similar to soft intersection, but blends foam on intersection regions. *Foam* shader generation parameter must be enabled first.

Default value: 0.75

**Foam tiling**

Sets tiling amount for foam. *Foam* shader generation parameter must be enabled first.

Default value: 12

**Fresnel gloss**

The gloss of the Fresnel effect.

Default value: 0.9

**Gradient scale**

Applies a more choppy look to waves.

Default value: 0.1

**Height scale**

Sets scale for height map, which is used for parallax mapping approximation.

Default value: 0.2

**Normals scale**

Sets overall scale for normals.

Default value: 1.25

**Rain ripples tiling**

Sets tiling for rain ripples.

Default value: 1

**Reflection bump scale**

Reflection map bump scale.

Default value: 0.1

**Reflection scale**

Sets real-time reflection map multiplier or cube map multiplier for water volumes.
Default value: 1

**Ripples normals scale**
Sets dynamic ripples normals scale.
Default value: 1

**Soft intersection factor**
Sets water soft intersection with geometry.
Default value: 1

**SSS scale**
Sets SSS scale.
Default value: 2

**Tiling**
Sets waves bump tiling.
Default value: 10

**Watervol flow speed**
Default value:
Sets the flow speed for the water volume flow map. **Water Volume flow** shader generation parameter must be enabled first.
Default value: 10

**Shader Generation Parameters**

**Water Volume flow**
Enables water flow along UVs.

**Water Volume**
Disable this parameter to use the Water shader.

**Sunshine**
Enables sunshine effects on the ocean surface.

**Fake camera movement**
Enables fake camera movement for scenes in the ocean.

**No refraction bump**
Disables refraction bump.

**Foam**
Enables foam on the ocean surface.

**Waterfall Shader**
The Waterfall shader is used for waterfalls exclusively, and provides layering, tiling, and motion effects.
Shader Parameters

**Alpha blend multiplier**

Applies a multiplier amount for alpha blending.

Default value: 1

**Foam deform**

Deforms the foam texture with a multiplier, based on the bumpmap texture. *Foam* shader generation parameter must be enabled first.

Default value: 0.025

**Foam multiplier**

Applies a multiplier amount for foam texture. *Foam* shader generation parameter must be enabled first.

Default value: 1

**Fresnel bias**

The Fresnel bias.

Default value: 0.25

**Layer0 bump scale**

Scales the bump map texture for the first layer.

Default value: 2

**Layer0 speed**

Controls the texture rolling speed for the first layer.

Default value: 1

**Layer0 tiling**

Sets the texture tiling amount for the first layer.

Default value: 1

**Layer1 bump scale**

Scales the bump map texture for the second layer.

Default value: 1

**Layer1 speed**

Controls the texture rolling speed for the second layer.

Default value: 2

**Layer1 tiling**

Sets the texture tiling amount for the second layer.

Default value: 2

**Reflect amount**

Controls the reflection amount, which comes from the environment map. *Environment map* shader generation parameter must be enabled first.
**Default value:**

**Refraction bump scale**

Scale the refraction effect inherited by the bump map texture.

Default value: 0.01

**Sun multiplier**

Applies a multiplier amount for sun shading. Sun shading shader generation parameter must be enabled first.

Default value: 1

**Shader Generation Parameters**

**Environment map**

Enables the use of an environment map as a separate texture.

**Sun shading**

Enables sunlight shading effects.

**Foam**

Enables foam rendering. Uses diffuse texture.

**WaterVolume Shader**

The WaterVolume shader is used for rendering volumetric bodies of water including lakes, pools, and rivers and imparts various reflection, ripple, and foam effects. For the ocean, use the Water Shader (p. 1213) instead. Here are a few notes regarding usage of this shader:

- The Detail normals texture is not an external texture, but rather a texture generated by Lumberyard through code.
- The Decal parameters don't appear under Shader Params unless you put a texture into the Decal slot first. The Decal Bumpmap slot also appears after this task.
- Flow map textures go in the Detail slot.

**Shader Parameters**

**Detail normals scale**

Scales the detail bump normals intensity.

Default value: 0.5

**Detail tiling**

Sets detail bump tiling.

Default value: 2.5

**Env projection scale**

Controls the projection scale, or the tiling, of the specified environment map.

Default value: 20
**Env reflection amount**

Controls the reflection amount of the environment map. Can be offset with Specular Color.

Default value: 1

**Flow map scale**

Controls the scale, or tiling, of the flow map texture.

Default value: 0

**Flow speed**

Specifies the speed of the flow effect. **Water flow** shader generation parameter must be enabled first.

Default value: 0

**Foam amount**

Controls the amount of foam placed on the water surface. **Foam** shader generation parameter must be enabled first.

Default value: 1

**Foam soft intersection**

Controls how the foam behaves from contact areas. Foam forms around intersecting objects and the terrain after it gets close to the surface. **Foam** shader generation parameter must be enabled first.

Default value: 0.75

**Foam tiling**

Sets the tiling amount of the foam texture. **Foam** shader generation parameter must be enabled first.

Default value: 12

**Normals scale**

Controls the scale of the normals. Don't confuse this parameter with Detail normals.

Default value: 1.25

**Rain ripples tiling**

Sets the tiling amount for the rain ripples texture.

Default value: 1

**Realtime reflection amount**

Controls the reflection amount for the Realtime Reflection.

Default value: 1

**Soft intersection factor**

Similar to the Foam soft intersection but for the base water surface.

Default value: 1

**Tiling**

Changes the amount of texture map tilling on the water surface.

Default value: 10
Verteck wave scale

Sets strength of vertex displaced wave animation.

Default value: 0.125

**Shader Generation Parameters**

**Realtime Reflection**

Enables approximate real-time reflections.

**Water flow**

Enables water to flow along geometry UVs.

**Water flow map**

Enables water flow along a flow map.

**Water flow map strength**

Enables additional water flow strength controls, which requires the blue channel for strength.

**Sun specular**

Enables water sunshine.

**Debug flow map**

Enables visualizing flow map.

**Foam**

Enables foam.

### Selecting Material Surface Type

The surface of a material determines the physical effects and how the material reacts to other materials and its environment. For example, a metal surface is hard, doesn't shatter, reacts to bullets by generating spark particles, and has a unique sound when struck. Contrast this with a grass surface, which is soft, responds to wind, generates grass strands and dirt particles when hit, and sounds different than metal.

**To select a material surface type**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left pane, click to select the desired asset.
3. Under **Material Settings**, make a selection for **Surface Type**.

### Setting Material Opacity

An object's opacity refers to its transparency level. Opacity is important when using an alpha channel for transparency.

**To set opacity for a material**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left pane, click to select the desired asset.
3. Under **Opacity Settings**, click and adjust the values of the following parameters:
a. **Opacity**: Values below 50 tend more to the white end of the alpha channel map. Values above 50 tend more to the black end of the alpha channel map.

b. **AlphaTest**: Used to achieve soft, semi-transparent results. To use AlphaTest, set the Opacity value to 100 and the AlphaTest value to 50.

c. **Additive**: When selected, the material color will be added to the scene background color behind the object, with the resulting color being brighter. This is used for almost transparent materials like glass.

### Setting Material Lighting and Color Settings

You can use the Material Editor to specify color, specular reflection, and lighting effects such as specularity, glossiness, and glow.

Specify the diffuse, specular, or emissive color values in RGB format, or select the values using the Colors dialog box. Click the color square next to the parameter to open the Colors dialog box. You can then use the color picker to select standard or custom colors for the hue, saturation, and luminance values.

**To set lighting and color settings for a material**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left pane, select the asset that you want to modify.
3. Under **Lighting Settings**, set values for the following parameters:

### Material Lighting and Color Settings

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diffuse Color</td>
<td>The base color of a material.</td>
</tr>
<tr>
<td>Specular Color</td>
<td>The reflective brightness and color of a material when light shines on the object. The greater the value, the shinier the material. Gray-scale values affect reflective brightness levels. To tint the specular color, use the color picker to select the desired tint.</td>
</tr>
<tr>
<td>Smoothness</td>
<td>The acuity or sharpness of a specular reflection. For values of 10 or less, there is a scattered reflection. For values greater than 10, there is a sharp reflection. You cannot have glossiness without specular color (reflection), as glossiness determines the sharpness of the reflection.</td>
</tr>
<tr>
<td>Emissive Color</td>
<td>Enable objects to emit light and be visible in the dark. Use this parameter to add brightness to objects. Unlike glow, this parameter does not emit light onto other objects. It does not work with deferred shading.</td>
</tr>
<tr>
<td>Emissive Intensity</td>
<td>Enable objects to glow, and simulate light that emits from extremely bright surfaces. Use this parameter in dark scenes for computer monitors, lamps, fire, neon lights, and similar objects. Unlike emissive color, this parameter emits light onto other objects. You can use a diffuse texture RGB channel to specify glow color, and a diffuse texture alpha channel to specify glow mapping. This allows you to mask the pixels where you want less (or no) glow. You can use glow with the Cloth, HumanSkin, and Illum shaders. To enable or disable glow, use the r_Glow console variable.</td>
</tr>
</tbody>
</table>
Material ID Mapping in Autodesk 3ds Max

A mesh (.cgf file) can have different materials assigned to different faces. When you work in Autodesk 3ds Max, make sure you have enough submaterials to cover the number of material IDs assigned to faces on the mesh object. Otherwise the material IDs won't get exported correctly to Lumberyard.

The following procedure presents an example that uses a multimaterial cube.

To map multi-material IDs in 3ds Max

1. Open 3ds Max. Then create and place a cube in the viewport.

2. Right-click the cube and click Convert To, Convert to Editable Mesh. You can now assign different material IDs to the faces.
3. From the 3ds Max top menu, choose Rendering, Material Editor, Compact Material Editor.
4. From the 3ds Max top menu, choose Rendering, Material/Map Browser.
5. In Material/Map Browser, under Materials, expand Standard. Then double-click Multi/Sub-Object. In the 3ds Max Material Editor, under Multi/Sub-Object Basic Parameters, look for a material ID list to fill in. Select the first entry by clicking None in the Sub-Material column. Select Standard under the Standard material rollout.
6. In the 3Ds Max Material Editor, under Shader Basic Parameters, select Crytek Shader.
7. Under Maps, next to Diffuse Color, select None.
8. In Material/Map Browser, under Maps, double-click Bitmap. Then double-click to select the desired image file. Afterward the image file appears in the 3DS Max Material Editor for the Diffuse Color parameter.
9. While still in **Material Editor**, choose **Navigation, Go to Parent**. Then repeat to get back to the material ID list.

10. Create a second subshader by repeating steps 5 through 9 for the second entry in the list. Click **Set Number**, then type 2 in the **Number of Materials** pop-up window. The list shows only two submaterials.

11. In **Material Editor**, under **Name**, type in a name.
12. With the object selected in the viewport, go to Material Editor and choose Material, Assign to Selection.

13. Click the hammer icon. Under Utilities, select Lumberyard Export, select the object, and then choose Add Selected to place the object in the Geometry Export list.

14. In the 3ds Max panel on the right, under Modifier List, select Editable Mesh, Polygon.

15. In the viewport, select the top face. Then, under Surface Properties, click Set ID and set the value to 2. This makes the top face use the second material in the final material group.

16. Select the other faces and set their Set ID values to 1. The final face coloring should match the one shown in the following image.
17. Select **Export Nodes** to create a `.cgf` file.
18. Click Create Material to open the Lumberyard Material Editor and display a file dialog box.

19. Navigate to the directory where your .cgf files are located. Then type the same file name that you specified in 3ds Max. This ensures that the .cgf file can automatically find the correct .mtl file when loaded in the Lumberyard Material Editor.
20. In Lumberyard Editor, create a level and open the `.cgf`. The object should have the correct materials mapped onto its faces.

## Working with Textures

Textures can be used to provide color, depth, and details to a surface. For example, a repeating brick-and-mortar texture can be used to simulate a brick wall, rather than creating geometry for each individual brick.

A texture is an image file that consists of a number of pixels, called texels, each occupying a coordinate determined by the width and height of the texture. These coordinates are then mapped into values ranging from 0 to 1 along a U (width) and V (height) axis. This process produces a 2D texture map that is stored in a `.DDS` file.

In turn, the process of mapping the UV coordinates of a texture map to the corresponding UV coordinates at the vertices on a 3D object is called UV mapping. This in effect wraps the 2D texture onto the 3D object.

Textures are dictated by, and applied by, the shader that is selected for a material. There can be multiple textures applied by the shader for a material.

Textures used in Lumberyard are usually created with Adobe Photoshop or other DCC tool.

**Topics**

- Texture Map Types (p. 1230)
- Texture Best Practices (p. 1230)
- Working with Diffuse Maps (p. 1231)
- Working with Normal Maps (p. 1231)
- Working with Gloss Maps (p. 1233)
Texture Map Types

Source texture files are converted and compiled in `.DDS` format by the Resource Compiler (RC). If you do not specify presets for the source file, the Resource Compiler will do the following:

- Files with a file suffix of `_ddn` or `_bump` will generate an uncompressed RGBA or U8V8 NormalMap `.DDS` file with height information in the alpha channel.
- Files with a non-white (less than 255) alpha channel will generate a DXT3-compressed `.DDS` file.
- Files without an alpha channel will generate DXT1 compressed `.DDS` file.

### Texture Map Types

<table>
<thead>
<tr>
<th>Texture Map</th>
<th>Filename Suffix</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diffuse map</td>
<td>_diff</td>
<td>Defines the main color for an object.</td>
</tr>
<tr>
<td>Normal map</td>
<td>_ddn</td>
<td>Defines the direction of normals on an object surface. The RGB normal map stores the normal direction for each pixel in the texture.</td>
</tr>
<tr>
<td>Normal with Gloss map</td>
<td>_ddna</td>
<td>Achieves physically-correct results. DDNA textures are standard DDN textures with the gloss map stored inside the Alpha channel.</td>
</tr>
<tr>
<td>Environment map</td>
<td>N/A</td>
<td>Makes an object reflective. The environment map stores the image that is reflected off the object.</td>
</tr>
<tr>
<td>Displacement map</td>
<td>_displ</td>
<td>Gives more depth and definition to an object when used in tessellations, parallax occlusion mapping (POM), and offset bump mapping (OBM).</td>
</tr>
<tr>
<td>Detail map</td>
<td>_detail</td>
<td>Adds more detail to a surface. This texture map works like a second material layer and is not affected by the mapping of the object.</td>
</tr>
<tr>
<td>Emittance Multiplier</td>
<td>N/A</td>
<td>Multiplies the emissive color.</td>
</tr>
<tr>
<td>Blend (layer)</td>
<td>N/A</td>
<td>Blends multiple textures using an adjustable mask texture and a vertex alpha.</td>
</tr>
</tbody>
</table>

### Texture Best Practices

When creating textures, consider the following best practices and guidelines:

- Use the fewest number of textures that will do the job.
- For road textures, make sure the texture is horizontal.
- Use detail maps to add detail and crispness to lower-resolution textures. Detail maps can be used to add extra grain to wood, extra cracks to a concrete wall, or small scratches to car paint.
- Reuse normal maps and specular maps when possible to save texture memory. Normal maps are twice as expensive memory-wise compared to regular textures. For example, when using several types...
of floor tiles, brick walls, concrete walls, create textures so they can use the same normal map and specular map.

- Combine textures for small generic items such as pipes and railings to save on drawcalls. For example, a house can consist of a wall texture, roof texture and a detail sheet with all windows, frames, and doors. This will save on materials and drawcalls.
- Do not make textures bigger than they will appear onscreen. A roof texture on a tall building that either the player or the camera can see at close range should be smaller, for example, than a ground texture.
- Use decals to break up and compensate for lack of texture amount. Dirt and stain decals are an easy way to break up tiled textures.
- Use vertex colors to create variety, depth and color variations. Vertex painting and pre-baked vertex lighting is a relatively cheap way of adding depth to objects and make them look more interesting.
- Use grayscale textures that can be color-tinted to save on texture memory. Objects that can benefit from this technique include cars, fences, barrels, and crates.

### Working with Diffuse Maps

When light hits a surface, it splits into two directions: some is reflected immediately off the surface while the rest enters the surface and gets refracted. The refracted light can be absorbed or scattered underneath the surface and exit again at a different angle. This absorbed and refracted light is the diffuse color of an object.

The diffuse color defines how bright a surface is when lit directly by a white light source with an intensity of 100%. Physically speaking, it defines what percentage for each component of the RGB spectrum does not get absorbed when light scatters underneath the surface.

Texture mapping the diffuse color is like applying an image to the surface of the object. For example, if you want a wall object to be made out of brick, you can choose an image file with a photograph of bricks. A diffuse map is always required for objects.

The diffuse map should not contain any lighting, shading or shadowing information, as all this gets added dynamically by Lumberyard. In certain cases, pre-baked ambient occlusion (AO) is required, which is stored in a dedicated AO map in the diffuse channel of the Detail Map. For more information, see Working with Detail Maps (p. 1233).

Diffuse maps can be combined with other texture maps, such as ambient occlusion maps and cavity maps, to create more definition.

### Diffuse Mapping Best Practices

- Don't use too light or too dark of a texture that will require too much color compensation.
- Metal objects should have a black diffuse color. Rusty metal however needs some diffuse color.
- Paint, or use occlusion mapping, to darken cracks and holes.
- Use crisp colors and contrast to define variations in shapes in order to break up the image.
- Create UV maps so that there is a decent compromise of space utilization and stretching.

### Working with Normal Maps

The illusion of extra depth and detail to objects is achieved by using normal maps, which are a type of bump map. Bump maps and normal maps both add detail without increasing the number of polygons. As such, they are used to "fake" depth and details such as wrinkles, scratches and beveled edges. Unlike displacement mapping, normal maps affect shading and not the surface itself. The surface remains flat when seen from an angle.
Bump maps store an intensity that represents the relative height (bump) of pixels from the viewpoint of the camera. Traditional normal maps, in addition to storing the height, also store the direction of normals in the RGB values of the texture image. As such, they are more accurate than bump maps.

Lumberyard uses a form of normal mapping, called Tangent Space Normal Mapping, which uses either a height map or is derived from a high-polygon model. In a normal map, a color represents a certain normal vector (surface orientation of a point). For tangent space normal maps the information is relative to the underlying surface.

Tangent space normal maps are independent of the underlying geometry which means the texture can be used on other geometry as well. It will automatically align to the surface regardless of mirroring, rotation, scale or translation. Only the latter two are supported by traditional (object or world) normal maps.

An advantage of tangent space normal maps is that the normals are always pointing outwards, so assuming unit length, the normal z coordinate can be reconstructed from the x and y components. After the coordinate expansion from 0..1 to the -1..1 range, the z component can be computed in the shader with this formula: \( z = \sqrt{1 - x^2 + y^2} \). This makes it possible to use two-channel textures (2 bytes per texel) to store normal maps.

**Topics**
- Normal Mapping Best Practices (p. 1232)
- Using Normals with Gloss Maps (p. 1232)

**Normal Mapping Best Practices**

The following represent some best practices for consideration when creating normal maps:

- Not all colors represent valid normals. Do not apply bicubic filter, sharpening, or alpha blending with normal maps. Use the CryTIF plugin to visualize such problems.
- If you have to resize a normal map, use bi-linear instead of bi-cubic interpolation.
- Use the CryTIF exporter presets when saving normal maps.
- Lay out UV maps so that there is a decent compromise between space utilization and stretching.
- Render normal maps using tangent-basis calculations with swizzle coordinates in X+Y-Z+.
- Mirroring UVs requires extra work to hide with normal. Be sure the normal directions are the same across seams.
- Give normal maps an extruded edge of pixels. That way, there won't be any errors generated by mip-map levels.
- Do not anti-alias normal maps against the background.
- Don't apply color filters or other manipulation such as grain or noise to a normal map itself.

**Using Normals with Gloss Maps**

Most materials should have a gloss map as well as a normal map as this can impart a lot of variation to the shading. Gloss maps are closely related to normal maps, as high frequency details in a normal map can create some roughness as well. However, gloss is more the microscale roughness of the material while normal represents macro-scale bumpiness. Gloss maps are treated like diffuse maps.

The Gloss map always goes into the Alpha channel of the Normal map, even if you're using a specular map for metals and metal-embedded surfaces.

If the preset **NormalMapWithGlossInAlpha_highQ** is selected, the Resource Compiler will automatically adjust the gloss map stored in the alpha channel based on the normal variance and lower the gloss where normals are very bumpy. This can greatly help to reduce shimmering and sparkling highlights artifacts.
Lumberyard uses DDNA textures, which is a standard DDN texture with the addition of a Gloss map in the alpha channel of the normal map. DDNA texture map must use the _ddna.dds filename suffix (instead of _ddn.dds) for the Resource Compiler to recognize the texture correctly.

**Working with Gloss Maps**

Gloss defines the roughness of a surface. A low gloss value means that the surface is rough while a high value means the surface is smooth and shiny. The roughness influences the size and the intensity of specular highlights. The smoother and glossier a surface is, the smaller the specular highlight will be. A smaller highlight will at the same time be brighter in order to obey to the rules of energy conservation.

For physically-based shaders, the gloss map is highly important. Most materials should have a gloss map as well as a normal map as this can impart a lot of variation to the shading. Gloss maps are closely related to normal maps, as high frequency details in a normal map can create some roughness as well. However, gloss is more the microscale roughness of the material while normal represents macro-scale bumpiness. Gloss maps are treated like diffuse maps.

The Gloss map always goes into the Alpha channel of the Normal map, even if you're using a specular map for metals and metal-embedded surfaces.

Gloss mapping is more powerful than the traditional specular mask, as gloss influences not only the brightness of a highlight but also its size and the sharpness of reflections.

When working with textures, gloss maps and normal maps are created first, then diffuse maps. Diffuse maps should contain no lighting information.

The gloss map is always stored in the alpha channel of the normal map. If the preset **NormalMapWithGlossInAlpha_highQ** is selected, the Resource Compiler will automatically adjust the gloss map stored in the alpha channel based on the normal variance and lower the gloss where normals are very bumpy. This can greatly help to reduce shimmering and sparkling highlights artifacts.

**Gloss Map Best Practices**

- Put variation into the gloss map. Not just random noise but really where the object would be less or more rough.
- If an object has the correct physical specular color but does not show specular highlights on top of the diffuse, the gloss is likely set too low. Increase the brightness of the gloss map.
- The Glossiness value must be set to 255, otherwise the gloss map will not work.
- Non-metals should have a specular color value between 53 and 61, based on what looks the best.
- For metals (and for metal parts embedded in non-metals), a dedicated specular texture map is used, with the gloss map going into the alpha channel of the normal map. The gloss map defines the smoothness, reflectivity and tightness of specular highlights. For metals, the shader doesn't control specular color – the specular texture map does. Specular color is physically based. Because of this, set the Specular color value to 255.

**Working with Detail Maps**

Detail mapping is a simple technique to add macro surface detail at relatively low cost, memory and performance wise. The following best practices should be taken into consideration:

- Use as low a resolution as possible for best performance (512x512 or lower).
- Prevent artifacts by using a higher tiling scale.
- Decrease contrast for the detail diffuse and gloss.

Unified detail mapping (UDM) is basically a reversed detail map. Usually the detail map is used for finer details as you get closer. UDM is the opposite. It helps to define big shapes viewed from the distance.
Since close-up detail is provided in tiled textures, larger details are needed to define shapes better when viewed from a distance.

**Setting Up Detail Map Textures**

Detail map parameters are setup in the Material Editor.

**To set Detail Map parameters**

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left tree, select an applicable texture.
3. In the right pane, under **Shader Generation Params**, click the **Detail Mapping** check box.
4. Under **Shader Params**, set values for the following parameters.
   a. **Detail bump scale**: Defines how much the normal map is visible. The higher the value, the more the normal map will show through.
   b. **Detail diffuse scale**: Defines how much the diffuse map (or AO map) visible. The higher the value, the more the normal map will show through.
   c. **Detail gloss scale**: Defines how much the gloss map is visible. The higher the value, the more the gloss map will show through.

**Working with Decals**

Decals are non-repeating images or textures that are applied to the surface of an object or terrain with a specified projection. Common examples of decals are product labels and logos, artwork for walls, signs, and surface cracks.

Decals can break up uninteresting textures and bring together such level elements as brushes and terrain. Good decal placement can also create seamless transitions between many different objects. Decals only work with the **Illum Shader** (p. 1196).

**Note**

If you apply decals to an object that can be moved by a player, the decal will not move with the object.

**Topics**

- Decal Projection Types (p. 1234)
- Placing a Decal (p. 1235)
- Setting Decal Parameters (p. 1236)
- Debugging Decal Mapping Issues (p. 1238)

**Decal Projection Types**

Decals have several different projection types. To change projection type, select the decal and change the **ProjectionType** value.

**Planar Projection**

Planar projection is the cheapest performance-wise. The decal is displayed in the same location as the center of the object. Use planer projection only on flat surfaces, otherwise the decal may appear to be floating.

**Deferred Projection**

Deferred projection is a simple method to get decals to follow the contours of objects and is similar to Planar projection, but slower. As such, use Planar projection wherever possible.
Deferred projection is enabled by selecting the **Decal Params, Deferred** check box.

**ProjectOnTerrain Projection**

The decal is projected directly onto the terrain, ignoring any objects that might otherwise receive the projection.

**ProjectOnStaticObjects Projection**

The decal is projected onto the geometry of an object along the opposite direction of the blue Z axis. This method is automatically done as a deferred pass.

**ProjectOnTerrainAndStaticObjects Projection**

A combination of ProjectOnStaticObjects and ProjectOnTerrain, the decal is displayed on both the terrain and on objects. This method is automatically performed as a deferred pass.

**Placing a Decal**

Do the following to place a decal in your level.

**Note**

If you apply decals to an object that can be moved by a player, the decal will not move with the object.

**To place a decal**

1. In Lumberyard Editor, click the top **Follow Terrain** button.
2. In Rollup Bar, click **Objects, Misc, Decal**.
3. Drag the detail into the level and then click to place it.
4. Using the **Edit** menu, move, rotate, or scale the decal as needed.
5. To place a decal manually, select the **Reorientate** check box, and use mouse shortcuts to place the decal as follows. This can speed up placement enormously.
   a. **Ctrl+Click** : Move the decals to the desired position
   b. **Alt+Click** : Scales the decal along the X, Y axes
   c. **Ctrl+Alt+Click** : Rotates the decal around the Z axis

**To place a decal on vegetation**

1. Enable deferred projection so the decal follows the contours of the vegetation:
   a. In Lumberyard Editor, in the **Rollup Bar**, under **Objects**, click **Misc, Decal**.
   b. Under **Decal Params**, select the **Deferred** check box. For information about projection types, see **Decal Projection Types** (p. 1234).
2. Enable the **r_deferredDecalsOnDynamicObjects** console variable so the decal appears on the vegetation:
   a. In Lumberyard Editor, click the **X** icon in the **Console** section.
   b. In the **Console Variables** window, search for **r_deferredDecalsOnDynamicObjects**
   c. Set the value to any positive number, for example 1.
   d. Close the **Console Variables** window to save the new value.
3. Follow the instructions above for placing a decal.
Setting Decal Parameters

Complete the following procedures for setting decal mapping parameters.

To set decal parameters in the Rollup Bar

Most decal parameters are in the Rollup Bar on the Objects tab, under Misc, Decal.
To set decal parameters in the Rollup Bar

1. In the Rollup Bar, under **Objects**, click **Misc, Decal**.
2. Under **Decal Params**, adjust the following parameters:
   - **ProjectionType** – Choose the projection type from the drop-down list: **Planar**, **ProjectOnStaticObjects**, **ProjectOnTerrain**, and **ProjectOnTerrainAndStaticObjects**.
   - **Deferred** – Select to enable deferred decal projection.
   - **View Distance Multiplier** – Set the distance at which the decal is visible. The default value is 1. A higher number indicates a longer visibility distance.
   - **SortPriority** – Set the decal to appear on top of another decal.
   - **Projection Depth** – Set the projection depth (distance) of the decal from the object. This can also affect blending of decals.

To set shader decal parameters

Some decal parameters are set in the Material Editor under **Shader Params**.

To set decal mapping parameters

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. Click the **Add New Item** button.
3. Select a decals folder, select a subfolder, and then click **Save**. The new material will be selected automatically with the default settings.
4. Under **Shader Generation Params**, select **Decal**.
5. Right-click the decal you created and click **Assign to Selected Objects**.
6. Under **Shader Params**, adjust the values of the following parameters:
a. Decal Alpha Falloff – Set the power applied to the decal alpha.
b. Decal Alpha Multiplier – Set the multiplier applied to the decal alpha.
c. Decal Diffuse Opacity – Set the opacity multiplier for the fading out decal diffuse color.

Debugging Decal Mapping Issues

Use the following to debug decals.

Debugging Deferred Decals

The cost of a deferred decal depends on how many objects it will project, how expensive the geometry is, and how many overdraws it will create.

Any deferred decal in the viewport in Lumberyard Editor renders in red, green and blue. These colors show how expensive a deferred decal is for rendering. Place any deferred decals in such a way that they are displayed mostly in blue

- Red = expensive
- Green = medium
- Blue = cheap

Debugging Decal Flicker

If a placed decal is flickering, follow these guidelines to ensure that it has been properly set up.

- Check that all sub-materials have the Decal check box selected under Shader Generation Params in the Material Editor.
- If still flickering, check for overlapping layers that have the Decal check box selected. Use the SortPriority parameter to specify which decal will appear on top of the other.
- Other than for decals, the mesh shouldn’t have overlapping triangles. Do not offset along the surface normal, they can still break in some situations and will introduce floating parallax effects.

Displacement Maps and Tessellation

Displacement mapping allows you to displace the actual surface geometry of an object to give you extra depth and detail than is available using bump mapping, offset bump mapping or parallax occlusion mapping (POM) techniques, which all “fake” surface detail. Displacement mapping results are dependent on how far the camera is from the object.

Displacement mapping uses a texture map, called the height map, which is used to define the value of vertex height displacement. Specifically, this is a scalar displacement that is stored in the alpha channel of a _displ_ texture file.

In order for displacement mapping to work correctly, you need to also apply tessellation to your object, otherwise there wouldn’t be enough geometry to displace. Tessellation increases the geometry count by subdividing polygons into smaller polygons before it gets displaced.

Topics

- Displacement Mapping Best Practices (p. 1239)
- Setting Displacement Mapping Parameters (p. 1239)
- Tessellation (p. 1239)
Displacement Mapping Best Practices

Review the following guidelines and best practices for consideration when creating displacement maps and tessellated geometry.

- Height maps must be stored using the _displ suffix (such as road_displ.tif for example).
- Do not place the height map in the alpha channel of the normal map. Rather, place the displacement map in the alpha channel of the _displ texture. The RGB channels can thus be left empty.
- Set the diffuse and normal texture map textures as usual in the Material Editor. The _displ texture will be loaded automatically by checking the name of the texture in the Bumpmap (normal) map slot and that there is a corresponding _displ texture for it.
- Save the _displ texture using the Photoshop CryTIF plugin. The will write the correct metadata to a .tif file for it to be converted to a .dds file at runtime. In some cases you may need to click Generate Output in the dialog box of the plugin.
- When using the CryTIF plugin, use the DisplacementMap preset to store _displ textures. Height maps will be converted to A8 textures. If you don't see any displacement, double check the format in the Material Editor texture file dialog preview. If it isn't in A8 format, fix the preset, save and reload.
- Ensure that Config Spec is set to Very High.
- To enable tessellated shadows for tessellated geometric entities, use the e_ShadowsTessellateCascades=1 Console variable, but keep in mind this comes at a performance cost.

Setting Displacement Mapping Parameters

To apply displacement mapping to an object

1. In Lumberyard Editor, click Tools, Material Editor.
2. In the left tree, select the desired asset.
3. In the right pane, under Shader Generation Params, select Displacement mapping.
4. Under Shader Params, adjust the values of the following parameters for the desired effect.
   a. **Displacement bias**: Moves the plane where the displacement is applied. This reduces gaps in meshes, and prevents objects from displacing other objects that are placed above them.
   b. **Displacement height scale**: Changes the overall height of the displacement.

Tessellation

In order for displacement mapping to work correctly, tessellation is also required, otherwise there wouldn’t be enough geometry to displace. Tessellation increases the geometry count by subdividing polygons into smaller polygons before it gets displaced. Phong and PN triangles are the two available tessellation methods.

**Phong tessellation** approximates smoothing based on surface normals. Surfaces with Phong tessellation applied are not perfectly smooth across patch boundaries, causing the object to look inflated.

**PN triangle tessellation** is similar to Phong tessellation and is slower, but with better approximation.

Tessellation is only supported for the Illum Shader (p. 1196) and HumanSkin Shader (p. 1195).

Topics

- Setting Tessellation Parameters (p. 1240)
- Fixing Tessellation Seams (p. 1240)
Setting Tessellation Parameters

To apply tessellation to an object and set parameter values, complete this procedure.

To apply tessellation to an object
1. In Material Editor, click **Tools, Material Editor**.
2. In the left tree, click to select the desired asset.
3. In the right pane, under **Shader Generation Params**, select either **Phong tessellation** or **PN triangles tessellation**.
4. Under **Shader Params**, adjust the values of the following parameters.

### Tessellation Parameters

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tessellation face cull</td>
<td>Specifies the extent to which vertices are culled. Because tessellation uses its own face culling, it takes the original (non-tessellated) triangle and checks if it's facing the camera; if not it discards it.</td>
</tr>
<tr>
<td></td>
<td>This can also be used for 2-sided sorting of polygons. In this case, the <strong>2 Sided</strong> check box must also be selected under <strong>Advanced</strong> in the Material Editor.</td>
</tr>
<tr>
<td></td>
<td>An issue may arise when there is displacement that is visible from the camera. For example, a bump on a cube that is rotating is still visible for a while, even though the cube face is no longer facing the camera.</td>
</tr>
<tr>
<td></td>
<td>Setting this parameter to 0 means no face culling at all, while setting it to 1 will cull anything not facing the camera.</td>
</tr>
<tr>
<td>Tessellation factor</td>
<td>Specifies the density of the mesh triangles</td>
</tr>
<tr>
<td>Tessellation factor max</td>
<td>Used for objects that are at a fixed distance or range from the camera to get rid of geometry “popping” artifacts. This is useful for cutscenes.</td>
</tr>
<tr>
<td>Tessellation factor min</td>
<td>Setting this value to 1 means that it will be always tessellated at level 1, even if the object is far away from camera.</td>
</tr>
</tbody>
</table>

Fixing Tessellation Seams

There are two types of seams or cracks that can become noticeable when using tessellation.

**Border Seams**

Border seams occur when different meshes are placed close to each other, or when a mesh consisting of sub-meshes causes unpleasant cracks because of using different materials with different displacement (or even same displacement maps with slightly different UV mapping).

The solution involves carefully placing meshes or fade-out displacement by modifying the displacement map as needed.
UV Seams

UV seams occur when two adjacent triangles share an edge but use separate vertices with different UVs. This shared edge will have a different displacement on each side due to sampling different places in the displacement map. Even tiny differences in UV can cause visible seams. This is automatically fixed by Lumberyard if there is no tiling. Otherwise you must change the UV mapping to hide such artifacts where possible.

Phong tessellation and PN Triangle tessellation do not suffer from UV seams as they do not use UV mapping.

Working with Substances

Substances are procedural materials created using Allegorithmic’s Substance Designer. Lumberyard has the ability to import Substance .sbsar files using the Substance Editor.

Creating Substances for Lumberyard

When creating Substances for Lumberyard using Allegorithmic’s Substance Designer, it is recommended to use the PBR Specular/Glossiness substance as the base. This will involve less adjustments to your default outputs for substances. However, you will need to delete the Glossiness output and save the Gloss map into the alpha channel for the Normal map output in Substance Designer.

If you want to use a PBR Metallic/Roughness Substance and convert it for use in Lumberyard, follow these steps:

- Change the BaseColor output node to Diffuse.
- Create a Specular output node in the Substance Graph.
- Create a RGB-A Merge node in the Substance Graph.
  - Connect the node that was originally going into the Normal map into the RGB input.
  - Note that the A (Alpha) input for this node will be connected later on.
  - Connect the output of this merge node into the input for the Normal output node.
- Create a BaseColor/Metallic/Roughness converter node in the Substance Graph.
  - Connect the node that was originally going into the BaseColor/Diffuse map into the BaseColor input for this converter node.
  - Connect the node that was originally going into the Roughness map into the Roughness input for this converter node.
  - Connect the node that was originally going into the Metallic map into the Metallic input for this converter node.
  - Connect the Diffuse output of this converter node into the input for the Diffuse output node.
  - Connect the Specular output of this converter node into the input for the Specular output node.
  - Connect the Glossiness output of this converter node into the A (Alpha) input for the RGB-A Merge node.
- Delete the Roughness output node.
- Delete the Metallic output node.
- Save the changes to your Substance and then publish the .sba as a .sbsar to be imported into Lumberyard.

Exporting Substances for Lumberyard

When using Allegorithmic’s Substance Designer to export textures to Lumberyard, take extra care to select the correct file type. The following file types export correctly: .tif, .tga, .bmp. Avoid exporting with the following common file types: .png, .jpg, .ped.
To export textures in Substance Designer for Lumberyard

1. In the File menu, click Export Textures.
2. Click the Configuration tab, and then under Presets, select Amazon Lumberyard.
3. Click the Export tab. In the file type drop-down menu (upper right corner), select one of the following file types:
   - .tif
   - .tga
   - .bmp
4. Click Export.

Working with Substance in Lumberyard

Using Substance Editor, you can edit Substance material properties and visualize substances on objects in real-time. Substance Editor also has the ability to generate and export static textures from Substances.

Here are some things to keep in mind when working with Substances in Substance Editor:

- The Substance Gem needs to be enabled first for the project using Using the Project Configurator (p. 24). For more information on Gems, see Gems (p. 895).
- When importing substance files, you must restart Lumberyard Editor before substance textures are rendered correctly.
- A .smtl (substance material) file and a .sub (substance texture) file are generated in the same directory location as the imported .sbsar for applying the substance material or substance textures to objects.
- By default, an .smtl file will inherit the .sub files in the appropriately matching channels based on the outputs in the published .sbsar from Substance Designer. For example, a diffuse output texture will map into the diffuse channel for the .smtl file.
To use Substance Editor

1. Open Lumberyard Editor and select **Tools, Plug-Ins, Substance Editor**. You can also click the Substance icon in the main toolbar of Lumberyard Editor.
2. To update imported .sbsar files, click **Edit, Reimport Substance**. Current changes will not be overwritten.
3. To remove a substance, click **File, Delete Substance**.

**Note**
This permanently removes the substance and all associated assets from the .sbsar project, which cannot be recovered using the Windows Recycle Bin.

Console Variables for Substances

To control how Substances are handled by CPU and memory, you can set the following CVars in your system_windows_pc.cfg file or editor.cfg file.

**substance_engineLibrary**

Enables substances to run on the GPU instead of the CPU, permitting the output of higher resolution textures. Specifies the engine to load for substance plugin. Possible values are PC: [sse2|d3d10|d3d11]. The default is sse2, which specifies CPU.

**substance_commitRenderOptions**

Applies CPU and memory changes immediately, rather than waiting for the next render call.

**substance_coreCount**

Sets how many CPU cores are used for Substance rendering. A value of 32 specifies all cores. This setting is relevant only when using CPU based engines.

**substance_memoryBudget**

Sets, in megabytes, the amount of memory used for Substance rendering. The default is 512.

Working with Blend Layers

Blend layers can be thought of as a layered material. You can create one material with a second set of per-pixel functions, including texture maps, UV tiling and offset, rotation and oscillation animation, second UV set, diffuse and specular color tinting, smoothness, and blend masking.

Integrate blend layers in the Illum and Vegetation shaders and activate them by setting the blend layer shader generation parameters.
Shader Generation Parameters

You can set the following parameters for generating shaders.

**Blend layer**

Activate the texture inputs and parameters for the blend layer.

**Use UV set 2 for blend layers maps**

Use a second UV channel, if available, for the second layer.

Blend Layer Textures

You can set the following parameters for your blend layer textures.

**Second Height Map**

Displacement map for the blend layer (grayscale)

**Second Diffuse Map**

Diffuse map for the blend layer (RGB)

**Second Normal Map**

Normal map for the blend layer; the second layer gloss map is contained in the alpha (RGBA)
Second Specular Map

Specular map for the blend layer (RGB)

Blend Map

Blending map to blend between the first and second layers (grayscale)

Blend Layer Parameters

You can set the following parameters for your blend layer.

Blend Factor

Control visibility of the blend layer, with a bias toward black or white

Valid values: 0 – 16

Blend Falloff

Control the fall off of the blend range

Valid values: 0.1 – 128

Blend Layer 2 Tiling

Control tiling of the second blend layer

Valid values: 0 – 20

Default: 1

Blend Layer 2 Diffuse (Tint)

Base color tint for the second layer (RGB)

Valid values: 0 – 255

Blend Layer 2 Smoothness

Sharpness of specular reflection for the second layer

Valid values: 0 – 255

Default: 10

Blend Layer 2 Specular

Reflective brightness and color for the second layer (RGB)

Valid values: 0 – 255

Blend Mask Tiling

Control tiling of the blend map

Valid values: 0.05 – 20

Default: 1

Parallax Mapping

Parallax occlusion mapping (POM) is an enhancement of the traditional parallax mapping technique that is used to procedurally create detail in a texture adding the illusion of depth. This depth perception changes based on perspective.
Parallax occlusion mapping (POM) and offset bump mapping (OBM) are both similar to displacement mapping and tessellation, but not as expensive performance-wise as the geometry is not increased. However, due to the way in which POM works, it will not always be suitable for every situation.

Use POM for high-spec computers only, and use OBM for anything else, consoles. When using POM, you must enable both enable both shader generation parameters. Lumberyard will automatically default to using to OBM for setups cannot run POM.

**Parallax Mapping Best Practices**

Review the following guidelines and best practices for consideration when applying POM or SPOM parallax mapping.

- Height maps must be stored using the _displ suffix (such as road_displ.tif for example).
- Do not place the height map in the alpha channel of the normal map. Rather, place the displacement map in the alpha channel of the _displ texture. The RGB channels can thus be left empty.
- Set the diffuse and normal texture map textures as usual in the Material Editor. The _displ texture will be loaded automatically by checking the name of the texture in the Bumpmap (normal) texture map slot and that there is a corresponding _displ texture for it.
- Save the _displ texture using the Photoshop CryTIF plugin. This will write the correct metadata to a .tif file for it to be converted to a .dds file at runtime. In some cases you may need to click Generate Output in the dialog box of the plugin.
- When using the CryTIF plugin, use the DisplacementMap preset to store _displ textures. Height maps will be converted to A8 textures. If you don't see any displacement, double check the format in the Editor’s texture file dialog preview. If it isn’t in A8 format, fix the preset, save and reload.
- Ensure that Config Spec is set to High or Very High.
Applying Parallax Occlusion Mapping (POM)

To apply POM, complete the following procedure.

To apply Parallax Occlusion Mapping

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left tree, select the desired asset.
3. In the right pane, under **Shader Generation Params**, select **Offset bump mapping** and **Parallax occlusion mapping**.
4. Under **Shader Params**, adjust the values of the following parameters.
   a. **Height bias**: Moves the plane where the displacement is applied. This reduces gaps in meshes, and prevents objects from displacing other objects that are placed above them.
   b. **POM Displacement**: Sets the POM depth. A larger value adds more depth.
   c. **Self shadow strength**: Changes the strength of self-shadowing. A larger value imparts more shadowing
5. Under **Texture Maps**, enter the paths to the various textures.

Applying Silhouette Parallax Occlusion Mapping (SPOM)

To apply SPOM, complete the following procedure.

To apply Silhouette Parallax Occlusion Mapping

1. In Lumberyard Editor, click **Tools, Material Editor**.
2. In the left tree, select the desired asset.
3. In the right pane, under **Shader Generation Params**, select **Parallax occlusion mapping with silhouette**.
4. Under **Shader Params**, adjust the values of the following parameters.
   a. **Height bias**: Moves the plane where the displacement is applied. This reduces gaps in meshes, and prevents objects from displacing other objects that are placed above them.
   b. **Self shadow strength**: Changes the strength of self-shadowing. A larger value imparts more shadowing
   c. **Silhouette POM Displacement**: Sets the SPOM depth. A larger value adds more depth.
5. Under **Texture Maps**, enter the paths to the various textures.

Using Blend Layers for Parallax Mapping

You can use blend layers for parallax mapping. For both POM and OBM, set the diffuse and normal map as usual. The _disp texture will be loaded automatically as long as the Applying Parallax Occlusion Mapping (POM) (p. 1247) procedure is first completed.

When using a second blend layer, the diffuse map is placed in the **Custom** texture map slot, the normal map is placed in the [1] **Custom** slot, and the height map is placed in the **SubSurface** slot.

To use a blend layer for parallax mapping

1. Complete the **Applying Parallax Occlusion Mapping (POM)** (p. 1247) procedure.
2. Under **Shader Generation Params**, select **Parallax occlusion mapping** and **Blendlayer**.
3. Under **Texture Maps**, place maps as follows:
Using Vertex Colors

Vertex color, or vcolor, is just a color with RGB and alpha channel values stored for each vertex of a mesh. Vertex color and alpha can be used for multi-texturing, transparency, or fake ambient occlusion.

Vertex color is typically multiplied against the Diffuse color, colorizing or darkening the color map.

When used for non-color effects, typically each color channel is treated as a separate monochrome set of values, so for example vertex color can control three different per-vertex effects.

Vertex Colors is a Shader Generation parameter that can be enabled using the Material Editor, which is part of Lumberyard Editor.

For a good application of vertex colors, see Defining Vegetation Vertex Colors (p. 1021).

Customizing Post-Processing Effects

Lumberyard includes post-processing effects that can help improve your game's graphics, lighting, and transitions between effects such as color correction, bloom, and depth of field.

Use XML files with Flow Graph or Lua scripts to customize effects by setting their parameters. You can create prioritized groups of effect parameters in XML and enable or disable them using a Flow Graph node or Lua scripting.

You can also use effect groups to specify the following:

- Blend curves to smoothly transition between effects
- Stay enabled until explicitly disabled
- Make effect strength based on distance from the camera

**Note**

Creating a new effect requires modifying Lumberyard, while creating a new effect group does not.

Topics

- Post-Effect Group XML Files (p. 1248)
- Enabling and Disabling Effect Groups (p. 1249)
- Specifying a Blend Curve for Smooth Effect Transitions (p. 1250)
- Setting Effect Strength Based on Camera Distance (p. 1251)
- Using the Screen Fader Effect (p. 1251)

Post-Effect Group XML Files

When you open Lumberyard Editor, the effect group located at \Engine\Libs\PostEffectGroups\Default.xml automatically loads. The Default.xml file includes all available effects and the default
values for each parameter. You can modify the default values and copy and paste sections of the 
Default.xml file into custom effect groups.

Example XML file:

```xml
<PostEffectGroup priority="1" hold="1">
  <Effect name="Global">
    <Param name="User_Brightness" floatValue="0.5"/>
  </Effect>
</PostEffectGroup>
```

**Priority**

Non-negative integer used to set priorities. Larger priorities override smaller priorities. If multiple 
effect groups that are enabled have the same priority value, the effect group that was enabled later 
has the higher priority.

Default value: 0 (for Time of Day and Flow Graph nodes that set effects)

Valid values: 0 - 999

**Hold**

Indicates if the effect should stay enabled until explicitly disabled.

Default value: 0

Valid values: 0 = effect is disabled after blending is complete | 1 = effect remains enabled until explicitly disabled

When creating custom effect groups, we recommend creating a directory called \PostEffectGroups 
under /Engine/Libs. You can then load the post effect group XML files from any valid CryPath location.

**Enabling and Disabling Effect Groups**

You can enable and disable effect groups using Flow Graph or Lua scripting.

**To enable or disable effect groups using Flow Graph**

1. In Lumberyard Editor, open your level.
2. In the menu bar, select **Tools, Flow Graph**.
3. In the **Flow Graph** editor, in the menu bar, select **File, New**.
4. In the graph pane, right-click and select **Add Node, Image, EffectGroup**. The **Image:EffectGroup** node should be visible.
5. In the **Image:EffectGroup** node, double-click **GroupName**. Type the file path for CryPath (example: 
   Libs\PostEffectGroups\ExtraBright.xml) and press **Enter**.
6. Connect your ports to the **Enabled** or **Disabled** ports in the **Image:EffectGroup** node.
7. Optionally set a value for **Choose Entity**. For more information, see Fade Distance.
8. Close the **Flow Graph** Editor.

**To enable or disable effect groups using Lua**

Run the following:
Customizing Post-Processing Effects

System.CachePostFxGroup("Libs/PostEffectGroups/MyEffectGroup.xml")

(Optional) The XML file loads on demand if the function isn't called.
System.SetPostFxGroupEnable("Libs/PostEffectGroups/MyEffectGroup.xml", true)

Valid values (second parameter): true = enable | false = disable
System.GetPostFxGroupEnable("Libs/PostEffectGroups/MyEffectGroup.xml")

Return values: true = effect group is enabled | false = effect group is disabled | nil = effect group cannot be found

Note
You can manually enable or disable an effect group in Lumberyard Editor by running the Lua functions in the Console window. Be sure to prepend each command with the # character to indicate a Lua command.

Specifying a Blend Curve for Smooth Effect Transitions

You can use BlendIn and BlendOut tags to specify a blend curve that enables smooth transitions between effects.

An example XML file with added BlendIn and BlendOut tags:

```xml
<PostEffectGroup priority="1" hold="1">
  <Effect name="SunShafts">
    <Param name="RaysAmount" floatValue="0.2"/>
  </Effect>
  <BlendIn curve="smooth">
    <Key time="0" value="0"/>
    <Key time="0.5" value="1"/>
  </BlendIn>
  <BlendOut curve="smooth">
    <Key time="0" value="1"/>
    <Key time="0.5" value="0"/>
  </BlendOut>
</PostEffectGroup>
```

Priority

Indicates how much the effects should override the lower priority values.

Hold

Determines when the BlendIn and BlendOut curves play and whether the effect group is enabled or disabled.

Valid values:

0 = Plays the BlendOut curve immediately after the BlendIn curve finishes playing; when the BlendOut curve plays, the effect group is disabled

1 = Plays the BlendIn curve; when the BlendIn curve plays, the effect group fully overrides lower priority values until the effect group is explicitly disabled

Curve

Available curve types are smooth, linear, and step. If a curve attribute value is not specified, the curve type defaults to smooth. You can include as many key frames in a curve as desired.
Default curve value: smooth

Valid key time values: smooth, linear, step

**Key time**

Valid values: 0 – 1 (seconds)

## Setting Effect Strength Based on Camera Distance

You can use the `fadeDistance` attribute to set the effect strength based on the distance from the camera.

Example opening XML tag using the `fadeDistance` attribute:

```xml
<PostEffectGroup priority="1" fadeDistance="20">
```

`fadeDistance` – Indicates how the effects are actualized based on the distance of the camera from the entity.

- When the camera is at the position of the entity, the effects are fully overridden.
- When the camera is less than fade distance from the entity, the effects are blended.
- When the camera is at least fade distance from the entity, the effects are set to the lower priority values.

You can specify an entity in the Flow Graph node and assign it to the graph entity by right-clicking the node and selecting Assign graph entity.

To enable an effect group using Lua, set the position at which to apply the effect by using the following function:

```lua
System.ApplyPostFxGroupAtPosition("Libs/PostEffectGroups/MyEffectGroup.xml", self:GetPos())
```

where `self` is the current entity.

This function must be called once per frame while the effect group is enabled. If this function is called multiple times in a single frame, the effect strength increases each time, as if each call applies the effect from a different entity.

## Using the Screen Fader Effect

You can use the screen fader effect to control all screen fade properties, including duration of the fade effect and the color or texture to use for the fade.

You can stack multiple screen fader effects; multiple screen faders are rendered concurrently and in order of post effect group priority. Screen fader effects do not blend the parameters between layers.

The following example demonstrates how to use the screen fader effect in an `.xml` file:

```xml
<PostEffectGroup priority="2" hold="1">
    <Effect name="ScreenFader">
        <Param name="Enable" floatValue="1.0"/>
        <Param name="FadeInTime" floatValue="2.5"/>
        <Param name="FadeOutTime" floatValue="1.0"/>
        <Param name="ScreenCoordinates" vec4Value="0.0,0.0,1.0,1.0"/>
        <Param name="FadeColor" vec4Value="0.2,0.7,0.7,0.5"/>
    </Effect>
</PostEffectGroup>
```
Parameters

You can set the following parameters:

Enable

Determines whether or not the ScreenFader is active for the post-processing effect group.

Valid values: 0 = Disable | 1 = Enable

FadeInTime

Time, in seconds, for the screen fader to fade in, once enabled.

FadeoutTime

Time, in seconds, for the screen fader to fade out, once disabled.

ScreenCoordinates

Determines the rectangle where the screen fader is rendered. Specify the coordinates in the format (Left, Top, Right, Bottom). For example, a fullscreen quad is specified as (0.0, 0.0, 1.0, 1.0) and a quad that fills half of the screen is specified as (0.0, 0.0, 0.5, 1.0).

Valid values: 0.0 - 1.0

FadeColor

Sets the quad color by multiplying the color by the specified texture. If no texture is specified, the quad will be a solid color.

TextureName

Path of the texture to use for the screen fader.

Lighting and Shadows

Lumberyard uses physically-based lighting and shading models to implement global illumination and lighting.

For information about the Light entity and the Environment Probe entity used in environment lighting, see Light Entities (p. 559).

For information about using the Time of Day Editor to simulate the changing lighting effects caused by the sun moving across the sky, see Creating Time of Day Sky Effects (p. 1009).

Topics

• Environment Lighting (p. 1252)
• Environment Shadows (p. 1257)

Environment Lighting

Lumberyard uses physically based lighting and shading models to implement global illumination and environment lighting.
For information about the Light entity and the Environment Probe entity used in environment lighting, see Light Entities (p. 559).

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**Topics**

- Illuminance and Auto Exposure Key (p. 1253)
- HDR Settings (p. 1254)
- Global Environment Lighting (p. 1255)
- Local Environment Lighting (p. 1257)

### Illuminance and Auto Exposure Key

Also known as luminous flux density, illuminance is the total amount of visible light falling on a point on a surface from all directions above the surface in a given time. Proper illuminance values ensures the environment lighting in your level closely models real-world values. Besides simply having good ratios between light and dark, accurate illuminance values ensure that tone-mapping, and eye adaptation works optimally.

The following table lists real-world illuminance values, expressed in luminous flux (lux). Lux is the unit of illuminance and luminous emittance, measuring lux per unit area, and equal to one lumen per square meter.

#### Illuminance Values

<table>
<thead>
<tr>
<th>Real-world illuminance</th>
<th>Lux Value</th>
<th>Uniformity Ratio</th>
<th>Artistic Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full moon</td>
<td>0.25</td>
<td>0.00005</td>
<td>-</td>
</tr>
<tr>
<td>Living room</td>
<td>50</td>
<td>0.01</td>
<td>-</td>
</tr>
<tr>
<td>Clear sunrise</td>
<td>400</td>
<td>0.08</td>
<td>-</td>
</tr>
<tr>
<td>Office</td>
<td>500</td>
<td>0.1</td>
<td>-</td>
</tr>
<tr>
<td>TV studio</td>
<td>1,000</td>
<td>0.2</td>
<td>-</td>
</tr>
<tr>
<td>Overcast day</td>
<td>15,000</td>
<td>3.0</td>
<td>~ 1.5</td>
</tr>
<tr>
<td>Indirect sunlight (in shadow)</td>
<td>20,000</td>
<td>4.0</td>
<td>~ 2.0</td>
</tr>
<tr>
<td>Direct sunlight</td>
<td>100,000</td>
<td>20.0</td>
<td>~ 10.0</td>
</tr>
</tbody>
</table>

The **Auto Exposure Key** setting controls the amount of light exposure and determines whether the tone-mapped image appears relatively bright or dark. This setting is calculated automatically from the average scene illuminance, which is why it is important to use standard real-world illuminance levels. For other settings that affect the tone mapping of a scene, see HDR Settings (p. 1254).

Lumberyard's auto-exposure mode works in exposure value (EV) units and can be enabled using the `r_HDREyeAdaptationMode` console variable.

The following settings are used to achieve the desired illuminance in an environment level. See Setting Daytime Atmospheric Effects (p. 1005) for more information.

- Sun color
• Sun color multiplier
• Sun intensity
• Sun intensity multiplier

HDR Settings

As discussed in Illuminance and Auto Exposure Key (p. 1253), the auto exposure key setting controls the amount of scene exposure and determines whether the tone-mapped image appears relatively bright or dark. Several other settings also affect the tone mapping of scene. These are known collectively as HDR (high dynamic range) in the Time of Day Editor.

Film curve parameters in the Time of Day Editor correspond to analogous parameters that exist for camera film. A film curve has three distinct regions with different contrast transfer characteristics:

• The lower part of a film curve that is associated with relatively low exposures is designated the toe, and corresponds to the low-density portions of an image. When an image is exposed so that areas fall within the toe region, little or no contrast is transferred to the image.
• The upper part of a film curve that is associated with relatively high exposures is designated the shoulder, and corresponds to the high-density portions of an image. When an image is exposed so that areas fall within the shoulder region, little or no contrast is transferred to the image.
• The middle part of a film curve with the highest level of contrast is produced within a range of exposures falling between the toe and the shoulder, and is designated the midtones region. This portion of the curve is characterized by a relatively straight and steep slope in comparison to the toe and shoulder regions. You should adjust your image so that important areas fall within this region for maximum contrast.

To set HDR settings parameters

1. In Lumberyard Editor, click **Tools, Other, Time Of Day**.
2. Under **Time of Day Tasks**, click **Toggle Advanced Properties** to view all settings.
3. Under **HDR Settings, HDR**, click and adjust the values of the following settings:

   **Film curve shoulder scale**
   
   Slope at the tip of the HDR curve (modifies bright values).

   **Film curve midtones scale**
   
   Linearity of the middle of the HDR curve (modifies gray values).

   **Film curve toe scale**
   
   Slope at the base of the curve (modifies dark values).

   **Film curve whitepoint**
   
   Value to be mapped as pure white or reference white in the tone-mapped image.

   **Saturation**
   
   Color saturation before tone-mapping.

   **Color balance**
   
   Overall color of the scene.

   **Auto Exposure Key**
   
   Overall brightness of the scene used for eye adaptation. Eye adaptation causes the exposure of a scene to simulate the way human eyes adjust when going from a brightly lit environment to
a dark environment and vice versa. Use lower value for dark scenes and higher values for bright scenes. Default value is 0.18.

**Auto Exposure Min**

Darkest possible exposure used for eye adaptation.

**Auto Exposure Max**

Brightest possible exposure used for eye adaptation.

**Bloom amount**

Controls the amount of bloom that comes from glowing or lit objects.

### Global Environment Lighting

To implement global lighting for an entire level, you use a global environment probe (also known as a global light probe) and associated generated cubemap.

Environment probes control many aspects of the physically based lighting in Lumberyard, including accurate shadow colors, ambient diffuse values, and specular reflections. They also provide bounce lighting by taking the colors from the surroundings and applying them directly to the diffuse color of materials inside their radius.

When placing environment probes in a level, pay attention to how probes are layered and sorted going from global to local probes.

Every level should have a global environment probe. Global probes provide the entire level with ambient lighting, which is calculated from the probe's location. In addition to a global probe, a level may have one or more local probes. For more information about local probes, see [Local Environment Lighting](p. 1257).

As shown in the following table, the probe has several configurable properties, which you can adjust in the Rollup Bar.

#### Environment Probe Properties

**Active**

Enables and disables the probe.

**BoxSizeX, BoxSizeY, BoxSizeZ**

Specifies the XYZ dimensions of the probe's area of effect. Probes are projected as cubes in the level. For a global probe, set values large enough to span the entire level.

**Diffuse**

Sets the diffuse color of the light. Set to 255, 255, 255.

**DiffuseMultiplier**

Makes the light brighter. Set to 1.

**SpecularMultiplier**

Multiplies the specular color brightness. Set to 1.

**AffectsThisAreaOnly**

Set parameter to False to make lights cover other VisAreas.
AttenuationFalloffMax

Controls the falloff amount (0–1) to create smoother transitions or hard edges. A value of 0.8 means that falloff begins at 80% at the boundaries of the box. Set value to 0 for a global probe (no falloff).

IgnoresVisAreas

Controls whether the light should respond to VisAreas. Set value to True for a global probe.

SortPriority

Gives control over which probe has more visual interest and therefore a higher priority. Set the value to 0 for a global probe, then increase the value for local probes, where higher values indicate more localized probes.

defered_cubemap

Specifies the file location of the cubemap texture.

BoxHeight

Adjusts the height of cubemap box.

BoxLength

Adjusts the length of cubemap box.

BoxProject

When enabled, Lumberyard factors in the size of the cubemap box.

BoxWidth

Adjusts the width of cubemap box.

To generate a global cubemap

1. In Rollup Bar, under Objects, click Misc, EnvironmentProbe.
2. Click to place the probe in your level.
3. Under EnvironmentProbe Params, leave cubemap_resolution at the default 256. This is the optimal resolution for best performance.
4. Select the preview_cubemap check box to see the cubemap in your level.
5. Under EnvironmentProbe Properties, adjust the following property values to configure the probe to be global:
   - BoxSizeX, BoxSizeY, and BoxSizeZ values: Large enough to span the entire level
   - Diffuse color value: 255, 255, 255
   - DiffuseMultiplier and SpecularMultiplier values: 1
   - SortPriority: 0
   - AttenuationFalloffMax: 0
   - IgnoreVisAreas: True (check box selected)
6. Click Generate Cubemap. Lumberyard creates three textures in textures\cubemaps\your_level—one for the diffuse map, one for the specular map, and one for the source.tif file.
7. To check your cubemap for accuracy, create and then place a smooth, reflective sphere entity near the probe. If its surface looks different from the environment around it, you need to regenerate the cubemap.
8. Click Generate Cubemap again. This incorporates object reflections from the originally generated cubemap for added realism.
9. To hide the sphere entity in your level, select its **HiddenInGame** check box, found under **Entity Params** in the **Rollup Bar**.

**Local Environment Lighting**

Lumberyard uses local environment probes and their generated cubemaps to implement local lighting. The purpose of local cubemaps is to light smaller areas more accurately. This ensures that all areas in your level have accurate lighting effects that may not be covered by the global cubemap. Lumberyard automatically gives a local probe higher priority within its defined radius and superimposes its effects on those of the global probe. For more information about global probes, see Global Environment Lighting (p. 1255).

When placing environment probes in a level, pay attention to how probes are layered and sorted going from global to local probes.

To generate a local cubemap

1. In **Rollup Bar**, under **Objects**, click **Misc, EnvironmentProbe**.
2. Click to place in the probe in your level.
3. Under **EnvironmentProbe Params**, leave the **cubemap_resolution** at 256, the default. This is the optimal resolution for performance.
4. Select the **preview_cubemap** check box to see the cubemap in your level.
5. Under **EnvironmentProbe Params** and under **EnvironmentProbe Properties**, adjust property values for the desired effect. For more information about these properties, see the table in Global Environment Lighting (p. 1255).
6. Click **Generate Cubemap**.

   Lumberyard creates three textures in `textures\cubemaps\your_level`— one for the diffuse map, one for the specular map, and one for the source .tif file.
7. To check your cubemap for accuracy, create and then place a smooth, reflective sphere entity near the probe. If its surface looks different from the environment around it, you need to regenerate the cubemap.
8. Click **Generate Cubemap** again. This incorporates object reflections from the originally generated cubemap for added realism.
9. To hide the sphere entity in your level, select its **HiddenInGame** check box, found under **Entity Params** in the **Rollup Bar**.

**Environment Shadows**

Lumberyard supports shadow casting from all light sources and shadow receiving on all deferred and most forward-rendered geometry. Traditional shadow mapping is used for shadow generation. Light sources can be directional, such as from the sun and moon, or from point and area light sources.

As shadow generation is resource-intensive, Lumberyard offers the following features to mitigate this:

- You can control the degree to which Lumberyard caches shadows and stops dynamically updating the most distant cascaded sun shadows.
- You can set point and area light sources to be updated in intervals, such as every second frame.
- You can use the `r_MergeShadowDrawcalls` console variable to merge submaterials during shadow generation, resulting in fewer drawcalls.
Cached Shadows

Shadow caching is an effective optimization method to reduce the number of shadow drawcalls and to increase the shadow casting and receiving range.

Starting from a defined cascade number, Lumberyard can render subsequent shadow cascades and then keep them in memory. Once the cached cascade is initialized, no more draw calls are needed for updates. This enables long-range distant shadows with almost no performance cost.

Keep in mind that cached shadows are memory intensive, with the default configuration requiring approximately 130 MB of video memory.

In addition, ensure that all shaders are compiled before triggering an update or all objects may not be rendered into the cached shadow maps.

Placement and Update

Cached shadow cascades are centered around the rendering camera by default, and automatically recenter and update once the camera gets close to the cascade border.

You can override this automated placement by using the Environment:RecomputeStaticShadows flow graph node, which takes the world space Min and Max input positions of the bounding area for the first cached cascade. Bounding boxes for subsequent cached cascades are scaled versions of the preceding cascades and are based on the NextCascadeScale input multiplier. The Trigger input causes an update of all cached shadow cascades.

Note
To keep you informed, a warning message appears in the console each time a cached shadow cascade is updated.

Dynamic Distance Shadows

Cached shadows work well with static objects, but dynamic objects don't get their shadows updated while moving. To overcome this, you can selectively exclude dynamic objects from the cache and render them to the standard cascades. The performance overhead of enabling this feature for a limited number of entities is generally low.

To enable dynamic distance shadows for an object

- Select the DynamicDistanceShadows check box for the entity.

Console Variables

When Lumberyard is set to place shadows automatically, the selected resolution combined with the desired world space pixel density, which is derived from the approximate logarithmic split scheme, determines the world space area covered by each shadow cascade. Lowering the resolution lowers the shadowed range for each cascade while still maintaining shadow quality.

When you place shadows manually, the resolution is uniformly stretched across the shadow cascade. Consequently, lower resolutions result in lower shadow quality at the same world space coverage.

Use the following console variables to control cached shadows, including setting the placement and resolution for individually cached shadow cascades.
Lumberyard User Guide
Environment Shadows

- **r_ShadowsCache** – Caches all sun shadow cascades above the value. 0 = no cached cascades, 1 = cache first cascade and up, 2 = cache second cascade and up.
- **r_ShadowsCacheResolutions** – The resolution of the cached cascades.
- **r_ShadowsCacheFormat** – Storage format for cached shadow maps: 0 = D32: 32 bit float, 1 = D16: 16 bit integer.
- **e_ShadowsCacheUpdate** – Triggers updates of cached shadow maps: 0 = no update, 1 = one update, 2 = continuous updates.
- **e_ShadowsCacheObjectLod** – The level of detail (LOD) used for rendering objects into the cached shadow maps.
- **e_ShadowsCascadesDebug** – Enables debug view mode. 0 = disable, 1 = enable.
- **e_DynamicDistanceShadows** – Toggles support for having selected objects cast dynamic shadows.

Object Shadows

With object shadows, you can assign custom shadow maps to selected objects, resulting in increased shadow quality due to higher world space shadow texel (texture element) density and reduced depth range.

The drawbacks of using object shadows are increased memory consumption of the additional shadow maps and increased shadow filtering cost.

Object shadows only affect sun shadows. For performance reasons they are not sampled on forward geometry such as particles, hair, and eyes.

Using Flow Graph

You can use the **Environment:PerEntityShadows** flow graph node and assign the target entity to the **Entity** slot. The **Trigger** input applies the settings to Lumberyard.

Because this node is stateless with respect to the entity, you can add multiple **Environment:PerEntityShadows** nodes for the same entity. The last one to be triggered will be in effect.

Use the following node inputs to tweak the shadow appearance:

- **ConstBias/SlopeBias** – Reduces avoid self-shadowing artifacts.
- **Jittering** – Filters kernel size, which directly affects shadow softness.
- **BBoxScale** – Scale factor for the bounding box of the selected entity. Can be useful in case the bounding box is too small or too large.
- **ShadowMapSize** – Size of the custom shadow map, which is automatically rounded to the next power of two.

Using I3DEngine

The following I3DEngine interface functions can be called from anywhere in game code. The function parameters are equivalent to the parameters for the **Environment:PerEntityShadows** Flow Graph node.

- **AddPerObjectShadow** – Adds an object shadow.
- **RemovePerObjectShadow** – Removes an object shadow.
- **GetPerObjectShadow** – Retrieves object shadow settings for a given **RenderNode**. Do not overwrite the **RenderNode** pointer. Instead use **AddPerObjectShadow**, **RemovePerObjectShadow**.
- **ShadowMapSize**: Size of the custom shadow map, which is automatically rounded to the next power of two.
Console Variables

You can use the `e_ShadowsPerObject` console variable with object shadows. With this variable, 0 = Off, 1 = on, and -1 = don't draw object shadows.

Shadow Proxies

Shadow proxies are a method of significantly reducing shadow performance costs by creating dedicated low-polygon count geometry to cast an object's shadow with minimal visual differences. You can also use shadow proxies to minimize shadow artifacts by controlling which geometry can cast shadows.

Keep in mind that if the shadow proxy mesh aligns closely with the RenderMesh, you may notice self-shadow artifacts.

No material setup is required in your DCC tool. Instead you use the Material Editor to set up shadow proxies in the material using Material Editor. Place the shadow proxy on its own submaterial, setting Opacity to 0 and ensuring that No Shadow is not selected (the default).

The shadow proxy must also be linked as a child node of the RenderMesh, and it must be on its own material ID.

For the RenderMesh material, set as you normally would, except under the Advanced properties, select the No Shadow option. This instructs Lumberyard to use the shadow proxy instead of the RenderMesh to render the shadows.

Voxel-based Global Illumination (SVOGI)

Sparse voxel octree global illumination (SVOGI), also known as voxel GI, is a global illumination solution based on voxel ray tracing. It does not require prebaking or manual setup of bounce lights or light volumes.
Voxel GI provides the following effects:

- Dynamic indirect light bounce from static objects and many dynamic objects.
- Large-scale ambient occlusion (AO) and indirect shadows from static objects such as brushes, terrain, and vegetation.

For every frame, thousands of rays are traced through voxels and shadow maps to gather occlusion and in-directional lighting.

**Integration Modes**

You can apply voxel GI through several modes.
Mode 0

With mode 0, only opacity is voxelized. The bounced light is sampled directly from shadow maps—extended to reflective shadow maps—and compute shaders are not used.

Mode 0 has these advantages:
- GPU memory usage is small (~16 MB).
- Indirect lighting is completely dynamic; moving sun does not cause any slowdown.
- Dynamic objects can bounce indirect lighting.

Mode 0 has these disadvantages:
- Indirect lighting can have low quality (more noise), especially for small point lights.
- Only single bounce is possible.
- Only diffuse GI is possible.
- Environment probes are needed for specular highlights.

Modes 1, 2

With modes 1 and 2, albedo, normals, and several layers of radiance are voxelized together with opacity. Direct lighting is also injected into voxelization, where it is propagated within the voxelization and then sampled during the ray-tracing pass.

Modes 1 and 2 have these advantages:
- Modes 1 and 2 support multiple bounces. The light source can be semistatic with multibounce support or be fully dynamic with single bounce support.
- Mode 2 supports traced speculars.
- They provide higher quality, smoother indirect lighting.

Modes 1 and 2 have these disadvantages:
- Modes 1 and 2 use more GPU memory (64 MB+).
- Large semistatic multibounce lights cannot be moved freely, but moving sun may work fine.
- Dynamic objects cannot affect GI, but can receive it.

Note

If you receive a message that the display driver has stopped responding and has recovered, try this workaround from Microsoft.

Voxel GI Parameters

The following parameters are global for an entire level. You can use normal ambient lights to modulate or tint indirect light intensity locally.

To enable voxel global illumination

1. In the Rollup Bar, on the Terrain tab, choose Environment.
2. In the Environment panel, under Total Illumination v2, adjust the following settings as needed.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Activate voxel GI for the level.</td>
</tr>
<tr>
<td>Injection multiplier</td>
<td>Modulate light injection by controlling the intensity of bounce light.</td>
</tr>
</tbody>
</table>
### Parameter | Description
---|---
Sky color multiplier | Control the amount of the sky light. You can multiply this value with the *Time of Day* fog color.
Saturation | Control the color saturation of propagated light.
Diffuse bias | Add constant ambient value to GI to prevent completely black areas. Set this parameter to negative to modulate the ambient value with near-range ambient occlusion and prevent constant ambient light in completely occluded indoor areas.
Cone max length | Set the maximum length, in meters, of the tracing rays. Shorter rays work faster.
Update geometry | Enable this parameter to force single complete revoxelization of the scene. This is required if terrain, brushes, or vegetation are modified.
Low spec mode | Set this parameter to a value greater than 0 to simplify shaders and scale down internal render targets. Set this parameter to –2 to initialize the mode by the value specified in the `sys_spec_Shading.cfg` file when the level is loaded.
Use light probes | For integration mode 0, enable this parameter to multiply environment probes lighting with GI. Disable this parameter to replace diffuse contribution of environment probes with GI. For integration modes 1 and 2, enable this parameter to use global environment probe for sky light instead of *Time Of Day* fog color.

3. (Optional) Use the **Voxel Coverage** advanced parameter on each material:
   a. Click **Tools, Material Editor**.
   b. Select your material.
   c. In the lower pane, click **Advanced**.
   d. Under **Advanced**, modify the **Voxel Coverage** parameter to control the transparency of voxels for each material and manually fix overoccluded areas. The default value is 1.

**Note**
This parameter takes effect only when voxel global illumination is enabled.

### Debugging

You can use the following console variables to help debug voxel GI issues:
Lumberyard User Guide
Current Limits

• e_svoDebug=6 – Visualizes the voxels. Voxelize all important objects in the scene; otherwise, they will not cast occlusion and secondary shadows. Exclude all unwanted and unnecessary occcluders from voxelization.
• r_ShowRenderTarget svo_fin – Displays the output of the voxel GI system.
• r_profiler 1 | 2 – Retrieves GPU profiling information.

Do not use the e_svoTI_* console variables (for example, e_svoTI_IntegrationMode) to configure the voxel GI system. Any changes to these console variables in the configuration file will be overwritten by the individual level environment settings file.

Configure your settings in the Total Illumination panel in Lumberyard Editor. To enable the extended total illumination settings in the editor, click Edit, Editor Settings, Global Preferences. In the Preferences window, choose Experimental Features, Lighting and select Total Illumination. Click OK to save your selection.

Current Limits

The following limitations exist for the voxel GI system:

• Large-scale ambient occlusion and indirect shadows are properly cast only by static geometry.
• Voxel GI does not function on some forward-rendering components like particles or water.
• Some artifacts like ghosting, aliasing, light leaking, and noise may be noticeable.
• Procedural vegetation and merged vegetation do not cast occlusion or secondary shadows.
• If a camera is moved to a new location, it may take several seconds until occlusion works properly.
• Only objects and materials with shadow map casting enabled will generate correct bounced light.
• For dynamic objects, indirect light bounce will function only in areas near voxelized static geometry.
• Bounce light may have a noticeable delay of 1 to 2 frames.
• Use of the r_Supersampling=2 console variable may adversely affect the appearance of the voxel GI. You can set the LowSpecMode value two times lower to restore the appearance of the voxel GI. Temporal AA using r_AntialiasingMode 2/3 works correctly as well.

Render Cameras and Effects

Topics
• Fog Systems (p. 1264)
• Rendering Cameras (p. 1275)

Fog Systems

Lumberyard supports a standard fog system as well as a voxel-based volumetric fog system. Which one to use for your game comes down to balancing performance over visual quality. Volumetric fog looks superior but comes at a performance cost. The standard fog system is very cheap performance-wise to compute.

You can also add realistic-looking fog above water surfaces, as well as add volumetric fog shadows. For more information, see Adding Fog Above Water (p. 995) and Adding Volumetric Fog Shadows (p. 1275).

Topics
• Standard Fog (p. 1265)
• Volumetric Fog (p. 1270)
Standard Fog

Lumberyard’s standard fog system handles sunlight with dynamic shadows and exponential height fog density. However, in dense fog situations the fog’s appearance may not be consistent between opaque and transparent materials.

Topics

• Setting Global (Time of Day) Fog (p. 1265)
• Using Fog Volumes (p. 1267)
• Setting Ocean Fog Parameters (p. 1269)
• Setting Fog Environment Parameters (p. 1270)
• Using Console Variables (p. 1270)

Setting Global (Time of Day) Fog

You can use global fog to simulate particles that are distributed uniformly along the ground and fall off exponentially with height above sea level. Global fog accurately accounts for time of day lighting and for scattered sunlight rays to produce haze at the horizon and halos around the sun. You can also use this effect to cast shadows for objects and clouds through the fog. For more information, see Adding Volumetric Fog Shadows (p. 1275).

To set global fog parameters

1. In Lumberyard Editor, click Tools, Other, Time Of Day.
2. In the Time of Day Tasks pane, under Tasks, click Toggle Advanced Properties to view all parameters.
3. In the Parameters pane, under Fog, adjust the following parameters as needed:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color (bottom)</td>
<td>Specifies the bottom color for the fog.</td>
</tr>
<tr>
<td>Color (bottom) multiplier</td>
<td>Specifies the intensity of the bottom fog color. This value is multiplied</td>
</tr>
<tr>
<td></td>
<td>by the top fog color to set the brightness of the bottom fog color.</td>
</tr>
<tr>
<td></td>
<td>You can set this value to 3 for midday and add three keys to the timeline</td>
</tr>
<tr>
<td></td>
<td>with the values set at 0.02. This creates a localized orange bloom around</td>
</tr>
<tr>
<td></td>
<td>the sun as it descends.</td>
</tr>
<tr>
<td>Height (bottom)</td>
<td>Specifies a reference height for the vertical fog gradient. This is the</td>
</tr>
<tr>
<td></td>
<td>height at which the fog color reaches the specified color at the top. For</td>
</tr>
<tr>
<td></td>
<td>fog density, this value is the height at which the vertical density falloff</td>
</tr>
<tr>
<td></td>
<td>reaches the specified density.</td>
</tr>
<tr>
<td>Density (bottom)</td>
<td>Specifies the fog density at the bottom. Values greater than 0 or less</td>
</tr>
<tr>
<td></td>
<td>than 1 cause the fog to gradually fall off.</td>
</tr>
<tr>
<td>Color (top)</td>
<td>Specifies the color of the fog component that produces halos around the</td>
</tr>
<tr>
<td></td>
<td>sun and sunlight scatter.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Color (top) multiplier</strong></td>
<td>Specifies the intensity of the top fog color. This value is multiplied by the bottom fog color to set the brightness of the top fog color.</td>
</tr>
<tr>
<td><strong>Height (top)</strong></td>
<td>Sets the reference height for the vertical fog gradient. For fog color, this value is the height at which the specified color reaches at the top. For fog density, this value is the height at which the vertical density falloff reaches the specified density.</td>
</tr>
<tr>
<td><strong>Density (top)</strong></td>
<td>Specifies the fog density at the top. You can set the top density to a higher value than the bottom density. Doing so would reverse the vertical falloff and produce thick fog in the sky and clear views at the bottom. You can also set the top and bottom density values to be equal. Volumetric fog computations treat a level as a continuous unbound volume. If you specify a density greater than 0 at the specified top height, the fog won’t suddenly stop at that height. Instead the fog will continue to fall off gradually. The same action is true for bottom boundary or density values that are less than 1.</td>
</tr>
<tr>
<td><strong>Color height offset</strong></td>
<td>Offsets the height of the vertical fog gradient between the top and bottom colors.</td>
</tr>
<tr>
<td><strong>Color (radial) multiplier</strong></td>
<td>Specifies the multiplier of the fog color component that produces halos around the sun and sunlight scatter. Radial fog is more noticeable as the light intensity decreases, so you can decrease the multiplier towards the end of the timeline. Radial fog is also applied to the moon at night, so you can create two keys on the timeline and set the value to 0.</td>
</tr>
<tr>
<td><strong>Radial size</strong></td>
<td>Specifies the size of the radial fog glow (bloom around the sun), perpendicular to the camera. This value can also enhance effects such as the colors around the sun at sunrise or sunset.</td>
</tr>
<tr>
<td><strong>Radial lobe</strong></td>
<td>Specifies the size of the radial fog glow towards the camera or how much the radial fog is affected by distance. Higher values create a foggier scene. Lower values affect only the horizon.</td>
</tr>
<tr>
<td><strong>Final density clamp</strong></td>
<td>Sets the maximum density that the fog can reach. This enables the sky, horizon, and other bright, distant objects to be visible through dense fog. Setting this value too low can compromise depth perception and result in implausible visuals and apparent artifacts, especially when moving the camera.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Global density</td>
<td>Sets the density of the global fog. Higher values create denser fog.</td>
</tr>
<tr>
<td>Ramp start</td>
<td>Specifies the distance from the camera at which the fog starts to render at 0 density. This allows you to remove the fog around the camera and fade in at a specified distance.</td>
</tr>
<tr>
<td>Ramp end</td>
<td>Specifies the distance from the camera at which the fog ceases to render at 0 density. This allows you to remove the fog around the camera and fade out at a specified distance.</td>
</tr>
<tr>
<td>Ramp influence</td>
<td>Specifies how much the ramp values affect the rendering of the fog.</td>
</tr>
<tr>
<td>Shadow darkening</td>
<td>Controls the appearance of the fog in shadow areas. Specifies how much the fog color is darkened per pixel based on the volumetric shadow value per pixel. This value is applied after calculating the darkened fog color using the sun and ambient darkening factor. See the next two parameters.</td>
</tr>
<tr>
<td>Shadow darkening sun</td>
<td>Specifies how much the sun influences the radial fog color.</td>
</tr>
<tr>
<td>Shadow darkening ambient</td>
<td>Specifies how much the environment influences the ambient fog color height gradient.</td>
</tr>
<tr>
<td>Shadow range</td>
<td>Sets the distance that the volumetric shadows are rendered until 10% (0.1) of the level's clipping plane distance is reached. Lower values produce more accurate results; however, the shadows are not rendered as far as with higher values.</td>
</tr>
</tbody>
</table>

### Using Fog Volumes

Fog volumes are localized 3D areas that define an area where non-volumetric fog is present. Fog volumes do not change in dynamic, nonuniform ways like smoke does. When alpha-transparent objects are behind fog volumes, each pixel is fogged. However, this is not the case when objects are inside fog volumes.

Unlike global (Time of Day) fog that has an upward falloff direction, fog volumes can have an arbitrary falloff direction. Interesting fog shapes and effects can be achieved, including fog patches that vary in size, color, shape, density, and spacing over time, as well as being influenced by wind.

Observe these best practices when creating fog volumes

- Do not overlap fog volumes.
- Make sure indoor fog volumes don’t cover more than one sector or they may be culled when the main sector becomes invisible.
- To avoid inaccurate rendering, don’t apply nonuniform scaling to fog volumes.
• When using shadow maps inside fog volumes, make sure the environment VolFogShadows parameter is disabled.

You can control fog volume appearance using the FogVolume entity properties in the Rollup Bar.

**To add a fog volume to your level**

1. In the Rollup Bar, under Objects, click Entity.
2. Under Browser, expand Render and double-click FogVolume.
3. Click to place the volume at the desired location in your level.
4. Under Entity Properties, adjust the following parameters as needed:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Active</td>
<td>Enables fog volumes when selected.</td>
</tr>
<tr>
<td>AffectsThisAreaOnly</td>
<td>Disable this setting to have the FogVolume entity effect occurs in multiple VisAreas and ClipVolumes.</td>
</tr>
<tr>
<td>Color</td>
<td>Specifies the RGB diffuse color of the fog volume.</td>
</tr>
<tr>
<td>DensityNoiseOffset</td>
<td>Offsets the noise value for the fog density.</td>
</tr>
<tr>
<td>DensityNoiseScale</td>
<td>Scales the noise value for the fog density.</td>
</tr>
<tr>
<td>DensityNoiseTimeFrequency</td>
<td>Controls the time frequency of the noise for the fog density. High frequencies produce fast-changing fog.</td>
</tr>
<tr>
<td>DensityOffset</td>
<td>Used in conjunction with the GlobalDensity parameter to offset the density.</td>
</tr>
<tr>
<td>FallOffDirLati</td>
<td>Controls the latitude falloff direction of the fog. A value of 90° means the falloff direction is upwards.</td>
</tr>
<tr>
<td>FallOffDirLong</td>
<td>Controls the longitude falloff direction of the fog, where 0° represents east. Rotation is counterclockwise.</td>
</tr>
<tr>
<td>FallOffScale</td>
<td>Scales the density distribution along the falloff direction. Higher values make the fog fall off more rapidly and generate thicker fog layers along the negative falloff direction.</td>
</tr>
<tr>
<td>FallOffShift</td>
<td>Controls how much to shift the fog density distribution along the falloff direction in world units (m). Positive values move thicker fog layers along the falloff direction into the fog volume.</td>
</tr>
<tr>
<td>GlobalDensity</td>
<td>Controls the density of the fog. The higher the value the more dense the fog.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>HDRDynamic</td>
<td>Specifies how much brighter than the default white (RGB 255,255,255) the fog is.</td>
</tr>
<tr>
<td>IgnoreVisAreas</td>
<td>Controls whether the FogVolume entity should respond to VisAreas and ClipVolumes.</td>
</tr>
<tr>
<td>NearCutoff</td>
<td>Stops rendering the object depending on camera distance to object.</td>
</tr>
<tr>
<td>RampEnd</td>
<td>Specifies the end distance of fog density ramp in world units (m).</td>
</tr>
<tr>
<td>RampInfluence</td>
<td>Controls the influence of fog density ramp.</td>
</tr>
<tr>
<td>RampStart</td>
<td>Specifies the start distance of fog density ramp in world units (m).</td>
</tr>
<tr>
<td>SoftEdges</td>
<td>Factor used to soften the edges of the fog volume when viewed from outside. A value of 0.0 produces hard edges. Increasing this value up to 1.0 gradually softens the edges. This property currently has no effect on box type fog volumes as specified in the VolumeType parameter.</td>
</tr>
<tr>
<td>UseGlobalFogColor</td>
<td>If selected, ignores the Color parameter and uses the global (Time Of Day) fog color instead.</td>
</tr>
<tr>
<td>VolumeType</td>
<td>Produces a box volume for values above 1.0 or a spherical volume for lower values.</td>
</tr>
<tr>
<td>WindInfluence</td>
<td>Fog is influenced by the wind.</td>
</tr>
<tr>
<td>DensityNoiseFrequency X, Y, Z</td>
<td>Controls the spatial frequency of the noise for the fog density. High frequencies produce highly detailed fog.</td>
</tr>
</tbody>
</table>

**Setting Ocean Fog Parameters**

You can use several settings to customize the look of fog over the ocean.

**To set ocean fog parameters**

1. In Lumberyard Editor, click **Tools, Other, Time Of Day**.
2. Under **Time of Day Tasks**, click **Toggle Advanced Properties** to access the fog parameters.
3. Under **Parameters**, in the **Advanced** panel, click to adjust ocean fog parameter values for the desired effect, as listed below:
   - **Ocean fog color** – Sets the RGB ocean fog color for a specific time of day.
   - **Ocean fog color multiplier** – Sets the brightness of the ocean fog, which is multiplied by the ocean fog color.
   - **Ocean fog density** – Sets the density of the ocean fog.
Setting Fog Environment Parameters

You can set fog environment properties with just a few simple steps.

**To set fog environment properties**

1. In the Rollup Bar, on the **Terrain** tab, click **Environment**.
2. Under **Fog**, adjust the following values as needed:
   a. **View distance** - distance at which the fog fades away.
   b. **View distance low spec** - distance at which the fog fades away using the low spec setting.
   c. **LDR global dens mult** - sets the low dynamic range global fog density multiplier.

Using Console Variables

The following console variables can be used to control fog:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>e_Fog</td>
<td>Toggles fog on and off.</td>
</tr>
<tr>
<td>e_FogVolumes</td>
<td>Enables local height/distance based fog volumes.</td>
</tr>
<tr>
<td>e_FogVolumesTiledInjection</td>
<td>Enables tiled fog volume density injection.</td>
</tr>
<tr>
<td>r_FogDepthTest</td>
<td>Enables per-pixel culling for deferred fog pass. Fog computations for all pixels closer than a given depth value will be skipped. 0 = culling disabled.  &gt; 0 = fixed linear world space culling depth.  &lt; 0 = optimal culling depth will be computed automatically based on camera direction and fog settings.</td>
</tr>
<tr>
<td>r_FogShadows</td>
<td>Enabled deferred volumetric fog shadows. 0 - no shadows. 1 = standard resolution. 2 = reduced resolution.</td>
</tr>
<tr>
<td>r_FogShadowsMode</td>
<td>Ray-casting mode for shadowed fog. 0 = brute force shadow map sampling. 1 = optimized shadow map sampling.</td>
</tr>
<tr>
<td>r_FogShadowsWater</td>
<td>Enables volumetric fog shadows over water volumes.</td>
</tr>
</tbody>
</table>

Volumetric Fog

Volumetric fog uses volume textures as a view-frustum-shaped voxel buffer to store incoming light and its properties. Volumetric fog supports regular light and sunlight with dynamic shadows, environment probes, ambient light, as well as variations in fog density. It also supports the application of volumetric fog with respect to opaque and transparent materials.
The **Light** entity has three parameters relating to volumetric fog. For more information, see the
**AffectsVolumetricFogOnly**, **FogRadialLobe**, and **VolumetricFog** parameters for the **Light Entity** (p. 559)
in the **Object and Entity System** (p. 517).

In addition, you can also use the **Particle Editor** to place a particle emitter in your level to add fog
density to an area. For more information, see the **Volume Fog** and **Volume Thickness** parameters for the
**Advanced Attribute** in the **Particles Attributes Reference** (p. 1101).

To add localized nonvolumetric regions of fog, see **Using Fog Volumes** (p. 1267).

**Topics**

- Guidelines and Best Practices for Volumetric Fog (p. 1272)
- Setting Global (Time of Day) Volumetric Fog (p. 1272)
- Setting Volumetric Fog Environment Parameters (p. 1274)
- Adding Volumetric Fog Shadows (p. 1275)
- Using Console Variables (p. 1275)

**Guidelines and Best Practices for Volumetric Fog**

Observe the following guidelines and best practices for volumetric fog.

- **Make sure that the** `r_DeferredShadingTiled` **console variable is set to greater than 0. A value of 1 to 2**
  **is recommended. This is required to use volumetric fog.**
- **To avoid performance problems, use the default values for the** **Ramp Start** **and** **Ramp End** **parameters**
  **located in the** **Time of Day** **editor.**
- **Note that the** **Light** **entity's PlanarLight parameter** **with the** **AmbientLight** **parameter enabled** **is**
  **supported. However the** **PlanarLight** **parameter with the** **AmbientLight** **parameter disabled** **is not**
  **supported.**
- **Using large values for the** **Range** **parameter in the** **Time of Day Editor** **may cause fog flicker and light**
  **leaking behind walls unless you adjust the** `r_VolumetricFogTexDepth` **console value accordingly.**
- **The default values are** `r_VolumetricFogTexDepth=32` **for** **Range=64. If you want to use larger ranges**
  **such as** **Range=256** **and with same visual quality, you need to set** `r_VolumetricFogTexDepth=64`. **When**
  **Range=1024** **is used, set** `r_VolumetricFogTexDepth=128.`

**Setting Global (Time of Day) Volumetric Fog**

You can use global volumetric fog to simulate particles that are distributed uniformly along the ground
and fall off exponentially with height above sea level. Global volumetric fog accurately accounts for time
of day lighting and for scattered sunlight rays to produce halos around the sun.

Use the **Anisotropy** parameters to control the amount of sunlight that is scattered through fog and the
direction. Set the **Anisotropy (atmosphere)** parameter close to 0 to achieve a uniform look across the
entire sky. Set the **Anisotropy (sun radial)** parameter close to 1 to create a bloom effect around the sun.

The **Radial blend** parameters blend the **Anisotropy** parameters to create various effects. For example,
you can create sun radial scattering by setting **Radial blend mode** to 1 and **Radial blend factor** to 1.

**To set global volumetric fog parameters**

1. In Lumberyard Editor, click **Tools, Other, Time Of Day.**
2. In the **Time of Day Tasks** pane, under **Tasks**, click **Toggle Advanced Properties** to view all
   parameters.
3. In the **Parameters** pane, under **Volumetric fog**, adjust the following parameters as needed:
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height (bottom)</td>
<td>Specifies a reference height for the vertical fog gradient. This is the height at which the fog color reaches the specified color at the top. For fog density, this value is the height at which the vertical density falloff reaches the specified density.</td>
</tr>
<tr>
<td>Density (bottom)</td>
<td>Specifies the fog density at the bottom. Values greater than 0 or less than 1 cause the fog to gradually fall off.</td>
</tr>
<tr>
<td>Height (top)</td>
<td>Sets the reference height for the vertical fog gradient. For fog color, this value is the height at which the specified color reaches the top. For fog density, this value is the height at which the vertical density falloff reaches the specified density.</td>
</tr>
<tr>
<td>Density (top)</td>
<td>Specifies the fog density at the top. You can set the top density to a higher value than the bottom density. Doing so would reverse the vertical falloff and produce thick fog in the sky and clear views at the bottom. You can also set the top and bottom density values to be equal.</td>
</tr>
<tr>
<td>Global density</td>
<td>Sets the density of the global volumetric fog. Higher values create denser fog.</td>
</tr>
<tr>
<td>Ramp start</td>
<td>Specifies the distance from the camera at which the fog starts to render at 0 density.</td>
</tr>
<tr>
<td>Ramp end</td>
<td>Specifies the distance from the camera at which the fog ceases to render at 0 density.</td>
</tr>
<tr>
<td>Color (atmosphere)</td>
<td>Specifies the fog color for the atmosphere. For example, you can set the fog color to light blue (140, 230, 255) for midday, darker blue (90, 148, 164) for sunset or sunrise, and white for night time.</td>
</tr>
<tr>
<td>Anisotropy (atmosphere)</td>
<td>Adjusts the anisotropy for sun atmosphere scattering. Valid values: -1 to 1. Values less than 0 will shift the fog in the opposite direction of the sun. Values greater than 0 create a consistent appearance of atmospheric fog.</td>
</tr>
<tr>
<td>Color (sun radial)</td>
<td>Specifies the color of the glow around the sun.</td>
</tr>
<tr>
<td>Anisotropy (sun radial)</td>
<td>Adjusts the anisotropy for sun radial scattering. Values less than 0 will shift the glow effect to the opposite side of the sun. Values greater than 0</td>
</tr>
</tbody>
</table>
### Parameter | Description
--- | ---
 | make the radial color visible even when looking away from the sun.
 **Radial blend factor** | Blends the sun radial color with the atmosphere color. Valid values: 0 to 1. Set the value to 0 to turn off radial fog.
 **Radial blend mode** | Adjusts the blend mode for blending between atmosphere fog and radial fog. Set the value to 0 to use additive blending. Set the value to 1 to use linear interpolation.
 **Color (entities)** | Specifies the global fog color for volumetric lights, excluding the sun.
 **Anisotropy (entities)** | Adjusts the appearance of volumetric fog entities based on the viewing angle in relation to the sun. 0 = isotropic | 1 = perfect forward | -1 = perfect backward in-scattering.
 **Range** | Adjusts the maximum radius of volumetric fog. The default setting is 64.
 **In-scattering** | Specifies how much light (including sun) is scattered by fog. Higher values create a foggier scene (fog density remains unchanged) with bigger and brighter glow effects.
 **Extinction** | Specifies how much light the fog absorbs. Higher values create a thick, atmosphere effect that is tough for sun light to penetrate.
 **Analytical fog visibility** | Adjusts the global visibility of analytical fog. Set the value to 0 to hide analytical volumetric fog. Set the value to 1 to display analytical volumetric fog.
 **Final density clamp** | Sets the maximum density that the fog can reach. This enables the sky, horizon, and other bright, distant objects to be visible through dense fog. Setting this value too low can compromise depth perception and result in implausible visuals and apparent artifacts, especially when moving the camera.

### Setting Volumetric Fog Environment Parameters
You can set fog environment properties with just a few simple steps.

**To set volumetric fog environment properties**
1. In the **Rollup Bar**, on the **Terrain** tab, click **Environment**.
2. Under **Fog**, adjust the following values as needed:
   - **View distance** – Distance at which the fog fades away.
   - **View distance low spec** – Distance at which the fog fades away using the low spec setting.
   - **LDR global dens mult** – Sets the low dynamic range global fog density multiplier.
Adding Volumetric Fog Shadows

You can add volumetric shadows to fog with just a few simple steps.

**To add volumetric fog shadows**

1. In the **Rollup Bar**, on the **Terrain** tab, click **Environment**.
2. Under **VolFogShadows**, do the following:
   - Click **Enable** to enable volumetric shadows from global fog.
   - Click **EnableForClouds** to enable volumetric shadows from clouds.

Using Console Variables

The following console variables can be used to control volumetric fog:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>e_VolumetricFog</td>
<td>Toggles volumetric fog on and off.</td>
</tr>
<tr>
<td>r_VolumetricFogDownscaledSunShadow</td>
<td>Enables replacing sun shadow maps with downscaled shadow maps or static shadow map if possible. This reduces volumetric fog flicker for sun shadows.</td>
</tr>
<tr>
<td>r_VolumetricFogDownscaledSunShadowRatio</td>
<td>Sets the downscale ratio for sun shadow maps.</td>
</tr>
<tr>
<td>r_VolumetricFogMinimumLightBulbSize</td>
<td>Adjusts the minimum size threshold for light attenuation bulb size for volumetric fog. Small bulb sizes may cause light flicker.</td>
</tr>
<tr>
<td>r_VolumetricFogReprojectionBlendFactor</td>
<td>Adjusts the blending factor of the temporal reprojection filter. Higher values cause less flicker, but more ghosting.</td>
</tr>
<tr>
<td>r_VolumetricFogReprojectionMode</td>
<td>Sets the mode of ghost reduction for the temporal reprojection filter.</td>
</tr>
<tr>
<td>r_VolumetricFogSample</td>
<td>Adjusts the number of sample points.</td>
</tr>
<tr>
<td>r_VolumetricFogShadow</td>
<td>Adjusts the shadow sample count per sample point.</td>
</tr>
<tr>
<td>r_VolumetricFogTexDepth</td>
<td>Adjusts the internal volume texture depth.</td>
</tr>
<tr>
<td>r_VolumetricFogTexScale</td>
<td>Adjusts the internal volume texture width and height. Screen resolution divided by this factor is applied to both the width and height.</td>
</tr>
</tbody>
</table>

Rendering Cameras

You can use rendering cameras to define custom views within your level. You can trigger them using the **Track View** editor or the **Image:EffectDepthOfField** flow graph node. Rendering cameras are used frequently for animated sequences.
For more information about how to add and use rendering cameras, see Camera Entity (p. 557).

Depth of Field

Lumberyard uses an efficient gather-based depth of field (DOF) implementation. Depth of field is used to enhance the realism of a scene by simulating the way a real-world camera works. Use a broad depth of field to focus on all or nearly all of a scene. Use a narrow depth of field to focus on objects that are within a certain distance from the camera.
You can enable depth of field by using the `r_depthOfFieldMode` console variable. To control depth of field use the Track View editor or the `Image:EffectDepthOfField` flow graph node.
Motion Blur

Lumberyard uses a sample-weighted motion blur implementation whose settings mirror real-world camera shutter speed settings.
Sample Projects and Levels

Lumberyard offers a variety of sample projects, levels, and assets for you, which are located in the `\dev` directory at the root of the Lumberyard installation (`\lumberyard\dev`):

- **Samples Project** – Includes several gameplay levels and content that you need to follow the Lumberyard tutorials.

- **Multiplayer Project** – This game enables you to evaluate Amazon GameLift and test Lumberyard's multiplayer capabilities.
- **Multiplayer Sample Preview** – This game enables you to test Lumberyard's GridMate networking features.

- **Legacy Project (GameSDK)** – Enables you to use GameSDK functionality. GameSDK is available as a separate download.

- **Beach City Night Asset Collection** – Collection of free assets that you can use to try Lumberyard or make your own games. The Beach City Night asset collection is available as a separate download.
• **Woodland Asset Collection** – Free assets for you to use to create your levels. The Woodland asset collection is available as a separate download.

• **FeatureTests** – Collection of levels designed for demonstrating the behavior of a single core feature of Lumberyard.

**Topics**

- Samples Project (p. 1282)
- Starter Game Sample (p. 1296)
- VR Islands Level (p. 1298)
- Multiplayer Sample (p. 1302)
- Virtual Reality Project Sample (p. 1312)
Samples Project

The samples project includes a collection of sample levels and code that demonstrates how to use various Lumberyard features. The levels are located in the `\dev\SamplesProject\Levels` directory at the root of the Lumberyard installation (`\lumberyard\dev`).

The **Getting Started**, **Animation**, **Camera**, **Movers**, and **Triggers** projects show you how to use the **Flow Graph** editor to create a variety of scripted events. The examples in these projects show a basic setup and then progressively add more complexity or variation for each additional example. Every script has been annotated to explain what the script does and how each associated flow graph node is used.

Getting Started Project

The `\GettingStartedFiles` directory contains a complete level with items used in each step of the the Lumberyard Basics tutorial. Among these are terrain, lighting, cameras, objects, materials, flow graph scripting, and code. You can use these levels to skip over parts of the tutorial. The levels also show the completed experience as it should behave based on the walkthrough. For more information, see the Lumberyard Tutorials.

Samples Projects

The `\Samples` subfolder includes a collection of sample projects that demonstrate various Lumberyard features.
Animation Basic Sample

This sample demonstrates how to set up and trigger basic character animations in the **Flow Graph** editor. To play the game, do the following:

- To start the level, press **Ctrl+G**.
- To trigger an animation, click the mouse button.
- To exit the level, press **Esc**.

To see the flow graph, choose **Tools, Flow Graph**. In the **Graphs** pane, expand **Level, Entities, chicken_flow**, and click **AnimObject**.

Audio Sample

This sample demonstrates how to use the **Audio Trigger** (p. 396) and **Audio Rtpc** (p. 394) components with Lua scripts to associate sounds of a door opening and closing.

This example is fully annotated within the Lua script of the level file. The following sounds are associated:

- Sounds
  - Door open
  - Door creak
  - Door creak stop
  - Door slam
- Rtpc
  - Creak volume
  - Creak pitch
To play the example, do the following:

- Press **W/S** to swing the door.
- Press **Q** to open the door.
- Press **E** to open the door.
- Press **spacebar** to open or close the door.

To see the Lua script, select the `Door` entity (a child of `DoorTest`) and then click the `{ }` button next to the script property to open the Lua IDE.

For more information about audio, setting up sounds and using Wwise LTX, see Audio System (p. 168).

**Camera Sample**

This sample demonstrates how to use a camera entity with flow graph scripts to create different camera events and types for a gameplay experience. Each example is fully annotated within the flow graph scripts of the level file.

Examples for this project include the following:

- **Example 1** – Shows a camera pointed directly at the capsule for a first-person point of view (POV).
- **Example 2** – Shows a camera pointed directly at the capsule but offset to create a third-person POV.
- **Example 3** – Shows a look target pointed at the capsule with a camera parented to the look target, and creating a simple rig example.
- **Example 4** – Shows a top-down POV example.
- **Example 5** – Shows a side scroller POV example.
- **Example 6** – Shows a camera pointed at another entity that is tracking a target. The field of view (FOV) changes based on the distance between the camera and its target.
- **Example 7** – Shows a floating tracking camera. FOV changes are based on the distance between the camera and its target.
• **Example 8** – Shows a simple chase cam.
• **Example 9** – Shows a top-down camera with player controls.
• **Example 10** – Shows a complex example of using flow graph to create a custom character controller and third-person camera rig.

To play the examples, do the following:
• Press 5 to cycle through camera examples 1 through 10.
• Press 6 to cycle through the balloon camera.
• Press 7 to take control of the robot sphere controller.
• Use the following robot keyboard keys and mouse controls for examples 9 and 10:
  • To move forward, left, backward, and right, press the W, A, S, and D keys, respectively.
  • To look around, move the mouse.
  • To jump, press **spacebar**.

To see an annotated explanation, drive the game robot to each numbered display in this sample.

**Don't Die**

This simplified version of the Don't Die sample illustrates AWS Cloud Canvas functionality and flow graph integration. For more information, see Don't Die Sample Project.

Use the keyboard keys and mouse controls as follows:
• To move forward, left, backward, and right, press the W, A, S, and D keys, respectively.
• To deflect and destroy incoming debris if shield is active, use the left mouse button.
• To restart the game, press the Y key.

Upon character death, a high-score screen displays the top 10 survival times and screenshots.

When the game starts, text at the bottom of the screen shows a message with your Windows login name. Don't Die associates the login name with your Amazon Cognito ID and displays it next to your high score. The **Message of the Day** ticker scrolls below the Don't die username message.
Movers Sample

This sample demonstrates how to move objects using scripted events to define the motion within a level. Each example is fully annotated within the flow graph scripts of the level file. It contains various examples of moving objects in a scene using the MoveEntityTo, RotateEntity, and RotateEntityTo flow graph nodes.

Examples for this project include the following:

- **Example 1** – Moves the entity to a tag point.
- **Example 2** – Moves the entity to a tag point and loops the operation.
- **Example 3** – Move the entity to a tag point, adds additional rotation, and loops the operation.
- **Example 4** – Rotates the entity indefinitely.
- **Example 5** – Accelerates and rotates the entity 180 degrees.
- **Example 6** – Parents the entity to another and sets the parent to rotate indefinitely.
- **Example 7** – Accelerates and rotates up to a maximum speed.
- **Example 8** – Accelerates a rotation and then decelerates.
- **Example 9** – Accelerates a rotation, decelerates, and loops.
- **Example 10** – Links four separate entities to the same parent. Both the parent and its children rotate at different angles and rates.
- **Example 11** – Uses keyboard keys I, K, J, and L to move a box around in the viewport. Shows a second entity moving toward the first one.

Use the following robot keyboard keys and mouse controls:

- To move forward, left, backward, and right, press **W, A, S, and D** keys, respectively.
- To look around, move the mouse.
- To jump, press the **spacebar**.
To activate the trigger and see an annotated explanation, drive the game robot to each numbered display in this sample.

**Particles Sample**

This sample showcases particles from the various Lumberyard systems and demonstrates how to create high-quality effects using simple and advanced features in the **Particle Editor**. Currently the sample level includes a fire effect and a laser effect. More particles will be added in the future.
You can view particle effects and interact with individual particles in Lumberyard Editor by clicking **Tools**, **Particle Editor**.
Once the particles sample level is open, in the **Perspective** viewport in Lumberyard Editor, use the following keyboard keys and mouse controls:

- To start the level, press **Ctrl+G**.
- To move forward, left, backward, and right, press the **W, A, S, and D** keys, respectively.
- To look around, move the mouse.
- To exit game mode, press **Esc**.

**Particles Technical Sample**
This sample demonstrates how to create particle systems and effects by changing various attributes in the Particle Editor. The sample level includes 10 particle samples that illustrate how to manipulate the particles using two physics entities, flow graph nodes, and entity links.

The sample level is located in the \dev\SamplesProject\Levels\Samples\Particles_Technical_Sample directory and the particle libraries are located in the \dev\SamplesProject\libs\particles directory.

You can view particle effects and interact with individual particles in Lumberyard Editor by clicking Tools, Particle Editor. The particle effects are located in the Libraries pane.

Open the particles technical sample level in the Perspective viewport in Lumberyard Editor. After that you can use the same keyboard keys and mouse controls as the section called “Particles Sample” (p. 1287).

Examples for this sample level include the following:

- **Station 1 – Particle Collision** demonstrates particles that collide with an object.
- **Station 2 – Mesh Particles** demonstrate geometry attached to particles.
- **Station 3 – GPU Particles** demonstrate the particles that are processed and rendered entirely by the graphics card GPU.
- **Station 4 – Particles with Gravity Entities** demonstrate particles that are manipulated by the physics entity called GravitySphere.
- **Station 5 – Particles with Turbulence** demonstrates how the turbulence attributes are used to create a vortex effect.
- **Station 6 – Particles with Scripted Wind Speed** demonstrates particles that are manipulated by the physics entity called WindArea. The WindArea entity is also manipulated by flow graph.
- **Station 7 – Particles with Wind Entity** demonstrates particles that are manipulated by the physics entity called WindArea.
- **Station 8 – Animated Texture** demonstrates how to use a texture atlas to animate textures that are attached to particles.
- **Station 9 – Custom Particle Material** demonstrates how the appearance of a particle can be changed by using a custom material.
Station 10 – Target Attraction demonstrates how an entity link and flow graph can be used together to make particles target an object and follow it.

Spawner Component Script Sample

The spawner component script sample demonstrates how to set up a spawner component and drive it using a simple Lua script. It facilitates the spawning of a design-time selected or run-time provided dynamic slice (.dynamicslice file) at an entity’s location with an optional offset. The sample, located in the \dev\SamplesProject\Levels\Component_Tests\Spawner_Component_Script_Sample directory, includes examples of all of the spawner component’s events and notifications.

To run the spawner component sample

1. Open the sample level at Levels\Component_Tests\Spawner_Component_Script_Sample.
2. Press Ctrl-G to start the simulation.

3. The test runs automatically. No user input is expected, but when the spawner component is selected in the viewport, you can modify the simulation parameters in the Spawner and Lua Script sections of Entity Inspector.

4. Press Esc to stop the simulation.

**Editor Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dynamic slice</td>
<td>The slice to spawn.</td>
<td>Null</td>
</tr>
<tr>
<td>Spawn on activate</td>
<td>Specifies whether the component spawns the selected slice upon activation.</td>
<td>False</td>
</tr>
</tbody>
</table>
Buses

The following table shows the EBus request events that are exposed to Lua for the spawner component.

**SpawnerComponentRequestBus**

<table>
<thead>
<tr>
<th>Function</th>
<th>Parameters</th>
<th>Return</th>
<th>Available to Script</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spawn</td>
<td>(none)</td>
<td>SliceInstantiationTicket</td>
<td>Yes</td>
<td>Spawns the selected slice at the entity's location.</td>
</tr>
<tr>
<td>SpawnRelative</td>
<td>Transform</td>
<td>SliceInstantiationTicket</td>
<td>Yes</td>
<td>Spawns the selected slice at the entity's location with the provided relative offset.</td>
</tr>
<tr>
<td>SpawnSlice</td>
<td>slice</td>
<td>SliceInstantiationTicket</td>
<td>No</td>
<td>Spawns the provided slice at the entity's location.</td>
</tr>
<tr>
<td>SpawnSliceRelative</td>
<td>slice, Transform</td>
<td>SliceInstantiationTicket</td>
<td>No</td>
<td>Spawns the provided slice at the entity's location with the provided relative offset.</td>
</tr>
</tbody>
</table>

The following table shows the events for SpawnerComponentNotificationBus. The events have no return values.

**SpawnerComponentNotificationBus**

<table>
<thead>
<tr>
<th>Function</th>
<th>Parameters</th>
<th>Available to Script</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnSpawnBegin</td>
<td>SliceInstantiationTicket</td>
<td>Yes</td>
<td>Notification that the spawn process for a slice has begun.</td>
</tr>
<tr>
<td>OnSpawnEnd</td>
<td>SliceInstantiationTicket</td>
<td>Yes</td>
<td>Notification that the spawn process for a slice has finished.</td>
</tr>
<tr>
<td>OnEntitySpawned</td>
<td>SliceInstantiationTicket, &lt;EntityID&gt;</td>
<td>Yes</td>
<td>Notification that the specified entity has been spawned.</td>
</tr>
<tr>
<td>OnEntitiesSpawned</td>
<td>SliceInstantiationTicket, vector&lt;EntityID&gt;</td>
<td>No</td>
<td>Notification that the specified entities have been spawned.</td>
</tr>
</tbody>
</table>
Trigger Sample

This sample demonstrates ways to use trigger volumes to activate events within a level. In this sample the event is opening or closing a door. Each example is fully annotated within the flow graph scripts of the level file. It demonstrates various uses for proximity and area triggers.

Examples for this project include the following:

- **Example 1** – Shows a proximity trigger set to only be activated by the player. The metal sphere above the door does not activate the trigger.
- **Example 2** – Shows a proximity trigger with **OnlyPlayer** disabled. Any entity can successfully activate the trigger.
- **Example 3** – Shows a proximity trigger with **OnlyOneEntity** enabled. The first entity must leave before the trigger can be activated again.
- **Example 4** – Shows a proximity trigger with **OnlySelectedEntity** enabled. For the trigger properties, the sphere's name has been added as a string to admit only entities with that specific name.
- **Example 5** – Shows a proximity trigger with simple flow graph logic requiring three entities in the trigger. Both spheres above the door and the player must be in the trigger area for it to activate.
- **Example 6** – Shows an area shape and area box. Both areas are linked to a single trigger.
- **Example 7** – Shows three area triggers that are overlapping. The player must stand in the middle of all trigger areas in order to activate the trigger.
- **Example 8** – Shows three area triggers that must be activated, but in no particular order.
- **Example 9** – Shows three area trigger plates that must be activated in a specific order.

Use the following robot keyboard keys and mouse controls:

- To move forward, left, backward, and right, press the **W**, **A**, **S**, and **D** keys, respectively.
- To look around, move the mouse.
- To jump, press **Spacebar**.
To activate the trigger and see an annotated explanation, drive the game robot to each numbered door in this sample.

**UIEditor Sample**

This sample demonstrates how to create a basic main menu using the UI Editor. For more information, see UI System (p. 1350).

**Twitch Chat Basics**

Located in the `TwitchChatBasics` directory, this sample demonstrates Twitch ChatPlay features. For example, it shows how to connect a Twitch chat windows text input directly to a trigger event within a game level. In this specific example, Twitch chat users can type in a primary or secondary color. When they do, a ball of that color spawns into the level and bounces through a set of pins.

Each section of the Flow Graph editor has been annotated to show the steps required to make specific events occur. The essential elements to the chat experience are highlighted as well.

For more information on Twitch-related flow graph nodes, see Using Flow Graph with Twitch ChatPlay (p. 1345).

Also included is a debug script with which you can manually push the number of users up to a set number. This can help you verify that the count of users works when no users are available for testing.

**Starter Game Sample**

The Starter Game sample allows you to see how Lumberyard systems are used together to make a game. Starter Game is a small, third-person game that is built with the Lumberyard component entity system. In addition to component entities, Starter Game demonstrates bipedal locomotion, voxel-based global illumination, the time of day system, and more. In this sample, you play as Jack, a robot that has crashed on a distant planet. Jack can explore the world and must defend himself against enemy robots that
occupy the planet. You can use Jack or any other assets in the Starter Game sample to prototype your own projects.

**Note**
Starter Game is supported on Lumberyard 1.9.0.1 or later.

---

**To install the Starter Game sample**

1. Download the StarterGame.zip package at Lumberyard Downloads and extract it to your Lumberyard directory. For example, \Lumberyard\1.x.0.0.
2. Launch the Project Configurator using the desktop icon.
3. In the Project Configurator, select Starter Game.
4. Click Set as default. Close the Project Configurator.
5. Launch Lumberyard Editor.
6. In the Welcome to Lumberyard Editor dialog box, click Open level.
7. In the Open a Level dialog box, select StarterGame and click Open.
8. To start the game, press Ctrl+G. Use the following keyboard keys and mouse controls:

   • To move forward, strafe left, move backward, and strafe right, press the W, A, S, and D keys, respectively.
   • To look around, move the mouse.
   • To shoot, click the primary mouse button.
   • To toggle weapon selection, click the secondary mouse button.
   • To toggle time of day, press the F key.
   • To exit the game, press Esc.

If you are running Starter Game in the editor and Jack the robot dies, press Esc to exit the game.

**Note**
The viewport window displays debugging information by default when you are in gameplay mode (Ctrl+G). You can toggle this information on or off by pressing the tilde (~) key. For more information, see Using Console Debug Views (p. 1339).
VR Islands Level

The VR Islands level showcases the potential of a simple VR level started from instantVR. This level features floating islands between which a player can teleport.

Lumberyard has customized instantVR with new controllers that have physics collision on them.

A player can teleport around the islands using the trigger button on the Oculus or Vive motion controllers. Assuming the teleport location is valid, holding the trigger picks the location, and releasing it initiates the teleport.

The motion controllers, visualized as spheres, can push the blobby vegetation around.

To install the VR Islands level

1. Download the vrproject.zip package at Lumberyard Downloads and extract it in your Lumberyard directory. For example, \Lumberyard\1.x.0.0
2. Open the Setup Assistant (p. 17). On the Summary page, click Project Configurator.
   
   **Note**  
   To ensure that the VR Islands level launches, you must use Setup Assistant to open Project Configurator. Setup Assistant copies required SDKs from the 3rdParty directory into the \dev\VirtualRealityProject directory.
3. In the Project Configurator, select VirtualRealityProject.
4. Click Set as default. Close the Project Configurator.
6. Open the level named VR_Islands_Sample.

Sample images from the VR Islands level:
Multiplayer Sample

The Multiplayer sample shows you how to build and structure multiplayer games that use the various features of the GridMate networking library. The new preview attempts to incorporate as many GridMate features as possible but is not comprehensive. Instead it is intended as a living snapshot of the current state of the networking library. Consequently, as the sample evolves, features might be added to enhance functionality or removed to keep the sample concise.

Building and Running the Sample

Follow these steps to build and run the sample.
To build and run the Multiplayer sample

1. In Lumberyard Project Configurator set MultiplayerSample as the active project.
2. Run the following command:

   `lmbr_waf configure`

3. Run one of the following commands, which builds everything in the profile.
   - If you are using Visual Studio 2013, run this command:
   `lmbr_waf.bat build_win_x64_vs2013_profile -p all`
   - If you are using Visual Studio 2015, run this command:
   `lmbr_waf.bat build_win_x64_vs2015_profile -p all`

4. Run the MultiplayerSampleLauncher.exe file from your default bin directory.
   - For Visual Studio 13, use Bin64vc120.Dedicated.
   - For Visual Studio 15, use Bin64vc140.Dedicated.

MultiplayerLobby

This level demonstrates a multiplayer lobby that uses GridMate networking. Currently, the level performs the following tasks:

- Creates a server
- Displays a list of servers on the local LAN
- Connects to a server

To create a server

1. Type the server name in the Create a Server form.
2. Click Create Server.
   - The game starts hosting and loads the selected map.

To connect to a server

1. Find your server in the server browser list. If your server doesn't appear, click Refresh.
2. To select your server, click the row that contains your server name.
3. Click Connect.

Game Overview

The Multiplayer sample is an arcade space shooter. Each player controls a ship in a giant field of asteroids. Each player must fly through the asteroids and destroy as many of them as possible in an effort to achieve the highest score. Additional points are awarded when other players are killed. Points are deducted every time the player dies. In addition to the threats posed by asteroids and other players, gravity wells scattered around the map can draw players in and trap them. Players who become trapped in a gravity well die instantly.
When a ship is spawned, three kinds of ships are assigned randomly:

- **Fighter** – An average space ship.
- **Speeder** – A faster and more maneuverable space ship but less sturdy as a result.
- **Rammer** – A sturdier ship that is weaponless but designed to smash into asteroids and destroy them. The ship is fast but has poor maneuverability.

When destroyed, some asteroids spawn collectibles that award a short-time power-up bonus. These power-ups include extra damage against certain targets, a longer power-up time, and extra protection against certain sources of damage.

**Game Controls**

The following tables list command controls for keyboards and Xbox controllers.

**Keyboard**

<table>
<thead>
<tr>
<th>Key</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>WASD keys</td>
<td>Move the ship relative to the screen (W is always up, S is always down, and so forth).</td>
</tr>
<tr>
<td>Arrow left, arrow right</td>
<td>Rotate the ship clockwise or counterclockwise.</td>
</tr>
<tr>
<td>Spacebar</td>
<td>Fire the ship's weapon (if applicable).</td>
</tr>
<tr>
<td>Tab (hold)</td>
<td>Open the <strong>Player Stats</strong> window.</td>
</tr>
</tbody>
</table>

**Xbox Controller**

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left joystick</td>
<td>Move the ship in absolute terms relative to the screen.</td>
</tr>
<tr>
<td>Right joystick</td>
<td>Rotate the ship clockwise or counterclockwise.</td>
</tr>
<tr>
<td>Right shoulder button</td>
<td>Fire the ship's weapon (if applicable).</td>
</tr>
<tr>
<td>Back button (hold)</td>
<td>Open the <strong>Player Stats</strong> window.</td>
</tr>
</tbody>
</table>

**PS4 Controller**

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left joystick</td>
<td>Move the ship in absolute terms relative to the screen.</td>
</tr>
<tr>
<td>Right joystick</td>
<td>Rotate the ship clockwise or counterclockwise.</td>
</tr>
<tr>
<td>R2</td>
<td>Fire the ship's weapon (if applicable).</td>
</tr>
<tr>
<td>Options button (hold)</td>
<td>Open the <strong>Player Stats</strong> window.</td>
</tr>
</tbody>
</table>
Touch Controls

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virtual joystick (left side of screen, no visual indication)</td>
<td>Move the ship in absolute terms relative to the screen.</td>
</tr>
<tr>
<td>Virtual joystick (right side of screen, no visual indication)</td>
<td>Rotate the ship clockwise or counterclockwise.</td>
</tr>
</tbody>
</table>

Notes

• As soon as you begin moving with either virtual joystick, the ship begins firing (if applicable).
• These controls can also be accessed by using the mouse (click to touch).
• If you fire manually, the automatic firing stops until the next input from one of the virtual joysticks.

Game CVars

The following console variables can be used with the game.

mps_AISteeringDebug

Specifies whether the debug drawing information for the bot is drawn.

mps_ControllerType <number>

Controls the type of PlayerController that the client uses to control the assigned ship. The following table shows the possible values for <number>:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Specifies manual control. A user controls a single ship.</td>
</tr>
<tr>
<td>1</td>
<td>A bot that plays the game.</td>
</tr>
</tbody>
</table>

mps_DrawBucketSystem

Specifies whether the debug information for the bucket system is drawn.

mps_SpawnTag

Controls what ship is spawned for a player when the player spawns a ship. Possible values are shown in the following table.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Random</td>
<td>Chooses an available ship at random. This is the default value.</td>
</tr>
<tr>
<td>Fighter</td>
<td>Spawns a fighter ship.</td>
</tr>
<tr>
<td>Speeder</td>
<td>Spawns a speeder ship.</td>
</tr>
<tr>
<td>Rammer</td>
<td>Spawns a rammer ship.</td>
</tr>
</tbody>
</table>
mps_UserName

Specifies the name for the client in game elements such as the scoreboard or action notification.

Creating a Dedicated Server

To create a dedicated server for the game, perform the following steps.

To create a dedicated server

1. In Lumberyard Project Configurator set MultiplayerSample as the active project.
2. Run the following command:

   lmbr_waf configure

3. Run one of the following commands, which builds everything in the profile.

   If you are using Visual Studio 2013, run this command:

   lmbr_waf.bat build_win_x64_vs2013_profile –p all

   If you are using Visual Studio 2015, run this command:

   lmbr_waf.bat build_win_x64_vs2015_profile –p all

4. Run one of the following commands, which builds game_and_engine in profile_dedicated.

   For Visual Studio 2013, run the following command:

   lmbr_waf.bat build_win_x64_vs2013_profile_dedicated –p game_and_engine

   For Visual Studio 2015, run the following command:

   lmbr_waf.bat build_win_x64_vs2015_profile_dedicated –p game_and_engine

5. Run the MultiplayerSampleLauncher_Server.exe file from your default bin directory.

   • For Visual Studio 13, use Bin64vc120.Dedicated.
   • For Visual Studio 15, use Bin64vc140.Dedicated.

Supported Platforms

The Multiplayer sample is currently supported on a variety of client and server platforms.

Clients

The following playable client platforms are supported:

• Windows (Visual Studio 2013, 2015)
• Xbox One
• PlayStation 4
• Android
About Self-Signed Certificates in the Multiplayer Sample

In Windows, the Multiplayer sample enables client-side self authentication that uses a self-signed certificate, which the build script generates for each user. Regarding this certificate, keep in mind the following points:

- The self-signed certificate is not an official certificate. If you want to ship a publicly available game, you must replace it with a public key certificate.
- On the macOS and Linux platforms, you must generate self-signed certificates manually.
- On the macOS and Linux platforms, the Multiplayer sample has the following limitations:
  - macOS: Only iOS client builds can be made.
  - Linux: Only dedicated server builds can be made.

Troubleshooting

The following are some connection troubleshooting tips.

- If clients are unable to discover a server, ensure that the server and client are on the same subnet in order to allow for UDP discovery.
- If clients are unable to connect to a server, ensure that the server and client are using the same key and certificate files.
- When trying to host or join a session, you might receive one of the following error messages:

<table>
<thead>
<tr>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Secure Socket configuration given for hosting a session. Ensure that a Public and Private key are being supplied.</td>
</tr>
<tr>
<td>Invalid Secure Socket configuration given for joining an encrypted session. Ensure that a Certificate Authority is being supplied.</td>
</tr>
</tbody>
</table>

  To resolve these issues, perform one of the following tasks:

  - Run the command `lmbr_waf configure` to generate a set of certificates.
  - In the `MultiplayerSample/certificates` directory, provide your own appropriately named certificates.

For more information about self-signed certificates, see Encryption in the Multiplayer Sample Network Features (p. 1310) section and About Self-Signed Certificates in the Multiplayer Sample (p. 1307).

Topics

- Multiplayer Sample Gameplay Architecture (p. 1308)
Multiplayer Sample Gameplay Architecture

The Multiplayer sample consists of five main entities and an equal number of supporting gameplay systems. The following overview provides a conceptual introduction to the architecture of the Multiplayer sample.

Principal Entities in the Multiplayer Sample

The principal entities in the Multiplayer sample are ships, asteroids, gravity wells, bullets, and collectibles. These entities also have some common components.

Common Components

The principal entities in the game share the following components:

- **SimpleSpacePhysicsComponent** – This component enables objects to move around in space and be affected by gravity.
- **CollisionSystemComponent** – These components enable objects to interact with each other in the world.
- **NetBindingComponent** – Activates the net binding code of other components on an entity and signals the game that the entity should be replicated across the network.

Ships

The Multiplayer sample uses a variety of ships that demonstrate how a selectable game state can be synchronized from a client to a session when the player first joins the game. Different types of ships also provide a variety of game experiences. Some ships have long range weapons, and others are short range and have no weapons. The following components are related to ships:

- **ShipComponent** – Identifies an object as a ship to Lumberyard. It also takes commands from the player and converts them on the host into the motion required to move the ship.
- **ShipGunComponent** – Handles the firing of bullets.
- **ActiveModifiersComponent** – Manages the modifiers that affect the ship.
- **CollectibleInterpreterComponent** – Enables a layer of interpretation between a collectible and the actual modifier that is granted. This enables implementations of a collectible according to the ship type. For example, ships with guns that receive a collectible get a special laser, while weaponless ships get a nonweapons-related buff.
- **HealthComponent** – Determines the relative health of the ship as long as it remains operational.

Asteroids

Asteroids are the most common slice in the Multiplayer sample. They exist in three sizes (small, medium, and large). These asteroid types are functionally the same while they exist. When destroyed, they react differently by spawning varying amounts of asteroids and collectibles. Blanketing the playfield with these objects allows for optimization techniques to be implemented that create a reasonable visual experience without overusing bandwidth. The following components are related to asteroids:

- **AsteroidComponent** – Identifies an object as an asteroid to the game engine.
- **DeathActionComponent** – Allows for actions to be taken upon the destruction of the object. In the sample, the DeathActionComponent spawns additional asteroids and collectibles.
• DamageComponent – Determines how much damage the asteroid does when it collides with a ship.
• HealthComponent – Determines how much damage an asteroid can take before it is destroyed.

Gravity Wells

Gravity wells create action inside the game by causing objects to be destroyed and spawned even in the absence of user interaction. This prevents the game state from falling into stasis. The following components are related to gravity wells:

• GravityWellComponent – Identifies an object as a gravity well.
• GravitySourceComponent – Applies gravity to physical objects and draws them towards the source object.

Bullets

Ships use bullets to damage asteroids and each other. The use of bullets drives gameplay and generates points. The following components are related to bullets.

• BulletComponent – Identifies an object as a bullet.
• DamageComponent – Determines how much damage a bullet does when it hits a ship or asteroid.

Collectibles

Collectibles add fun and excitement to the game and provide a way to enable and test dynamic in-game changes to otherwise static systems. The sample uses collectibles to test the handling of constantly shifting objects to find the right balance between natural appearance and controllability. The following component is related to collectibles.

• CollectibleComponent – Identifies an object as a collectible.

Multiplayer Sample Gameplay Systems

The gameplay systems in the Multiplayer sample handle the game logic essential to game operations.

Game Manager

The GameManagerComponent handles all of the general game logic, such as controlling game start and end, managing the results screens, and other tasks not performed by individual game modes. The GameManagerComponent functions as a server-only component. A component like this would normally be reserved for use in a dedicated server and not be shipped in a player version of the game. The component synchronizes no data and is not replicated across the network.

Score Attack Game Mode

The ScoreAttackGameModeComponent works with the GameManagerComponent to provide the rules for play and synchronize data to players for score attack mode.

Asteroid Manager

The AsteroidManagerComponent creates new asteroids and manages asteroid lifespans. It decides where, how, and how many asteroids are spawned into the game. Although it is exported with the level, this component synchronizes no data and should not be included in a player version of the game.
Collectible Manager

The CollectibleManagerComponent spawns collectibles in response to the destruction of asteroids. Although it is exported with the level, this component synchronizes no data and should not be included in a player version of the game.

Spawn Manager

The SpawnManagerComponent is a wrapper for the Spawner component that allows the sample to spawn objects in complex ways without requiring the use of multiple spawner components. The spawn manager facilitates the automation of variation among spawned entities. For example, when an asteroid is spawned, a general type can be specified and the specific type randomly selected in the spawn manager from the supported types. This removes the need to manually specify a type with each spawn request.

This approach also promotes ease of maintenance because it enables a single object to handle all objects of a single type. For example, all asteroids are defined in a single place and are identified by a specific tag (SmallAsteroid, MediumAsteroid, or LargeAsteroid). This limits the number of interactions required among the objects and the amount of information that must be exchanged.

In the sample, only one object manager (for example, asteroid or collectible) is aware of the location of the spawner for an object. This location is usually on the object itself.

Multiplayer Sample Network Architecture

The sample uses a server-authoritative architecture. In the sample, client-side input is processed on the player and converted into RPCs that are processed by the server.

Player Object

When each client joins the session, it creates an object on the server that represents the player. The object provides information relevant to player configuration. The client maintains full control over player configuration, which the server reads from the object. The player object consists of a GamePlayerComponent and a related GamePlayerChunk.

- GamePlayerComponent – The GamePlayerComponent represents the player on the server. The component is owned by the client and replicated to the server. This component handles local player configuration such as the player's name and the ship to spawn. The user can change this information during gameplay. These changes must be reflected to the server.
- GamePlayerChunk – The replica chunk that represents player information on the server. The GamePlayerChunk specifies the display name of the player and the ship that the player wants to spawn.

Ship Object

The ship object consists of a ShipComponent and a related ShipComponentReplicaChunk.

- ShipComponent – Manages the overall ship logic, controls, and ship configurations.
- ShipComponentReplicaChunk – Contains the RPCs that are invoked on the client and passed to the server. The server then validates, sanitizes, and applies the results to the game state.

See Also

For more information about networking in the Multiplayer sample, see Multiplayer Sample Network Features (p. 1310).

Multiplayer Sample Network Features

The Multiplayer sample offers the following features.
• **Dedicated Server Split (Partial)** – Because the clients can also host game sessions for LAN play, a true split is never done even when the client has no server code. However, the code itself is compartmentalized in such a way that the split can be done easily. A dedicated server split is used in the following component:

  - **GameManagerComponent** – Designed to be available only on the server. It relies on the GameModeBus to synchronize the state to display (for example, whether the game is ready to start a round, or whether the current round is complete). For details, see the source code files in the `{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\GameLogic}` directory.

• **Client Authoritative Control** – Enables the client to maintain exclusive control of an object whose actions are processed on the server. Client authoritative control is used in the following components:

  - **ShipComponent** – Client commands that control a ship trigger a series of RPCs that the ShipComponent exposes. The RPCs are then processed on the server. The commands are restricted to the owner of the object. For details, see the source code files in the `{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\Ship\ShipController}` directory.

  - **ManualPlayerControllerComponent** – Represents the human-controllable player. For details, see the source code files in the `{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\ShipController}` directory.

  - **BaseAutomatedPlayerControllerComponent** – Represents an AI-controllable player. It maps computer-generated input to the RPC calls. For details, see the source code files in the `{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\ShipController}` directory.

• **Encryption** – Encryption is performed using `FileDataSource` with self-signed certificates and certificate pinning. The files expected are a set of X.509 PEM files, which are split into a nonpassword-protected key (`multiplayersample.key.pem`) and a cert file (`multiplayer.cert.pem`). These are located in the `MultiplayerSample\Certificates` directory. If either of these files is missing, a set of certificates is generated using RSA2048 and some default answers that can be customized from the `wscript` file. For more information, see How To Generate a Private Key and Public Certificate. For important information about self-signed certificates in the Multiplayer sample, see About Self-Signed Certificates in the Multiplayer Sample (p. 1307). In the Multiplayer sample, encryption is used in the following features:

  - **GameManager** – Exposes a function called `SetupEncryption`, which handles the configuration of certificates for the game. For details, see the source code files in the `{dev\Code\MultiplayerSample\Game\Game}` directory.

  - **MultiplayerUtils** (in Multiplayer Gem) – Has utility functions that handle configuration of the carrier description for hosting and joining. The code shows how to configure the `SecureSocketDriver` and use an EBus event to signal its use for the connection. For details, see the source code files in the `{dev\Gems\Multiplayer\Code\Include\Multiplayer}` directory.

• **RPC Traits** – In Lumberyard, RPCs allow games to send events or requests to remote nodes through GridMate replicas that synchronize the state of the session. In the Multiplayer sample, RPC traits are used to control ships, manage the HUD state, and manage audio controllers. To see how they are attached to RPCs, see the source code files in the following locations.

<table>
<thead>
<tr>
<th>Component</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShipComponent</td>
<td><code>{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\Ship}</code></td>
</tr>
<tr>
<td>CoreGameHUDController</td>
<td><code>{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\GameLogic}</code></td>
</tr>
<tr>
<td>ShipAudioController</td>
<td><code>{dev\Code\MultiplayerSample\Modules\MultiplayerSampleModule\Source\Components\Audio}</code></td>
</tr>
</tbody>
</table>
Virtual Reality Project Sample

The Virtual Reality Project sample is a template that you can use to build virtual reality (VR) applications for any supported device. The sample is configured with the base set of Gems (HMD Framework, Oculus, OpenVR, and OSVR) that you need for VR and demonstrates the following essential VR features:

- Room-scale VR setup
- Tracked controller input system
- Spatialized audio playback
- Stereo 360 video playback

To install the Virtual Reality Project sample

1. Download the `vrproject.zip` package at Lumberyard Downloads and extract it in your Lumberyard directory. For example, `\Lumberyard\1.x.0.0`.
2. Open the Setup Assistant (p. 17). On the Summary page, click Project Configurator.
Note
To ensure that the VR project launches, you must use Setup Assistant to open Project Configurator. Setup Assistant copies required SDKs from the 3rdParty directory into the dev\VirtualRealityProject directory.

3. In the Project Configurator, select VirtualRealityProject.
4. Click Set as default. Close the Project Configurator.

Note
The video playback on the TV in the VR_TVRoom_Sample level must be enabled before you can view video playback. For instructions on setting up video playback, see Setting up Video Playback (p. 502). After completing video playback setup, you must also rebuild (p. 895) the virtual reality project.

Beach City Sample Project

The Beach City sample project includes free assets that you can use to create your own levels. Although the Beach City sample project is intended to be a visual demo and is not a playable demo, you can add player controls to the level if you wish to make it playable.

To install the Beach City sample project

1. Download the BeachCity.zip package at Lumberyard Downloads and extract it in your Lumberyard directory. For example, \Lumberyard\1.x.0.0.
2. Open the Setup Assistant (p. 17). On the Summary page, click Project Configurator.

Note
To ensure that the Beach City project launches, you must use Setup Assistant to open Project Configurator. Setup Assistant copies required SDKs from the 3rdParty directory into the dev\BeachCity directory.

3. In the Project Configurator, select BeachCity.
4. Click Set as default. Close the Project Configurator.

Sample images from the Beach City sample project:
Woodland Asset Package

The Woodland asset package includes free wilderness assets that you can use to create a forest scene or populate your own levels with vegetation and other natural features that might be found in a woodlands scene. The Woodland assets are static art assets; therefore, you will not need to recompile your project after adding these assets.
To install the Woodland asset package

1. Download the Woodland Asset Package at Lumberyard Downloads and extract it in the `\dev\Gems\AssetCollection_Woodland` directory at the root of your Lumberyard installation. You may need to create this folder or rename the extracted folder.

2. Open the Project Configurator.

3. In the Project Configurator, under your project, click Enable Gems.

4. On the Gems (extensions) page, select Woodland Asset Collection.

5. Click Save.

6. Open Lumberyard Editor and do the following:
   - In the Rollup Bar, click Geom Entity and select your meshes.
   - Click Tools, Material Editor and select your materials and textures.
   - Click Tools, Geppetto and select your animations.

Sample images from the Woodland asset collection:
FeatureTests Project

The FeatureTests project includes a collection of small, self-contained levels that each demonstrate a single core feature (or small, related subset of features) within Lumberyard across all supported platforms, allowing them to be examined or debugged in relative isolation. The project is located in the \dev\FeatureTests directory at the root of the Lumberyard installation (\lumberyard\dev).

To load or switch levels, do the following:

- In Lumberyard Editor, choose File, Open.
- Modify map level_to_load in the FeatureTests/autoexec.cfg file before running the standalone game on the Windows, iOS, Android, XBoxOne, and PS4 platforms.
- Execute the map level_to_load command from the local or remote console while running the standalone game.

FeatureTest Controls

The FeatureTests project includes a simplistic fly camera that is enabled in most of the 3D levels that can be controlled as follows:

- **PC** – Use the mouse to look around and the keyboard AWSD keys to move around.
- **Consoles** – Use the gamepad left thumbstick to move around and the right thumbstick to look around.
- **Mobile** – Use the left side of the screen to move around and the right side of the screen to look around.

Most of the levels in the Input directory have different controls designed to test specific input methods.

**Note**
All of the levels in the ui directory are 2D.
FeatureTest Levels

The following feature levels are provided in the FeatureTests\Levels directory:

**Animation feature levels**
- Animation
  - AnimationBasic

**Input feature levels**
- Gestures
  - GestureClickOrTap
  - GestureDrag
  - GestureHold
  - GesturePinch
  - GestureRotate
  - GestureSwipe
- Keyboard
  - KeyboardBasic
- MotionSensor
  - MotionSensorAccelerometer
  - MotionSensorGyroscope
  - MotionSensorMagnetometer
- Touch
  - TouchBasic
  - TouchRayCast

**Rendering feature levels**
- AmbientOcclusion
  - AmbientOcclusionBasic
- Decals
  - Decals
- GeometryBeam (PC only)
  - GeometryBeam
- HumanFeatures (PC only)
  - HumanFeatureEye
  - HumanFeatureHair
- HumanFeatureSkin
FeatureTest Levels

- Lighting
  - LightingBlend

- Reflections
  - ReflectionsScreenSpace
  - ReflectionsWaterVolume

- ScreenEffects
  - ScreenEffectBlur
  - ScreenEffectChromaShift
  - ScreenEffectColorCorrection
  - ScreenEffectDepthOfField
  - ScreenEffectFader
  - ScreenEffectFrost
  - ScreenEffectGhosting
  - ScreenEffectInterference
  - ScreenEffectRainDrops
  - ScreenEffectVisualArtifacts
  - ScreenEffectVolumetricScattering
  - ScreenEffectWaterDroplets
  - ScreenEffectWaterFlow

- Shadows
  - ShadowsAreaLight
  - ShadowsPointLight
  - ShadowsSkybox

- Terrain
  - TerrainAndVegetation
  - TerrainAndWater
  - TerrainAndWaterAndVegetation
  - TerrainAndWaterVolume

- VisAreas
  - VisAreaBasic

- Weather
  - WeatherCloudBasic
  - WeatherCloudVolume
  - WeatherRain
  - WeatherSnow

UI feature levels

- UI
Legacy Sample Project (GameSDK)

Lumberyard provides a package called Legacy Game Sample that demonstrates how to use Lumberyard features such as CryAction and CryAISystem. The fully functional game implements the necessary pieces that allow a game to communicate with some of Lumberyard's low-level systems. If you are familiar with CryEngine, the legacy game sample is a repurposed version of the GameSDK project.

You can use the legacy game sample to evaluate changes you make to the engine core and ensure your changes do not have unintended side effects. The legacy game sample is intended to be used as a reference for how to communicate with various systems of the Lumberyard engine. We do not recommend using the legacy game sample as the starting point of a new game.

Note
The legacy game sample is Windows only and is not supported on console or mobile platforms.

To download and access GameSDK

1. Download the GameSDK.zip package at Lumberyard Downloads and extract it in your Lumberyard directory. For example, \Lumberyard\1.x.0.0.
2. Open the Setup Assistant (p. 17). On the Summary page, click Project Configurator.
   
   Note
   To ensure that the GameSDK project launches, you must use Setup Assistant to open Project Configurator. Setup Assistant copies required SDKs from the 3rdParty directory into the dev\GameSDK directory.
3. In the Project Configurator, select GameSDK.
4. Click Set as default. Close the Project Configurator.
5. Rebuild (p. 895) the GameSDK project.

Note
Audiokinetic Wave Works Interactive Sound Engine (Wwise) version 2014.1.14 or later is required to access audio for this project.
Testing, Profiling, and Debugging

Lumberyard includes a number of tools that are used for testing builds, profiling performance, and debugging various issues that may be encountered.

Topics
- Using AZ Test Scanner (p. 1320)
- Writing Tests for AzTest (p. 1323)
- Statoscope Profiler (p. 1328)
- Debugging Issues (p. 1339)

Using AZ Test Scanner

The AZ test scanner is a tool for running unit tests that are built into Lumberyard libraries and executables. This tool simplifies testing by automatically finding libraries and executables to test. It also provides flexibility for developers to focus on testing the parts of Lumberyard that they care about.

The AZ test scanner has two components:
- An AZ test runner executable that loads libraries to test and capture the test results
- An AZ test Python module that performs the scanning and reporting functions

Creating Unit and Integration Test Builds

Unit and integration tests are not included in Lumberyard builds by default as they increase the overall size of a game project. Test code can also have unexpected effects on performance. To build components with tests included, you can use a special test variant that works with each configuration.

To create test builds, use the Waf build system (p. 1577) in the same way that you create regular builds. The only difference is that you add test to the platform. You can create a test build on Windows using one of the following examples:

```bash
// Build with tests using debug configuration. Outputs to the \Bin64vc140.Debug.Test folder.
lmbr_waf.bat build_win_x64_vs2015_debug_test -p all
```

```bash
// Build with tests using profile configuration. Outputs to the \Bin64vc140.Test folder.
lmbr_waf.bat build_win_x64_vs2015_profile_test -p all
```
Lumberyard User Guide
Running Unit and Integration Test Builds

Note
Only Windows debug and profile builds are supported for testing. Other platforms are not supported. Release builds are not supported either.

For more information on writing tests, see Writing Tests for AzTest (p. 1323).

Running Unit and Integration Test Builds

A completed test build includes the file `AzTestRunner.exe` in the `\Bin64vc140.Test` folder. Although you can use this to run tests, we recommend that you use the test scanner that uses `AzTestRunner.exe` in an automated manner.

You have two ways to use the scanner:

- Include the AZ test module in your Python path: `python -m aztest`
- Use the `lmbr_test.cmd` script located in the Lumberyard dev folder. This automatically includes the AZ test module in your Python path and sends all script parameters to the module.

The following example uses the `lmbr_test.cmd` scripts. The scanner has several options but only requires one parameter to operate: the build directory to scan. You can use the following command to scan your entire test build:

```
// Scan entire test build and run all found tests
lmbr_test.cmd scan --dir Bin64vc140.Debug.Test
```

Note
The default scan tests libraries only. It does not attempt to test any executables it finds. This is because executables that are not set up to run tests interrupt the scanner until you close the application.

The scanner produces three types of files. All files are created in the current working directory from which the scanner is called:

- The `aztest.log` file that contains a log of all test output
- Several `.xml` files that contain the test results of each library and executable that has tests, time stamped by default
- An `.html` file that contains a summary of the test results from the entire scan, time stamped by default

The full list of options is shown as follows:

The scanner runs only unit tests by default. This is because unit tests are designed to be fast and do not rely on engine resources. To run integration tests instead, use the `--integ` flag when calling the scanner:

```
// Scan test build and run integration tests on CrySystem.dll
lmbr_test.cmd scan --dir Bin64vc140.Debug.Test --only CrySystem.dll --integ
```

Note
For best results, run integration tests on a single library or use a whitelist. Scanning the full build might take hours to complete.

<table>
<thead>
<tr>
<th>Option</th>
<th>Required?</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>--dir, -d</td>
<td>Yes</td>
<td>The directory to scan for tests.</td>
</tr>
</tbody>
</table>
Running Unit and Integration Test Builds

<table>
<thead>
<tr>
<th>Option</th>
<th>Required?</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>--runner-path</td>
<td>No</td>
<td>Path to the AZ test runner executable (the default is to look in the directory specified by --dir).</td>
</tr>
<tr>
<td>--add-path</td>
<td>No</td>
<td>Adds path to system path before running tests; used for resolving library or executable dependencies.</td>
</tr>
<tr>
<td>--output-path</td>
<td>No</td>
<td>Sets the path for output folder prefix (the default is \dev\TestResults).</td>
</tr>
<tr>
<td>--integ, -i</td>
<td>No</td>
<td>If set, runs integration tests instead of unit tests.</td>
</tr>
<tr>
<td>--no-timestamp</td>
<td>No</td>
<td>If set, removes the time stamp from output files.</td>
</tr>
<tr>
<td>--wait-for-debugger</td>
<td>No</td>
<td>If set, tells the AZ test runner executable to wait for a debugger to be attached before running tests.</td>
</tr>
<tr>
<td>--bootstrap-config</td>
<td>No</td>
<td>Path to a JSON configuration file for bootstrapping applications required by libraries.</td>
</tr>
<tr>
<td>--limit, -n</td>
<td>No</td>
<td>Sets a limit for the maximum number of modules to scan.</td>
</tr>
<tr>
<td>--only, -o</td>
<td>No</td>
<td>Sets a filter to run tests on only the specified library or executable name.</td>
</tr>
<tr>
<td>--whitelist-file</td>
<td>No</td>
<td>Path to a new line-delimited file used for whitelisting. The new line-delimited file allows for regular expressions when matching.</td>
</tr>
<tr>
<td>--blacklist-file</td>
<td>No</td>
<td>Path to a new line-delimited file used for blacklisting. The blacklist takes precedence over the whitelist. The new line-delimited file allows for regular expressions when matching.</td>
</tr>
<tr>
<td>--exe</td>
<td>No</td>
<td>If set, causes the scanner to call executables for testing. (The default is to test only libraries.)</td>
</tr>
</tbody>
</table>

The scanner also accepts additional parameters that are passed to the testing framework. For Lumberyard, GoogleTest, and GoogleMock for C++ are used for unit testing. You can type parameters in the scanner command line as shown in the following example:

```bash
// Scan CrySystem.dll and shuffle the test order before running
lmbr_test.cmd scan --dir Bin64vc140.Test --only CrySystem.dll --gtest_shuffle
```

The scanner can also be called as a chained command using Waf. This means that you can build tests and run them using a single command line. The Waf command `run_tests` calls the scanner on the most recent build folder. For example:

```bash
// Build a debug test build and then run tests in it
lmbr_waf.bat build_win_x64_vs2015_debug_test -p all run_tests
```

The `run_tests` command automatically points to the `Bin64vc140.Debug.Test` folder to scan. It also uses the `all` option for whitelisting. The build step does not require the use of `run_tests`; it always matches the last build. You can also send all of the scanner parameters through using `--test-params`:

```bash
```
Writing Tests for AzTest

Automated testing is important for any game project. To perform automated testing in Lumberyard, you can use AzTest and the AZ test scanner. This document shows you how to write the tests to build and run. For information on building and running unit and integration tests, see Using AZ Test Scanner (p. 1320).

Lumberyard and AzTest use the GoogleTest and GoogleMock frameworks for unit and integration tests. When you write your tests, we recommend that you consult the corresponding documentation.
Testing code with AzTest has three steps: Configure your module for testing, write the tests, and define global environments.

## Configuring Your Module for Testing

If you want to add tests to a module or a gem that is included with Lumberyard, the configuration has already been done for you and you can skip this step. If you want to add tests to non-Lumberyard modules, projects, or tools, then you must configure them to use AzTest.

All modules and libraries in Lumberyard must be configured for use with Waf. If you are unfamiliar with configuring build modules in Waf, see Adding a Build Module (p. 1608) before continuing.

### To configure your module for Waf

1. Create a .waf_files content file that lists the files for the test. A separate .waf_files content file for test files keeps the test files from being compiled in normal builds. Your file name should make it clear that it contains only test files. Existing Lumberyard modules and gems use the naming convention `<module_name>_test.waf_files`.

   The following example shows a .waf_files file for a HelloWorld module.

   ```
   {    
    "none": 
      {    
       "Tests": [   
        "HelloWorldTestMain.cpp"
      ]
    }
   }
   ```

   After you create the file, you must reference it in your module's wscript. To specify that the file is intended only for test builds, you must add `test_all_file_list` to the wscript configuration, as in the following example.

   ```
   # HelloWorld wscript
   def build(bld):
     bld.CryEngineModule(
       target  = 'HelloWorld',
       vs_filter = 'Engine',
       file_list = 'helloworld.waf_files',
       use = ['AzCore'],

       # Testing
       test_all_file_list = 'helloworld_test.waf_files'
     )
   ```

2. Create a test hook for AZ Test Scanner. How you create a test hook depends on whether you want to build a dynamic library or an executable file. Static libraries are not currently supported for testing.

   - **To create a test hook for a dynamic library**

     Because the tests built into a dynamic library are not exposed, you must expose a separate test function for the AZ test scanner. To expose the test function, use a convenience macro that AzTest provides in a test-only `_test.waf_files` file, as in the following example.

     ```
     // HelloWorldTestMain.cpp
     #include <AzTest/AzTest.h>
     ```
AZ_UNIT_TEST_HOOK(); // Runs unit tests
AZ_INTEG_TEST_HOOK(); // Runs integration tests

For differences between unit tests and integration tests, see Creating Unit Tests and Integration Tests (p. 1326).

- **To create a test hook for an executable file**

To build an executable file, you must expose a test function and modify the main function of the executable to run tests instead of normal program functions. The test function informs the AZ test scanner that tests have been included in the executable and that it is safe to continue.

The following example shows how to modify your main function:

```cpp
// Main.cpp

#include <AzTest/AzTest.h>

int main(int argc, char* argv[]) {
    #if defined(AZ_TESTS_ENABLED)
        INVOKE_AZ_UNIT_TEST_MAIN();
    #endif
    // Rest of your program
}
```

**Note**

Because the AZ_TESTS_ENABLED definition is defined only in test builds, it is a convenient definition to use in test-only code.

3. If necessary, use the use parameter in the wscript file to link AzTest to the module.

**Note**

In most cases, you do not have to perform this step. Waf automatically links AzTest in test builds for almost all build modules, including gems. The LumberyardApp build module is not linked automatically. If you build a Lumberyard app, you must link it manually.

As with the *_test.waf_files* files, you must use AzTest only in a test build. To specify this when linking, add test_all_use to the wscript configuration, as in the following example.

```cpp
# HelloWorld wscript
def build(bld):
    bld.CryEngineModule(
        target    = 'HelloWorld',
        vs_filter = 'Engine',
        file_list = 'helloworld.waf_files',
        use       = ['AzCore'],
        # Testing
        test_all_file_list = 'helloworld_test.waf_files',
        test_all_use = ['AzTest'],
    )
```

After you have performed these three steps, you can create a test build and test it with the AZ test scanner. Your HelloWorld library or executable should appear in the report, although at this point it does not have tests.
Creating Tests

After your module is configured for testing and visible to the AZ test scanner, you can start writing tests for it. Detailed information about writing tests is available in the GoogleTest and GoogleMock documentation. The following information describes characteristics specific to AzTest.

Creating a Simple Example Test

When using AzTest to write tests, include only the `AzTest.h` file in your test files instead of GoogleTest and GoogleMock, as in the following example.

```cpp
#include <AzTest/AzTest.h>
#include "HelloWorld.h"

TEST(HelloWorldTests, HelloWorld_ReturnsHelloWorld)
{
    // Call HelloWorld() and compare it to the expected C-string
    ASSERT_STREQ("Hello World!", HelloWorld());
}
```

Creating Unit Tests and Integration Tests

Unit tests are designed to be run in isolation. Unit tests are expected to pass without requiring Lumberyard's engine systems or other assets. Integration tests are designed to be run with the game engine and have access to the engine's systems or assets.

To prevent unexpected failures, the different kinds of tests must be kept separate. Lumberyard does this by providing different hooks for each kind of test. Declare the tests as unit or integration, and call the AZ test scanner accordingly.

For tests that do not require fixtures, simply replace the `TEST` macro with `INTEG_TEST`, as in the following example.

```cpp
#include <AzTest/AzTest.h>
#include "HelloWorld.h"

INTEG_TEST(HelloWorldTests, MessageOfTheDay_ReturnsCurrentMessageOfTheDay)
{
    // Call MessageOfTheDay() and compare it to the expected C-string
    // This is an integration test because MessageOfTheDay is stored in a database
    MessageDatabase messageDatabase = HelloWorld::GetTestMessageDatabase();
    ASSERT_STREQ("This is your message for the day!", messageDatabase.MessageOfTheDay());
}
```

For tests that do use fixtures, add the `Integ_` prefix to the fixture name to indicate that it is to be used only for integration tests, as in the following example.

```cpp
class Integ_MessageDatabaseTests : public ::testing::Test
{
    protected:
        void SetUp() override
```
Lumberyard User Guide
Using Global Environments

```cpp
{   m_messageDatabase = HelloWorld::GetTestMessageDatabase();
}
MessageDatabase m_messageDatabase;

TEST_F(Integ_MessageDatabaseTests, MessageOfTheDay_ReturnsCurrentMessageOfTheDay)
{
    ASSERT_STR("This is your message for the day!", messageDatabase.MessageOfTheDay());
}

Note
Fixtures cannot be shared between unit and integration tests. If you want to use the same fixture for both kinds of tests, create a base fixture and subclass for each type of test.

Using Global Environments

It is often useful to create some global variables or mocks for testing the module. In Lumberyard, this might mean creating memory allocators or a test system environment. Because AzTest extends the support that GoogleTest provides, you must use the AzTest environments.

The following example shows how to define an AzTest global environment:

```cpp
// HelloWorldTestMain.cpp
#include <AzTest/AzTest.h>
class HelloWorldEnvironment : public AZ::Test::ITestEnvironment
{
protected:
    void SetupEnvironment() override
    {
        // Environment setup here
    }
    void TeardownEnvironment() override
    {
        // Environment teardown here
    }
}
```

To initialize the environments, use the test hooks that were mentioned previously. Because the macros are variadic, you can initialize as many environments as you require. The following example initializes the environment in the previous example.

```cpp
// HelloWorldTestMain.cpp
#include <AzTest/AzTest.h>
class HelloWorldEnvironment : public AZ::Test::ITestEnvironment
{
protected:
    void SetupEnvironment() override
    {
        // Environment setup here
    }
    void TeardownEnvironment() override
    {
        // Environment teardown here
    }
}
```
AZ_UNIT_TEST_HOOK(new HelloWorldEnvironment);

**Note**
You must dynamically allocate environments before you use the macro. This gives you full control over how environments are created at runtime. The order of environments is also significant. Environments earlier in the list are initialized earlier and removed later. This is important if a global environment depends on another environment that already exists.

# Statoscope Profiler

Statoscope is a profiling tool that displays per-frame instrumented data. It is used for evaluating performance metrics such as overall CPU time spent, memory usage tracking, and statistics rendering. It records values from Lumberyard and displays how they change over the course of time.

Statoscope will connect to any platform or console that is connected directly to the PC or via an IP address specified in the connection settings dialog.

**Topics**
- User Interface (p. 1328)
- Logging Data (p. 1330)
- Filtering Data (p. 1332)
- Data Groups (p. 1333)
- Creating Data Groups (p. 1337)
- Guidelines and Best Practices (p. 1338)

## User Interface

Statoscope data can be displayed as lines (such as for fps, number of drawcalls, memory usage, and threads), as bars (such as for function profiles or per-entity bandwidth statistics), as intervals (such as the status of queued streaming tasks), or as user markers, which are vertical lines displayed when infrequent actions occur (such as invalid file access or level load/unload).

You must select all nodes (and the parent node) down to the selected node in order to see data displayed for that item. When using the data group selection trees, right-click toggles selection of the entire sub-tree.
Here are the basic navigation methods for the Statoscope graph. The x-axis is displayed in both frame numbers and elapsed seconds while the y-axis is displayed in milliseconds.

- To pan: left-click and drag
- To zoom: right-click and drag
- To scale horizontally: right-click hold and drag left/right
- To scale vertically: right-click hold and drag up/down
- To scale along both axes: right-click and drag top right and bottom left

**Note**
To reset the viewport, select View, Fit To Frame Records. This is useful if the data is off-screen from zooming in too much.

**Function Profiling**

As there are usually many more frames in a log than can easily be shown at once, only a subset of bars are displayed when zoomed out. This is indicated by the bars being displayed at 50% opacity.

The bars displayed are individual frames. The ones selected are the tallest of the range that they represent. This makes it easy to identify unusual spikes even when zoomed out.

Function profiling is enabled using the `e_StatoscopeDataGroups` console variable.

Clicking on a bar selects that entry on the Function Profile tab, with focus moved to the tree view, so you can press the spacebar to unselect and hide that bar quickly. This is useful for eliminating profiling noise.

**Hovering**

When mouse hovering, a vertical red line clips to the nearest frame and a tooltip will follow your cursor over the window, displaying the following information for a selected frame:

- Top line: frame number, game time, and y-axis value
- Second line: What item you are hovering over
• Third line: The time elapsed in ms

**Axes Scaling**

The x-axis is linear for number of frames by default. This is useful for function profiling since all bars have the same width. You can also select the x-axis to be linear for time instead.

The y-axis can be scaled in order to compare data that varies greatly in value, such as number of drawcalls.

You can also specify which target lines are displayed.

**Logging Data**

Logging game data using Statoscope involves selecting data groups. Select only the data groups you want to log and display to minimize the performance impact.

The following figure shows the default view with everything enabled and the entire log fit to the viewport graph. You can unselect unneeded data groups and zoom out to make the graph more readable.

You can log data directly to Statoscope using a socket or you can log data to a file.

If you just want to record some data to see how your game is performing, socket logging is recommended. This gives you real-time updates in Statoscope and avoids the maintenance of having log files.

If you want to log QA sessions or compare time demo runs, file logging is recommended.
Logging Data to a Socket

The following procedure shows how to log data directly to the Statoscope application using a socket.

To log data to Statoscope (socket)

1. Run a Profile game client on your chosen platform (such as SampleProjectLauncher.exe for example).
2. Set the relevant console variables either after the game client loads or by editing the bootstrap.cfg file. The following example would enable logging data from all threads with frame rate limiters disabled:
   - profile_allthreads 1
   - r_Vsync 0
   - sys_maxFPS -1
   - e_StatoscopeLogDestination 1
   - e_StatoscopeEnabled 1
   - e_StatoscopeDataGroups your_data_groups. Default data groups are fgmtu0.
3. Run Statoscope.exe from \Tools\Statoscope.
4. In Statoscope, select File, Connect. For Windows, accept all defaults. For consoles, enter the IP of your developers kit.
5. Select Log to file, then select the file name to log to. Select the file name quickly or else your session may timeout. For more information, see Guidelines and Best Practices (p. 1338).

You should see your selected data groups being logged.

Logging Data to a File

The following procedure shows how to log data to a file.

To log data to a file

1. Run a Profile game client on your chosen platform (such as SampleProjectLauncher.exe for example).
2. Set the relevant console variables either after the game client loads or by editing the bootstrap.cfg file. The following example would enable logging data from all threads with frame rate limiters disabled:
   - profile_allthreads 1
   - r_Vsync 0
   - sys_maxFPS -1
   - e_StatoscopeLogDestination 0
   - e_StatoscopeDataGroups your_data_groups Default data groups are fgmtu0.
3. Set the e_StatoscopeEnabled 1 console variable from the game client to enable Statoscope.
4. Run Statoscope.exe from \Tools\Statoscope.
5. In Statoscope, select File, Open the log file. Log files for Statoscope are located at \cache\launchername\platform\user\log\statoscope\perf_config_0_0_0_0.bin. For Windows, an example file path would be \cache\samplesproject\pc\user\log\statoscope\perf_win64_0_0_0_0.bin.

You should see your selected data groups being logged.
The most recent capture overwrites any existing capture.

Filtering Data

There are a number of data filtering options available in Statoscope.

Use the **Overview** and **Function Profile** tabs to access and then select and deselect data plots. For a plot to be drawn, it and all its parents in the tree must be selected.

There are several shortcuts for selecting items:

- **Ctrl+left-click** label: select just that item
- **Right-click** label: selects or deselects every item under the selected item in the hierarchy.
- **Shift+left-click** label (**Function Profile** tab): collapses all children into a single bar color. This will cause the label to have a gray background. This is useful for seeing the performance cost of a whole thread or profile module.

**Item Info tab**

This tab is used to control how a data item is displayed and shows some basic data.

Line and bar data colors can be changed by clicking the color swatch button to get a color picker dialog, or by clicking the **Rnd** button to select a random color.

Basic statistics shown include the number of frames the data is present for in the log, and the corresponding minimum, maximum, and average values. In the case of hierarchical bar data, this will represent the total of all selected children.

Line data can be filtered to make it easier to see trends.

Moving Average (MA) shows the same line averaged out using the values from a number of frames on either side of the current frame, with five frames being the default.

Local Maximum (LM) is useful for data that varies consistently for each frame, such as time-sliced shadows for example.

Enabling either of these will hide the base item by default. You can only display the information in one mode at a time: **Off, MA, or LM.**

**Screenshot tab**

Screenshots are useful for seeing what happened while the log was being recorded. They are captured at 1/8 resolution to keep the log file size small.

To enable screenshots, set the **e_StatoscopeScreenshotCapturePeriod** console variable and enter the number of seconds between screenshots, with a value of -1 to disable and a value of 0 to capture screenshot frames continuously.

To view the screenshots during a captured session, hover the mouse over the timeline horizontally to view the screenshots updating.

**Buckets tab**

Available buckets are: Overall fps, RT fps, GPU fps, Triangles, Total Draw Calls, Shadow Draw Calls, Draw Calls and Texture Pool.

The 5fps clamp referred to in some columns treats frames whose length is longer than 200ms (5fps) as if it was 200ms. This is useful to stop very long frames from skewing the data too much.
Data Groups

Data groups represent categories or types of data that will be logged in Statoscope, with each group represented by a single lowercase or uppercase letter. Data groups are controlled using the `e_StatoscopeDataGroups` console variable.

You can control which data groups are displayed by selecting groups from the tree on the Overview tab on the righthand side.

Select only the data groups you want to display to minimize the performance impact.

The most important data group to verify is frame profilers or `r`, as shown below. Each vertical bar represents one frame, and each color band represents the total time spent inside one profile event for that frame. You can select and unselect entire threads from the Function Profile tab.

![Frame Profilers](image)

Lowercase Data Groups

**CPU Times 'j'**
- physTime
- particleTime
- particleSyncTime
- particleNumEmitters
- animTime
- animNumCharacters
- aiTime
- flashTime

**dev buffer 'b'**
- written_kb
- read_kb
- creation_time
- io_time
- cpu_flush
- gpu_flush
- cb

**frame lengths 'f'**
- frameLengthInMS
frame profilers 'r'

- name
- count
- selfTimeInMS

GPU Times 'i'

- Scene
- SceneRSXProfWait
- Shadows
- ZPass
- DeferredDecals
- DeferredLighting
- Ambient
- Cubemaps
- SSAO+GI
- Lights
- Opaque
- Transparent
- Fog
- HDR
- PostFX

graphics 'g'

- GPUUsageInPercent
- GPUFrameLengthInMS
- numTris
- numDrawCalls
- numShadowDrawCalls
- numGeneralDrawCalls
- numTransparentDrawCalls
- numTotalDrawCalls
- numDrawCallsRejectedByConditionalRendering
- numPostEffects
- numForwardLights
- numForwardShadowCastingLights
- numSpriteDIPS
- numSpriteUpdates
- numDoubleSizedSprites
- spriteAtlasSize
- spriteAtlasRequirement
- numSpritePolys
- maxDiffPtrKb
- maxDiffPtrTangKb
• maxRendIndicesKb

memory 'm'
• mainMemUsageInMB

particles 'p'
• numParticlesRendered
• numParticlesActive
• numParticlesAllocated
• numParticlesRequested
• particleScreenFractionRendered
• particleScreenFractionProcessed
• numEmittersRendered
• numEmittersActive
• numEmittersAllocated
• numParticlesReiterated
• numParticlesRejected
• numParticlesCollideTest
• numParticlesCollideHit
• numParticlesClipped

per-cgf gpu profilers 'c'
• totalDrawCallCount
• numInstances

PhysEntities 'w'
• name
• time
• nCalls
• x
• y
• z

streaming 's'
• cgfStreamingMemUsedInMB
• cgfStreamingMemRequiredInMB
• numActiveTextureNodes

streaming textures 'x' – memory numbers yes, bandwidth numbers no
• numUpdated Ups/s
• numRequested Req/s
• numRendered UpsRen/s
• poolMemUsed MB
• poolMemWanted MB

threading 't'
• MTLoadInMS
• MTWaitingForRTInMS
• RTLoadInMS
• RTWaitingForMTInMS
• RTWaitingForGPUInMS
• RTFrameLengthInMS
• RTSceneDrawingLengthInMS

user markers 'u'
• path
• name

Vertex data 'v'
• StaticPolyCountZ
• SkinnedPolyCountZ
• VegetationPolyCountZ

Uppercase Data Groups

art profile 'A'
• GPU
  • ShadowsMS
  • ZPassMS
  • DecalsMS
  • LightingMS
  • OpaqueMS
  • TransparentMS
  • totalMS
• Detail
  • Lights
    • AmbientMS
    • CubemapsMS
    • DeferredMS
  • ShadowMapsMS
  • ReflectionsMS
  • CausticsMS
  • RefractionOverheadMS
• Budgets
• GPU
  • ShadowsMS
  • ZPassMS
  • DecalsMS
  • LightingMS
  • OpaqueMS
  • TransparentMS
  • totalMS
• numBatches
• numDrawcalls
• numLightingDrawcalls
• numRSXStallReleases (if ENABLE_ACCURATE_RSX_PROFILING is defined)

Texture Information 'S'

• TexStrm
  • engineassets
    • texturemsg
    • codecoverage
  • textures
    • defaults
    • decals
    • sprites
    • etc...
  • objects
    • props
    • vehicles
    • architecture
    • etc...

Creating Data Groups

When adding a new data group to Statoscope, do not choose a letter that's already in use.

Statoscope doesn't need updating when new data groups are added. You simply create an implementation of IStatoscopeDataGroup and register it with CStatoscope::RegisterDataGroup(). Here's an example of the simplest data group:

```cpp
struct SFrameLengthDG : public IStatoscopeDataGroup
{
  virtual SDescription GetDescription() const
  {
    return SDescription('f', "frame lengths", "[/' (float frameLengthInMS)]");
  }
  virtual void Write(IStatoscopeFrameRecord& fr)
  {
    fr.AddValue(gEnv->pTimer->GetRealFrameTime() * 1000.0f);
  }
};

RegisterDataGroup(new SFrameLengthDG());
```
When this data group is enabled by adding \texttt{f} to \texttt{e\_StatoscopeDataGroups}, frame lengths will appear in the \texttt{e\_StatoscopeDataGroups} help string and for every frame it will output a single float value that appears as \texttt{/frameLengthInMS} in the Overview tree view.

Below is an example frame profilers data group, which shows how to record bar data:

```cpp
struct SFrameProfilersDG : public IStatoscopeDataGroup
{
    virtual SDescription GetDescription() const
    {
        return SDescription('r', "frame profilers", "["/Threads/$"] (int count) (float selfTimeInMS)");
    }
    virtual void Enable()
    {
        IStatoscopeDataGroup::Enable();
        ICVar *pCV_profile = gEnv->pConsole->GetCVar("profile");
        if (pCV_profile)
            pCV_profile->Set(-1);
    }
    virtual void Disable()
    {
        IStatoscopeDataGroup::Disable();
        ICVar *pCV_profile = gEnv->pConsole->GetCVar("profile");
        if (pCV_profile)
            pCV_profile->Set(0);
    }
    virtual void Write(IStatoscopeFrameRecord &fr)
    {
        for (uint32 i=0; i<m_frameProfilerRecords.size(); i++)
        {
            SPerfStatFrameProfilerRecord &fpr = m_frameProfilerRecords[i];
            string fpPath = GetFrameProfilerPath(fpr.m_pProfiler);
            fr.AddValue(fpPath.c_str());
            fr.AddValue(fpr.m_count);
            fr.AddValue(fpr.m_selfTime);
        }
        m_frameProfilerRecords.clear();
    }
    virtual uint32 PrepareToWrite()
    {
        return m_frameProfilerRecords.size();
    }
    std::vector<SPerfStatFrameProfilerRecord> m_frameProfilerRecords;   // the most recent frame's profiler data - filled out externally
};
```

With bar data as shown, the same format is output many times per frame, in this case \texttt{count} and \texttt{selfTimeInMS} for each named profiler. The number of items needs to be returned by \texttt{PrepareToWrite()}. To specify the name of each item, place a \$\$ in the appropriate location in the format string of \texttt{GetDescription()} and the first value output will be used to replace it. For this example, if \texttt{fpPath} is \texttt{Main/Action/CFlowSystem::Update()}, the values output will be attributed to \texttt{/Threads/Main/Action/CFlowSystem::Update()} and hierarchied accordingly.

Values can either be float or integer, but are stored as floats.

**Guidelines and Best Practices**

The following are some guidelines and best practices for consideration.
Pressing Scroll Lock pauses capturing data.

You must select a log file name quickly or you will timeout and not be able to connect to another session.

If the Statoscope network state is broken (you cannot connect but Statoscope is enabled and you have selected log to socket, you can reset the Statoscope network connection by changing the log destination away from and back to log to socket. To accomplish this, change the following console variables in the following order:

1. `e_StatoscopeEnabled 0`
2. `e_StatoscopeLogDestination 0` (to file logging)
3. `e_StatoscopeLogDestination 1` (back to socket logging, this resets the Statoscope network state)
4. `e_StatoscopeEnable 1`

**Debugging Issues**

Lumberyard provides the following built-in debugging and profiling tools that you can use to locate and fix performance issues.

- **Character skeleton debugging (p. 192)** – Use the `p_draw_helpers` console variable to debug character skeleton issues.
- **Cinematics debugging (p. 377)** – Debug cinematics issues.
- **Flow Graph debugging (p. 892)** – Use the Flow Graph debugger and console variables to debug flow graph issues.
- **Mannequin debugging (p. 334)** – Debug Mannequin system issues.
- **Particle debugging (p. 1163)** – Debug particles.
- **Vegetation debugging (p. 1024)** – Debug vegetation objects.

**Using Console Debug Views**

The viewport window displays debugging information by default when you are in gameplay mode (Ctrl +G). You can toggle this information on or off by pressing the tilde (~) key. Use the following console variables and values to generate viewing modes in the viewport that are useful for debugging.

- **e_camerafreeze 1** – Freezes the camera to see what is rendered from the camera's point of view and what is occluded. Also useful for debugging object culling and LOD.
- **e_defaultmaterial 1** – Applies a uniform, flat, gray material to every surface in the level.
- **e_terrainbboxes** – Displays terrain bounding boxes.
- **p_debug_joints 1** – Shows the mass of objects in kilograms and the joint that is linked to the object. To display joints, you must first enable `p_draw_helpers 1`.
- **p_draw_helpers 1** – Shows physics proxy meshes in addition to the render geometry.
- **r_DisplayInfo 0** – Disables the debugging text.
- **r_DisplayInfo 1 | 2 | 3 | 4** – Enables various levels of debugging text. Displays memory consumption, frame rate, triangle count, visible light sources, and drawcall count. Use a value of 2 to display more detailed information. Use a value of 3 to display only frames per second (FPS) and frame time in milliseconds.
- **r_wireframe 1 | 2** – Use a value of 1 to draw the level in wireframe mode. Use a value of 2 to draw the level in vertex mode. Both include the objects that are hidden from view.
- **r_showlines 2** – Overlays the wireframe only on the front-facing geometry. Anything behind this geometry isn't rendered.
• _r_texbindmode 6 – Applies a uniform, flat, gray material with normal map information to every surface in the level.

Using DebugDraw Console Variables

Use the following console variables and values to display information about your level.

• e_DebugDraw 1 – Displays the name of the .cfg used, polycount, and LOD.
• e_DebugDraw 2 – Displays a color-coded polygon count.
• e_DebugDraw 3 – Displays a color-coded LOD count. Flashing color indicates no LOD information.
• e_DebugDraw 4 – Displays object texture memory usage.
• e_DebugDraw 5 – Displays a color-coded number of render materials.
• e_DebugDraw 6 – Displays ambient color.
• e_DebugDraw 7 – Display triangle count, number of render materials, and texture memory.
• e_DebugDraw 8 – Displays RenderWorld statistics (with view cones).
• e_DebugDraw 9 – Displays RenderWorld statistics (with view cones without lights).
• e_DebugDraw 10 – Displays render geometry with simple lines and triangles.
• e_DebugDraw 11 – Displays render occlusion geometry.
• e_DebugDraw 12 – Displays render occlusion geometry without render geometry.
• e_DebugDraw 13 – Displays occlusion amount (used during AO computations).
• e_DebugDraw 15 – Displays helpers.
• e_DebugDraw 16 – Displays debug gun.
• e_DebugDraw 17 – Displays streaming information (buffer sizes).
• e_DebugDraw 18 – Displays streaming information (required streaming speed).
• e_DebugDraw 19 – Displays physics proxy triangle count.
• e_DebugDraw 20 – Displays object instant texture memory usage.
• e_DebugDraw 21 – Displays animated object distance to camera.
• e_DebugDraw 22 – Display object's current LOD vertex count.

Using GBuffer Console Variables

Use the following console variables and values to display materials, colors, shadows, albedo, and other characteristics in your level.

• r_DebugGBuffer 1 – Shows normals of all assets in the level.
• r_DebugGBuffer 2 – Shows the roughness or glossiness of the surfaces.
• r_DebugGBuffer 3 – Shows the specular color of materials.
• r_DebugGBuffer 4 – Shows the albedo of all surfaces in the level.
• r_DebugGBuffer 5 – Shows the lighting model in the level. Gray = standard | Yellow = transmittance | Blue = POM self-shadowing.
• r_DebugGBuffer 6 – Shows the translucency values that are set on assets in the level. Black = none.
• r_DebugGBuffer 7 – Shows self-shadowing of materials that use Offset Bump mapping or Parallax Occlusion Mapping.
• r_DebugGBuffer 8 – Shows in red and yellow any asset that uses SSS. The brighter the color, the higher the SSS index.
• r_DebugGBuffer 9 – Shows whether specular colors are in a reasonable range as follows:
  • Blue – The specular color is too low.
  • Orange – The specular color is too high for dielectric materials.
• **Pink** – The specular color is valid only for rusted or oxidized metals.
Twitch ChatPlay System

Twitch ChatPlay provides a flexible framework to create customized game interactions between broadcasters and spectators on Twitch, the world’s leading social video platform and community for gamers.

Twitch ChatPlay includes support for chat commands, polls, and surveys that can be triggered by Twitch viewers through the Twitch chat channel. For example, you can create a chat command #cheer that triggers celebration animations in your game.

Twitch ChatPlay is implemented by a set of flow graph nodes that establish a connection to a Twitch channel and use incoming traffic as a game input, like any other input device.

For a tutorial on Twitch ChatPlay, see Amazon Lumberyard Tutorials.

Twitch ChatPlay includes the following components and services:

- Twitch IRC servers
- Twitch ID authentication
- Twitch account
- Twitch Nodes (p. 840)

In addition, Twitch JoinIn (p. 1348) enables broadcasting players on Twitch to invite targeted viewers into their game sessions on demand.

The following diagram illustrates Twitch ChatPlay's server-side components.
Setting up a Twitch ChatPlay Channel

This topic discusses how to set up and connect to a Twitch channel. Go to Twitch Interactive to set up a new Twitch channel and follow the directions there before starting this procedure.

You need Flow Graph logic to connect to your Twitch channel, listen for keywords, and then act on those keywords.
To create a flow graph for Twitch ChatPlay

1. Open the context (right-click) menu for the object in your level and choose Create Flow Graph.
2. In the dialog box, enter a name for the channel and choose OK.
3. In the Flow Graph Editor, under Components, NodeClass, Game, drag the Start node onto the graph.

To connect to a Twitch channel

1. In the Flow Graph Editor, under Components, NodeClass, Game, drag the Start node onto the graph.
2. Under Components, drag the Twitch:ChatPlay:Channel node onto the graph.
3. Connect the output of the Game:Start node to the Connect input of the Twitch:ChatPlay:Channel node.

To disconnect from a Twitch channel

- To disconnect a single channel, use the Disconnect port on the Twitch:ChatPlay:Channel node.
- To disconnect from all channels, use the Twitch:ChatPlay:DisconnectAll node.

Note

Channels are automatically disconnected when flow nodes are uninitialized. This means that disconnection is automatic in most situations without need for further action.

Listening for Twitch Keywords

This topic discusses how to set up the Flow Graph logic required to listen for keywords from the Twitch chat window.

To listen for keywords

1. In the Flow Graph Editor, under Components, drag the Game:Start node onto the graph.
2. Under Components, drag two Twitch:ChatPlay:Keyword nodes onto the graph next to the Game:Start node.
3. Connect the output of the Game:Start node to the Start inputs of both Twitch:ChatPlay:Keyword nodes.
Using Flow Graph with Twitch ChatPlay

There are a number of flow graph nodes you can use to configure Twitch ChatPlay-related settings. For more information, see Twitch Nodes (p. 840).

Twitch ChatPlay Voting

Twitch ChatPlay voting functionality make it easier to set up polls, surveys, and votes. The following figure shows an example of how Flow Graph voting nodes work together.

For more information about Flow Graph voting nodes for Twitch ChatPlay, see Twitch Nodes (p. 840).

Twitch ChatPlay Console Variables, Classes, and Connection Methods

This topic includes console variables, classes, and connection methods for Twitch ChatPlay.

Topics
- Console Variables (p. 1345)
- Classes (p. 1346)
- Connection Methods (p. 1346)

Console Variables

Twitch ChatPlay uses the following console variables.

chatplay.Enabled

Enables or disables the Twitch ChatPlay feature.
Default: 1

Valid values: 0 = Disable | 1 = Enable

**chatplay**\_**UserName**

Default username to use when logging in to the Twitch IRC. The default value represents an anonymous user that can read chat but cannot post.

Default value: justinfan12345

**chatplay**\_**Password**

Default password to use when logging in to the Twitch IRC.

Default value: blah

**chatplay**\_**ClientID**

Client ID that is generated from Twitch.tv for making API requests. See Generating and Setting a Twitch Client ID (p. 1347).

**chatplay**\_**ServerListEndpoint**

Base address to use for making API requests. Set the client ID in order for these API calls to succeed.

Default: tmi.twitch.tv

## Classes

The Twitch ChatPlay module is implemented as a part of CryAction and is accessible from the GetChatPlay method. The main interface is the ChatPlay.h file.

**IChatChannel**

Interface that represents a Twitch ChatPlay channel and includes keyword callbacks and options for subscribing to the connection state.

**IChatPlay**

Interface that represents the base system from which you can get handles to Twitch ChatPlay channels.

## Connection Methods

You can use various methods and ports to connect Twitch ChatPlay to the Twitch IRC.

Twitch ChatPlay uses the following console variables to configure the connection methods. Set these console variables with comma delimited priority:port pairs. Ports with a lower number have higher priority. Ports with a priority of -1 will be ignored. Twitch ChatPlay will attempt to connect to the Twitch IRC using each method and port combination in priority order, until a connection is successful or all available combinations fail.

**chatplay**\_**IRCPorts**

List of ports and their priorities that are used for connecting to the Twitch IRC.

Default: 1:6667;3:80
Generating and Setting a Twitch Client ID

In order for Twitch ChatPlay and Twitch API features to function properly, you must set the following console variables to use your application's client ID:

- For Twitch ChatPlay, set chatPlay_ClientID
- For Twitch API, set broadcast_ClientID

You can use the same value for both console variables.

If you have already registered your application with Twitch, you can locate your client ID on the Connections page on the Twitch website. Under Developer Applications, click Edit under the name of your application.

Generate a Client ID

Generate a client ID by following the instructions below.

To generate the client ID

1. Go to the Twitch website and log in to your account.
2. In the menu bar, click your user name, Settings.
3. On the Settings page, click Connections.
4. On the Connections page, under Other Connections, click Register your application.
5. Complete the form and click Register.
6. Note the generated client ID that you will use to set your console variables.

Set the Client ID

Set the client ID by following the instructions below for your version of Lumberyard.

To set the client ID (Lumberyard 1.6 or later)

1. On your computer, navigate to your project's game.cfg file (located in the \dev\project_name\ directory at the root of your Lumberyard installation).
2. Edit the game.cfg file to add the following:
chatPlay_clientID = "client ID generated from Twitch"
broadcast_clientID = "client ID generated from Twitch"

To set the client ID (Lumberyard 1.5 or earlier)

1. Modify the HttpRequestManager.cpp file (located in the \dev\Code\CryEngine\CryAction \HttpCaller directory) to add the following line in the HttpRequestManager::HandleRequest function:
   httpRequest->SetHeaderValue("Client-ID", "client ID generated from Twitch");

   It should appear as follows:
   ```cpp
   auto httpRequest = Aws::Http::CreateHttpRequest(uri,
   httpRequestParameters.GetMethod(),
   Aws::Utils::Stream::DefaultResponseStreamFactoryMethod);
   httpRequest->SetHeaderValue("Client-ID", "client ID generated from Twitch");
   auto httpResponse = httpClient->MakeRequest(*httpRequest);
   ```

2. Rebuild the game and engine.

Troubleshooting Twitch ChatPlay

If you run into problems while connecting Twitch ChatPlay to your game, review the following troubleshooting tips for a possible solution.

If your game fails to connect to your Twitch channel, ensure the following:

- You properly entered the name of your Twitch channel into your flow graph.
- You have an active Twitch account set up with the channel name that you're using.
- You have activated the ChatPlay node in your flow graph.
- You have an active Internet connection.

If your game fails to connect to your Twitch channel after a successful first attempt, make sure that you have successfully disconnected from your Twitch channel using the DisconnectAll node in your flow graph. Failing to do so may result in a successful connection the first time, and then failure to connect afterwards because the first connection was left open.

Twitch JoinIn

Twitch JoinIn enables Twitch broadcasters to invite targeted viewers into their game sessions on demand, using Amazon GameLift session information. Twitch JoinIn provides one flow graph node called JoinIn:CreateLink that you can use to create a link that includes all the multiplayer session information necessary for other players to connect to the same session using the generated link. This information is Base64 encoded.

The game must be in a multiplayer session when you create the link. After you create your flow graph logic, you can test the node and your flow graph by exporting the level and launching it from a launcher. To do this in the editor, click File, Export to Engine. If you use a launcher such as SamplesProjectLauncher or MultiplayerProjectLauncher, you must run mphost before attempting to create the link.

Players must have an appropriate launcher that is capable of doing the following:
Lumberyard User Guide

Twitch API

- Registering with Windows as a URI scheme handler. By default, the URI scheme handler is `game:uri`. You can use the `joinin_uriScheme` console variable to update the scheme in Lumberyard Editor.
- Decoding the Base64 encoded URI and extracting:
  - Game name (if the launcher is designed to launch different games)
  - Launch command (optional)
  - Host address
  - Host port
- Launching the game and connecting to the multiplayer session using the extracted settings.

The JoinIn launcher can be a separate application or be built into the game.

The Twitch:ChatPlay:Whisper flow graph node sends information to the viewer client machine. On the viewer client machine, choosing this link decodes the information and launches the game with the appropriate connection settings. For more information about Twitch ChatPlay and Twitch JoinIn flow graph nodes, see Twitch JoinIn Nodes (p. 847).

**Twitch API**

TwitchAPI is a Twitch-specific implementation of the BroadcastAPI interface that allows developers and designers to make calls to Twitch's REST API from within Lumberyard. For more information, see Twitch-API.

TwitchAPI uses one Flow Graph node. For more information, see Twitch Nodes (p. 840).

To ensure the TwitchAPI feature functions properly, you must set the `broadcast_ClientID` console variable to use the application's client ID (provided by Twitch). For more information, see Generating and Setting a Twitch Client ID (p. 1347).
You can use the **UI Editor** to create and customize various parts of the game user interface, such as images, text, buttons, menus, scroll boxes, and heads-up displays (HUDs). For a tutorial about UI creation for games, see [Lumberyard Tutorials](#).

**Topics**
- Using the UI Editor (p. 1350)
- Working with UI Canvases (p. 1351)
- Working with UI Slices (p. 1363)
- UI Elements (p. 1366)
- UI Components (p. 1369)
- Implementing New Fonts (p. 1397)
- Using the Animation Editor (p. 1402)
- UI Flow Graph Nodes (p. 1411)

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**Using the UI Editor**

You can use the **UI Editor** to create, customize, and animate various game user interface elements and components such as menus, buttons, and heads-up displays (HUDs).

The **UI Editor** consists of the following:

1. **Toolbar** – Commonly used tools and settings
2. **Hierarchy pane** – List of UI elements you create
3. **Viewport** – Display of the UI elements on the current UI canvas
4. **Properties pane** – Component properties for the selected element
5. **Animation Editor** – Tool for animating UI elements

**Note**

You can tear away and redock the **Hierarchy pane**, **Properties pane**, **Animation Editor**, and sections of the toolbar to customize the **UI Editor**.
To open the UI Editor

- In Lumberyard Editor, select Tools, UI Editor.

Working with UI Canvases

The UI Editor uses the concept of a canvas as an invisible backdrop for your game user interface elements. Once you create a canvas, you can add elements such as images, text, and buttons.

To create a UI canvas

1. In Lumberyard Editor, click Tools, UI Editor.
2. In the UI Editor, add elements (p. 1366), components (p. 1369), slices (p. 1363), and prefabs (p. 1368).
3. Click File, Save As. Name the canvas with a .uicanvas file extension, and then click Save.

Topics

- Navigating the Viewport (p. 1352)
- Changing the Canvas Size (p. 1353)
- Previewing Canvases (p. 1353)
- Configuring Canvas Properties (p. 1356)
- Associating Canvases with UI Flow Graph Nodes (p. 1357)
Navigating the Viewport

The UI Editor features a rectangle with a checkerboard pattern on a dark gray background.

The checkerboard pattern represents empty space within the UI canvas, and the dark gray represents the space outside of the canvas. Anything within the UI canvas space is visible when the canvas is loaded.

**To zoom in or out on a UI canvas**

Do one of the following:

- Mouse – Scroll the mouse wheel
- Keyboard – Press **Ctrl +** or **Ctrl -**
- Menu – Click **View**, then click **Zoom In** or **Zoom Out**

**To pan the view on a UI canvas**

- With the mouse on the UI canvas, drag using the middle mouse button
- Press and hold the space bar while dragging the canvas

**To toggle common zoom settings**

Do one of the following:

- Fit canvas to current view (default) – Press **Ctrl+0**, or click **View, Fit Canvas**.
- View canvas at actual size – Press **Ctrl+1**, or click **View, Actual Size**.
Changing the Canvas Size

Change your game UI canvas size to visualize how your canvas might look on other displays and devices of varying resolutions. The size at which you save your canvas is the reference size that is used when you perform the Scale to Device action.

To change the canvas size

1. On the toolbar, click the arrow beside the resolution to see a list of commonly used canvas sizes for various platforms.

2. Select the size you want or click Other to enter a custom canvas size.

Tip
You can customize the list of canvas sizes that appear in the list by modifying a JSON file stored locally on your machine. In Windows, the canvas size presets file is located in the following directory:

C:\Users\<UserName>\AppData\Local\Amazon\Lumberyard\size_presets.json

Previewing Canvases

You can preview your game UI canvas to visualize how it might look at different screen resolutions and to see how the interactive elements change states.

Topics
- Setting Canvas Size in Preview (p. 1355)
- Previewing Canvas Behavior (p. 1355)
The **UI Editor Preview** consists of the following:

1. **Toolbar** – Tools to view the current **Viewport size**, **Preview canvas size** (selectable), and **Canvas scale**.
2. **Viewport** – Display of the UI canvas as it would appear at the selected resolution.
3. **Animation List** (p. 1355) – List of the animation sequences in the canvas, which you can control using the playback toolbar. Close this pane to increase the viewport size. Use the **View** menu to restore it.
4. **Action Log** (p. 1355) – Record of actions triggered by the canvas's interactable elements. Close this pane to increase the viewport size. Use the **View** menu to restore it.

To open UI canvas Preview

Do one of the following:
From the UI Editor toolbar, click Preview.
From the UI Editor menu, click Preview, Preview.
Press Ctrl+P.

To exit the canvas preview, click End Preview.

Setting Canvas Size in Preview

Change your game UI canvas size in UI Editor Preview to visualize how your canvas might look at different screen resolutions and to see how the interactive elements change state. Changing your canvas size in Preview does not affect the canvas size at which you are authoring the UI canvas—that is controlled in the UI Editor (p. 1353).

Setting your canvas size in Preview is useful when designing games that run on devices that have multiple resolutions. You can see at different resolutions how an element's size and position changes based on the settings of its Transform2d (p. 1369) properties, such as anchors, offsets, and the Scale to Device settings. The Scale to Device flag adjusts the size of the element by computing the ratio of the preview canvas size to the reference canvas size and applies that scale to the element. You can see the effects of this computation in the UI Editor canvas Preview.

The Canvas scale in the toolbar shows the scale at which the canvas is displayed. If the Preview canvas size selected is larger than the viewport size, the canvas you are previewing is drawn at a reduced scale.

Previewing Canvas Behavior

In UI Editor Preview, the UI elements in your canvas perform as they would when the game is running.

Try these examples:

• Pause on an interactive element to show its hover state.
• Press (click) an interactive element to show its pressed state.
• Adjust sliders.
• Input and edit text.
• Use keyboard, mouse, or gamepad to interact with the UI.

Note
If the interactive component's Input enabled setting is deselected (unchecked), that element is drawn in its disabled state and does not respond to hover or click actions.

Animation List

The Animation List pane lists all the UI animation sequences found on the canvas that you are previewing. Select an animation to use the reset, play, pause, and set-to-end controls. Hold Ctrl or Shift to select and control multiple animations at once. You can also control animations independently and simultaneously so that one may be playing, for example, while you pause another.

Action Log

The Action Log pane shows the actions generated by interacting with interactive elements in the UI canvas while in Preview. These logged actions help the canvas designer ensure that correct actions are being triggered.

To use this feature, you must type text strings in the Actions section of the interactive element's properties.
To enable Action Log entries

1. In the UI Editor viewpoint or Hierarchy pane, select the element to which the interactive component is attached.

2. In the Properties pane, under the Actions category, type a text string for each action for which you want to trigger an action log entry.

   The text strings are fully customizable; you can type any string that helps you ensure that the correct actions are being triggered.

For example, in the picture below, EnablerChanged is displayed whenever the Enable Input check box changes state (from off to on, or on to off). EnablerOn is displayed when the check box is selected, and EnablerOff is displayed when it is deselected.

During Preview, flow graphs and Lua scripts are not active; actions taken in UI canvas Preview have no effect on anything outside of the canvas.

Configuring Canvas Properties

The canvas properties are displayed in the UI Editor Properties pane when no elements are selected.
Lumberyard User Guide
Associating Canvases with UI Flow Graph Nodes

Rendering Properties

The **Is pixel aligned** property, selected by default, makes textures look sharper by rounding to the nearest exact pixel the position of the elements’ corners. For example, if, at a particular screen resolution, the position of a corner of an element rectangle is at 123.45, 678.90, then it will be rounded to 123.00, 679.00.

The **Render to texture** property, when selected, causes the UI canvas to be drawn to a texture rather than to the screen. Selecting this property prompts you to type a **Render target name** for the texture. You can type any name, but the convention is to prefix the name with the $ symbol to distinguish it from texture assets.

Input Properties

The **Handle positional** property, selected by default, causes automatic response to positional input such as mouse movement, mouse button clicks, and touch screen input, as well as keyboard input when an interactive UI element is active (such as an element with a **Text Input** component on it).

You can de-select this property for canvases that don't require input. Another scenario where you may want to de-select this property is if you configure your game to handle all inputs and then pass selected inputs to the UI system.

The **Handle navigation** property, when selected, causes automatic response to navigation input. For example, on a PC, pressing arrow keys will move focus from one interactive UI element to the next, and pressing **Enter** will activate an interactive UI element. We recommend de-selecting this property for canvases placed in the game world.

The **First focus element** property is displayed when **Handle navigation** is selected. **First focus element** specifies which element gains focus when a canvas is first loaded and a mouse is not detected. For more information about element navigation, see **First Focus Element** (p. 1379).

Tooltips Properties

The **Tooltips** property controls which element is displayed when hovering over an interactive element. Select an element from the drop-down list. This list is composed of the elements on your current canvas that contain the **TooltipDisplay** component. For more information about the **Tooltips** components, see **Tooltip Components** (p. 1388).

Editor Settings Properties

The **Snap distance** property controls the distance between positions on the grid when **Snap to grid** is selected in the toolbar.

The **Snap rotation** property specifies the number of degrees between each step of rotation when using the rotation gizmo to rotate an element in the viewport when **Snap to grid** is selected in the toolbar.

Associating Canvases with UI Flow Graph Nodes

You must associate all UI flow graph nodes with a UI canvas. There are two sets of flow graph nodes for the UI: **UIe** and **UI**. The **UIe** set of flow graph nodes supersedes the now-legacy **UI** set of flow graph nodes.

In the **UIe** set of nodes, you assign a special entity to the node’s **Choose Entity** input using either the new Component Entity system or the legacy Entity system. These procedures are described in this section.
In the legacy UI set of nodes, the **CanvasID** comes from the **UI:Canvas:Load** node.

**Using the Component Entity system to associate a UI canvas with a Ule flow graph node**

1. In the viewport, right-click and select **Create Component Entity**.
2. Right-click the newly created component and click **Flow Graph, Add**.

   Enter a name for the flow graph, or leave it as **Default**.
3. If the **Flow Graph Editor** is not yet open, click **Tools, Flow Graph**.
4. In the viewport, right-click the component entity and select **Flow Graph, Open, <flow graph name>**.
5. Select the newly created component entity. In the **Entity Inspector**, add a **UI Canvas Asset Ref** component and enter a path to the canvas you want to associate.
6. In the **Flow Graph Editor**, in the flow graph you created, add any **Ule** flow graph node to the graph.
7. Right-click the node you placed and do one of the following:

   - Click **Assign graph entity** if the canvas you want to reference is selected in the **UI Canvas Asset Ref** component.
   - Select a different entity and then click **Assign selected entity** to reference a different canvas.

   **Note**
   
   This other entity can be either a component entity with the UI Canvas Asset Ref component on it or a legacy entity that is a UiCanvasRefEntity.

**Using the Legacy Entity system to associate a UI canvas with a Ule flow graph node**

1. In Lumberyard Editor's **Rollup Bar**, on the **Objects** tab, click **Entity**. Expand the **UI** folder and drag **UiCanvasRefEntity** into the viewport.
2. Select the newly created **UiCanvasRefEntity** entity. In its **Entity Properties**, click **CanvasPath** and enter a path to the canvas you want to associate.
3. In Lumberyard Editor, click **Tools, Flow Graph**.
4. In the **Flow Graph** editor's **Graphs** pane, select a flow graph.
5. Add any **Ule** flow graph node to the graph.
6. Right-click the node you placed and do one of the following:
• Click **Assign graph entity** if the flow graph is associated with the **UiCanvasRefEntity**.
• If the flow graph you used is not associated with the **UiCanvasRefEntity**, make sure the **UiCanvasRefEntity** is selected in your viewport and then click **Assign selected entity**.

**To associate a UI canvas with a legacy UI flow graph node**

1. Load a canvas in the **Flow Graph** editor. See **Loading Canvases in the Flow Graph Editor (p. 1359)** for more information.
2. Add any **UI** flow graph node to the graph.
3. Connect the **CanvasID** output of the **UI:Canvas:Load** node to the **CanvasID** input of the new node.

**Loading Canvases in the Flow Graph Editor**

You can use the **Flow Graph Editor** to load and unload UI canvases. For more information about using flow graphs, see **Flow Graph System (p. 586)**.

For more information about the flow graph nodes you can use to make elements and components respond to user input, see **UI Flow Graph Nodes (p. 1411)**.

You can load canvases in the **Flow Graph Editor** using either the **UIe** node set (recommended) or the legacy **UI** node set. You can also load a canvas automatically using a component entity (without using flow graph). These procedures are described in this section.

Use the following procedure to load canvases using the **UIe** node set. This is the recommended method of loading canvases in flow graph.
To load a canvas in the Flow Graph Editor using the Ule node set

1. In Lumberyard Editor, click **Tools, Flow Graph**.
2. In the **Flow Graph** editor, select a flow graph from the **Graphs** pane.
3. Right-click anywhere in the graphs pane and select **Add Node, Game, Start**.
4. Right-click anywhere in the graphs pane and select **Add Node, Ule, Canvas, LoadIntoEntity**.
5. Right-click the **Ule:Canvas:LoadIntoEntity** node and select **Assign selected entity** or **Assign graph entity** to assign a UI canvas reference entity to the node.

For more information about assigning a UI canvas reference entity to the node, see **Associating Canvases with UI Flow Graph Nodes (p. 1357)**.
6. Connect the **Game:Start** node output to the **Activate** input on the **Ule:Canvas:LoadIntoEntity** node.

To use the legacy UI node set to load canvases, use the following procedure.

To load a canvas in the Flow Graph Editor using the legacy UI node set

1. In Lumberyard Editor, click **Tools, Flow Graph**.
2. In the **Flow Graph** editor, select a flow graph from the **Graphs** pane.
3. Right-click anywhere in the graphs pane and select **Add Node, Game, Start**.
4. Right-click anywhere in the graphs pane and select **Add Node, UI, Canvas, Load**.
5. Connect the **Game:Start** node output to the **Activate** input on the **UI:Canvas:Load** node.
6. Double-click **CanvasPathname** in the **UI:Canvas:Load** node, and type a path in the **CanvasPathname** text box or use the file browser to navigate to the path. The path is relative to the project folder.

**Note**
You might need to zoom in to be able to edit **CanvasPathname**.

The following method uses the component entity system to load a canvas, without using any flow graphs.

**Using the Component Entity system to load a UI canvas**

1. In the level, create a component entity (p. 511)
2. In the **Entity Inspector**, add to this component entity (p. 511) a **UI Canvas Asset Ref** to specify the UI canvas and optionally to automatically load it when the level loads.
3. Select the **Load automatically** check box.
The canvas is automatically loaded when the level loads. It can be referenced from any of the UIe flow graph nodes, as long as they are in a flow graph that belongs to any component entity.

**Loading Canvases in Lua**

You can use the Lua scripting language to load and unload UI canvases. For more information, see [Loading Canvases in Lua](#) in the Amazon Lumberyard Developer Guide.

**Placing UI Canvases in the 3D World**

You can place a UI canvas directly on an object in the 3D world, as opposed to showing it in screen space. To do this, you render a UI canvas to a texture, and then use that texture in a material on a 3D mesh.

You can use any material on any type of entity to display a texture rendered by a UI canvas. However, if players are to interact with the UI canvas in the 3D world—by clicking with the mouse, for example—you must use a component entity.

To see an example of a UI canvas on an object in a 3D world, open the **UiIn3DWorld** level in the FeatureTests Project (p. 1316).

Follow all the steps in the following procedure if you need to create a canvas that players can interact with. If the canvas is not to be interactive, then you only need steps 1 through 5.

**To place a UI canvas on an object in the 3D world**

1. Create your UI canvas file (p. 1351). In the canvas properties (p. 1356), select Render to texture and type a name in the Render target text box. The name must start with the $ character. This indicates to the graphics system that the texture is a dynamic texture.

2. In the level, create a component entity (p. 511).
3. In the **Entity Inspector**, add to this component entity (p. 511) a **UI Canvas Asset Ref** to specify the UI canvas and optionally to load it automatically when the level loads. See **Loading Canvases in the Flow Graph Editor** (p. 1359) for other ways to load the canvas.

4. In the **Material Editor** (p. 1219), create a material that uses the render target texture that is rendered by your canvas.

5. Add a **Static Mesh** (p. 490) component to the component entity and choose the mesh asset onto which you want to map your canvas. Use the **Material override property** to select the material that you created.

6. Add a **Mesh Collider component** (p. 452). In the physics component properties, click the + icon next to the **Behavior** property and add a **Static Body** behavior. Physics is required on this entity because a ray cast is used to translate a mouse or touch input into a position on the UI canvas that is at that point in the world.

7. Add a **UI Canvas on Mesh** component. Type a canvas name in the **Render target override property** if you want to load several instances of the UI canvas on different meshes and have them display different states. Otherwise, leave this property blank.
Working with UI Slices

The UI system uses the slices technology, which is a cascaded data management system for entities. This slice technology is similar to what the main Lumberyard Editor uses, but the user interface and some of the requirements are slightly different for the UI system. For more information about Entity system slices, see Working with Slices (p. 513).

UI slices replace UI prefabs. The UI prefab functionality is still available and functional, but its menu items are marked as deprecated and will be removed in a future release.
Creating a UI Slice

A slice can contain any number of UI elements. However, all of the UI elements in a slice must be contained within one parent element.

You don't need to select all of the elements to go into the new slice. If you just select one element, all of its child elements are included in the slice.

To create a UI slice

1. In the UI Editor, in the Hierarchy pane or in the viewport, select the top-level parent entity to include in the slice.
2. Right-click on the parent entity and click Make New Slice from Selection.
3. Save the slice with a descriptive name.

Because you may create many slices for different purposes, we recommend that you name your slices meaningfully and organize them purposefully into directories and subdirectories.

If you want the slice to appear in the slice library New, Element menu, you must save it within the UI/Slices/Library directory. This directory is either in the project root or within any enabled gems asset root. Adding a slice to the slice library menu makes it easy and convenient to use as a common building block for your UI canvases.

Slices that you create in the UI Editor use the same .slice extension as the slices that you create in the main Lumberyard Editor. However, you cannot instantiate any slices within the UI Editor that you created using the main Lumberyard Editor. If you attempt to do so, Lumberyard displays a warning. For workflow ease, save your UI slices in a different directory than your main Lumberyard Editor slices.

Instantiating a UI Slice

You can create an instance of a slice in your UI canvas.

To instantiate a slice

Do one of the following in the UI Editor:

- Click New, Element from Slice Library.

  This action displays a hierarchical menu of all the slices under \UI\Slices\Library.
• Click New, Element from Slice Browser.

This action displays a file browser to select your slice file.

Creating a Cascaded UI Slice

A cascaded slice is a slice that contains instances of other slices. Cascaded slices can store their own overrides for component and entity properties and can also contain their own entities.

When you create a cascaded slice, the UI system maintains references to the slices that are child entities. This means, for example, that you could instantiate an image slice as a parent and a text slice as a child. Then you could select them both and make a cascaded slice called Button. If you then create instances of the Button slice, they all still contain a reference to the image slice and the text slice. If you then push a font change to the text slice, it affects all instances of the Button slice as well as any other instances of the text slice.

To create a cascaded slice

1. Select the root of a set of elements. The child entities within that root can be individual elements, slices, or a combination of both.

   Note
   If your root is not already in a slice, and you want to maintain child slice references, you must also select the child slices in this step. If you select only the root, only one option appears: Make New Slice from Selection. This creates a detached UI slice (flattens child references).

2. Right-click the selection and then click Make Cascaded Slice from Selected Slices & Entities.
3. Save the cascaded slice with a descriptive name.

Creating a Detached UI Slice

You can create a detached UI slice from an existing UI slice instance. When you create a detached UI slice, the UI system removes, or flattens, all references to child slices. Using the button example from the previous section, let’s say you saved the image slice instance and its child text slice instance as a detached slice and called it Button2. The detached Button2 would not reference any other slices; it is a slice that contains two entities. If you pushed a change to the text slice, it would not affect the text within any instances of the Button slice.
To create a detached UI slice

1. Select the root of a set of elements, or a root and one or more child entities. The child entities within that root can be individual elements, slices, or a combination of both.
2. Right-click the selection. Click **Make Detached Slice from Selected Entities**.
   
   **Note**
   If the any of the elements that you selected are slice instances, two options appear: **Make Detached Slice from Selected Entities** and **Make Cascaded Slice from Selected Slices & Entities**.
3. Save the slice with a descriptive name.

Modifying a UI Slice and Pushing Changes

In the **UI Editor** you modify UI slices and push changes the same way that you do in the main Lumberyard Editor. For more information on pushing changes in Lumberyard's Entity system, see Working with Slices (p. 513).

If the currently selected entity is part of a slice instance, the **Properties** pane highlights in orange any properties that are different between the selected entity and the slice to which it belongs.

In addition, the UI system enforces a restriction on slice changes: A UI slice cannot contain references to any entities not within the slice.

To push local changes to the slice

1. Right-click in the **Properties** pane or on selected UI elements in the **Hierarchy** pane.
2. In the context menu, click **Push to Slice**.

Flagging Dynamic Slices

A slice flagged as a dynamic slice can be used like any other slice, but it can also be instantiated at runtime.

You can flag a slice as dynamic in the file browser.

To instantiate a UI slice at runtime, use the **UiSpawner** component on a UI element. This causes the system to automatically spawn a dynamic slice on activation. It also exposes a bus to Lua and C++ that allows the slice to be instantiated whenever needed.

UI Elements

UI elements are entities to which you can attach multiple components. You can start with an empty element and add components to it, such as a button, image, slider, text, and so on. Or you can add an existing pre-fabricated (prefab) element (p. 1368), such as a scrollbox, which is an element with components already attached. You can also create your own prefab elements (p. 1368).

Every UI element has a required component called **Transform2D**. The **Transform2D** component defines the positioning, spacing, and size of the element relative to its parent (whether its parent is the canvas or another element). Each UI element can also have one visual component (p. 1372) (image or text), one interactive component (p. 1376) (button, check box, scrollbox, slider, or text input), and one layout component (p. 1387) (layout column, layout row, or layout grid). The remaining components (p. 1396) are the mask and fader, of which UI elements can attach either or both.
For each of the following procedures, use the **UI Editor** to manage UI elements.

### Managing UI Elements in the UI Editor

<table>
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<th>Steps</th>
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<td>In the <strong>UI Editor</strong> toolbar, click New, Empty element. The element appears in the <strong>Hierarchy</strong> pane and viewport.</td>
</tr>
<tr>
<td>To move, rotate, or resize an element</td>
<td>Select the element, then click the Move, Rotate, or Resize tool in the toolbar. Select Snap to grid to modify elements in increments.</td>
</tr>
<tr>
<td>To copy an element</td>
<td>Right-click the element in the <strong>Hierarchy</strong> pane or viewport and click Copy.</td>
</tr>
<tr>
<td>To nudge an element</td>
<td>To nudge, or move, an element one pixel at a time, select the element and click the Move tool. Use arrow keys to nudge elements in the selected direction. Press and hold the Shift key while pressing the arrow keys to nudge elements 10 pixels at a time.</td>
</tr>
<tr>
<td>To paste a copied element</td>
<td>Right-click anywhere in the <strong>Hierarchy</strong> pane or viewport and click Paste. If an element is selected, the Paste as sibling and Paste as child options appear.</td>
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<tr>
<td>To delete an element</td>
<td>Right-click the element in the <strong>Hierarchy</strong> pane or viewport and click Delete.</td>
</tr>
<tr>
<td>To hide an element</td>
<td>Click the eye icon (to the right of the element name) in the <strong>Hierarchy</strong> pane or viewport. Click again to unhide the element.</td>
</tr>
<tr>
<td>To hide all elements</td>
<td>To hide all elements, deselect any currently selected items and then click the eye icon in the topmost row of the <strong>Hierarchy</strong> pane.</td>
</tr>
<tr>
<td>To prevent selection of an element in the viewport</td>
<td>Click the padlock icon to the right of the element name in the <strong>Hierarchy</strong> pane. This prevents selection only of that particular element; its children are still selectable.</td>
</tr>
<tr>
<td>To prevent selection of all elements in the viewport</td>
<td>Deselect any currently selected elements (click in a blank area of the <strong>Hierarchy</strong> pane) and then click the padlock icon in the topmost row of the <strong>Hierarchy</strong> pane.</td>
</tr>
<tr>
<td>To rename an element</td>
<td>Double-click the element in the <strong>Hierarchy</strong> pane, type the new name, and press Enter.</td>
</tr>
<tr>
<td>To nest an element</td>
<td>Select the element in the <strong>Hierarchy</strong> pane and drag it on top of the parent element.</td>
</tr>
<tr>
<td>To change the element draw order</td>
<td>Select and drag elements up or down in the <strong>Hierarchy</strong> pane. Elements are drawn in order starting from the top of the hierarchy list, so elements at the bottom of the list are displayed in front of elements at the top of the list.</td>
</tr>
</tbody>
</table>

### Configuring UI Anchors and Offsets

Each UI element's position is determined by the **Transform2D** component. The **Transform2D** component sets a UI element's position and size relative to its parent's edges. The parent may be another element (if the elements are nested), or the canvas.
For more information about the Transform2D component, see Transform2D – Managing UI Anchors and Offsets (p. 1369).

Using and Creating UI Prefabs

This system has been deprecated and will be removed in a future release.

In the UI Editor, prefabs are preconfigured UI elements and compound elements that you can add to a canvas. You can also create custom prefabs.

To add a prefab element

1. In the UI Editor toolbar, click New, Element from prefab.
2. Select from:
   - Button
   - Checkbox
   - Image
   - LayoutColumn
   - LayoutGrid
   - LayoutRow
   - ScrollBox
   - ScrollBarHorizontal
   - ScrollBarVertical
   - Slider
   - Text
   - TextInput

   The new element appears in the Hierarchy pane and viewport.

If you have created your own element or modified an existing prefab, you can save it as a custom prefab.

To save a custom prefab element

1. In the UI Editor, right-click an element that you have created or modified in the Hierarchy pane or viewport.
2. Click (Deprecated) Save as Prefab.
3. In the Save As dialog box, do the following:
   1. Navigate to any location in the project folder where you want to save your prefab.
   2. Name your prefab with a .uiprefab file extension.
   3. Click Save.

Your prefab now appears in the New, (Deprecated) Element from prefab menu.
UI Components

UI components define the properties of a UI element. For example, every element has a `Transform2D` component that defines its position, rotation, size, and scale. You can give an element additional properties by adding components, such as adding the image component to give an element color or texture. Each UI element can have one visual component (image or text), one interactive component (button, check box, scrollbox, slider, or text input), and one layout component (layout column, layout row, or layout grid). You can attach any or all of the remaining components: dynamic components, tooltips, tooltips display, mask, and fader.

To view some samples of completed UI canvases that demonstrate the following components, open the FeatureTests Project (p. 1316). In the UI Editor, click File, Open Canvas. Then select the appropriate canvas to view the completed UI canvas as stated in the following topics.

You can also see the completed UI canvases in action by switching to game mode (press Ctrl+G or from the main menu, Game, Switch to Game) in the FeatureTests Project (p. 1316).

Topics

- Adding or Deleting Components (p. 1369)
- Transform2D – Managing UI Anchors and Offsets (p. 1369)
- Visual Components (p. 1372)
- Interactive Components (p. 1376)
- Layout Components (p. 1387)
- Tooltip Components (p. 1388)
- Dynamic Components (p. 1389)
- UISpawner Component (p. 1393)
- Other Components (p. 1396)

Adding or Deleting Components

You can easily add or delete components in the UI Editor (p. 1350).

To add a component to an element

1. In the UI Editor, select an element in the Hierarchy pane and click Add Component at the top of the Properties pane.
2. Select the component (image, text, button, checkbox, slider, text input, scrollbox, fader, mask, layout column, layout row, or layout grid) that you want to add to the element.
3. Use the instructions for the specific component you are adding in the next section.

To delete a component from an element

- In the UI Editor, select an element in the Hierarchy pane. Right-click the component in the Properties pane and click Remove.

Transform2D – Managing UI Anchors and Offsets

You can use anchors and offset settings in the Transform2D component to set a UI element’s position and size relative to its parent’s edges. The Transform2D component is a required component in every element.
Anchor values are always 0.00% to 100.00% as defined by the parent's edges. Offsets are expressed in pixels and are relative to the anchors.

Anchors and offsets are useful in a variety of situations:

- Ensuring an element maintains a specific padding within its parent's edges, regardless of changes to the parent's size
- Anchoring an element to a corner of its parent, regardless of changes to the parent's size or position
- Building resolution-independent UI elements

For example, you can ensure an element remains full screen regardless of the screen's resolution.

**To configure an element's anchors**

1. In the Hierarchy pane of the UI Editor (p. 1350), select the element whose anchors you want to modify.
2. In the Properties pane, under Transform2D, choose from the selection of commonly used anchor placements.
   1. Anchor to the parent's center, corner, or midway along an edge without changing size.
   2. Anchor to the left edge, middle, or right edge; vertical size adjusts to parent.
   3. Anchor to the top edge, middle, or bottom edge; horizontal size adjusts to parent.
   4. Anchor all of the element's edges to the parent; horizontal and vertical size adjusts to parent. You can use this anchor preset to place an element that remains full screen, regardless of a change in resolution (if the canvas is its parent).

To further edit (fine-tune) an element's anchors

In the Properties pane, under Transform2D, do the following for Anchors, as appropriate:

- For Left, enter a value between 0.00% and 100.00%.
- For Right, enter a value between 0.00% and 100.00%.
• For **Top**, enter a value between 0.00% and 100.00%.
• For **Bottom**, enter a value between 0.00% and 100.00%.

The anchors' positions can be visualized as points on a grid, plotted in percentages by the length of its parent's edges from left to right and top to bottom. If you want to keep the element's size absolute (so that it doesn't change size when the parent changes size) but want to anchor it a particular vertical or horizontal point relative to the parent's size, make sure the top and bottom (or left and right) anchors have the same number. In this case, the anchors are said to be together.

But if, for example, you want the element's left and right edges to each remain at a fixed percentage relative to its parent and to change size as its parent changes size, then make the numbers different. In this case, the anchors are called split.

**To edit an element's position and size**

In the **Properties** pane, under Transform2D, modify the **Offsets**, as appropriate:

If the element's anchors are together, do the following:
• For **X Pos**, enter a negative or positive value in pixels. This adjusts the horizontal offset relative to the left-right anchor position.
• For **Y Pos**, enter a negative or positive value in pixels. This adjusts the vertical offset relative to the top-bottom anchor position.
When the element's anchors are together, only its position (and not its size) adjusts with the parent's size. Therefore, you can manually adjust its size, which remains consistent when anchors are together:

- For **Width**, enter a value in pixels.
- For **Height**, enter a value in pixels.

If the element's anchors are split, do the following:

- For **Left**, enter a negative or positive value in pixels. This adjusts the size offset relative to the element's left anchor.
- For **Right**, enter a negative or positive value in pixels. This adjusts the size offset relative to the element's right anchor.
- For **Top**, enter a negative or positive value in pixels. This adjusts the size offset relative to the element's top anchor.
- For **Bottom**, enter a negative or positive value in pixels. This adjusts the size offset relative to the element's bottom anchor.

**To edit an element's pivot, rotation, and scale**

In the **Properties** pane, under **Transform2D**, do the following for **Pivot**, **Rotation**, and **Scale**, as appropriate:

- For **Pivot**, select a pivot preset or enter values for X and Y where 0 and 1 represent the element's edges.
- For **Rotation**, enter a value in degrees.
- For **X Scale**, enter a value to use as a multiplier for the element's width.
- For **Y Scale**, enter a value to use as a multiplier for the element's height.
- Select **Scale to Device** if you want the UI element and its children to scale with the device resolution.

**Note**

The element rotates around, resizes from, and calculates position from its pivot point. The pivot point is not limited by the element's borders; you can place the pivot outside of the element.

**Visual Components**

You can add one visual component to an element: **Image** or **Text**.

**Image**

You can use an image component to add a color tint or texture to an element. To see an example of a completed canvas with the image component, open the **UiCompImage.uicanvas** file in the **FeatureTests Project** (p. 1316).

**To edit an image component**

In the **Properties** pane of the **UI Editor** (p. 1350), expand **Image** and do the following, as appropriate:

**SpriteType**

Select one of the following:

- **Sprite/Texture asset** – Image displays the asset specified in **Sprite path**.
• **Render target** – Image displays the render target specified in **Render target name**.

**Sprite path**

Click the ... (folder) icon and select a suitable file.

Click the gear icon next to the **Sprite path** folder icon to open the sprite **Border Editor**. Then define the borders for the sliced image type.

**Render target name**

Type a name of a render target and press **Enter**.

**Color**

Click the color swatch to select a different color.

**Alpha**

Use the slider to choose an alpha value between 0 and 1.

**Image type**

Select one of the following:

• **Stretched** – Stretches the texture with the element without maintaining aspect ratio

• **Sliced** – Treats the texture as a 9-sliced sprite

• **Fixed** – Makes the texture pixel perfect

• **Tiled** –Tiles the texture to fill the element

• **Stretched to Fit** – Scales to fit while maintaining aspect ratio

• **Stretched to Fill** – Scales to fill while maintaining aspect ratio

**Blend Mode**

Select one of the following:

• **Normal** – Uses alpha to interpolate colors between elements

• **Add** – Blends colors between elements by adding (lightening) color values together

• **Screen** – Blends colors using inverse source color resulting in a lighter color

• **Darken** – Chooses the darker color channel when blending between elements

• **Lighten** – Chooses the lighter color channel value when blending between elements

**Text**

You can use a text component to add a text string to an element. To see an example of a completed canvas with the text component, open the **UiCompText.uicanvas** file in the **FeatureTests Project** (p. 1316).

**To edit a text component**

In the **UI Editor Properties** pane, expand **Text** and do the following, as appropriate:

**Text**

Type the desired text string and press **Enter**. Here, you can apply **text styling markup** (p. 1374).

**Color**

Click the color swatch to select a different color.
Alpha

Use the slider to choose an alpha value between 0 and 1.

Font path

Click the button and select a font .font file. For more information, see Adding New Fonts (p. 1397).

Font size

Type a font size and press Enter.

Font effect

Select an effect from the list. The available font effects are dictated by the font .font file.

Horizontal text alignment

Select Left, Center, or Right to align the text with respect to the element’s left and right borders.

Vertical text alignment

Select Top, Center, or Bottom to align the text with respect to the element’s top and bottom borders.

Overflow mode

Select Overflow to allow the text to display beyond the edges of the element.

Select Clip text to hide, or clip, any text that flows beyond the element’s edges.

Wrap text

Select No wrap to prevent text from wrapping to subsequent lines.

Select Wrap text to allow text to be broken into separate lines.

Text Styling Markup

You can customize the appearance of the text in your game UI by using bold and italic styling, multiple text colors, and multiple fonts in a single text string. You enter specific tags directly into the Font box, along with your string. The simple markup language used is loosely based on HTML.

To use the text styling markup feature, you must use a font family *.fontfamily asset file in the Font path setting (rather than an individual .font asset file). For more information about adding font families to your projects, see Implementing New Fonts (p. 1397).

To use text styling markup

1. In the UI Editor, add a text component to an element on your canvas (or modify an existing component).
2. With the element selected, in the Properties pane, set the Font path property to a *.fontfamily file.
3. Enter a string with markup styling in the Text box. See the next section for examples.

Tags and Attributes

You can use the following tags and attributes when styling text with markup:
**Bold** tag: `<b>`

This text is bold

**Italic** tag: `<i>`

This text is italic

**Font color** tag: `<font color>`

This text is red

**Font face** tag: `<font face>`

This text uses notosans font
Interactive Components

Interactive components respond to user input. For example, the user can click a button or drag a slider. You can use Lua scripts (p. 1361) or flow graphs (p. 1411) to link the component response to an action.

An interactive element is defined as an element that has an interactive component on it.

Topics
- Properties (p. 1376)
- Button (p. 1380)
- Checkbox (p. 1381)
- Slider (p. 1381)
- Text Input (p. 1382)
- ScrollBox (p. 1383)
- ScrollBar (p. 1385)

Properties

All of the interactive components share a common set of properties. These properties are grouped into the following categories:

- **Input Enabled** (p. 1377) – Check box or flag that determines whether the element can be interacted with.
- **States** (p. 1377) – Settings that determine the appearance of the element when in the Hover, Pressed, or Disabled states.
- **Navigation** (p. 1379) – Settings that determine how the gamepad or arrow keys navigate between interactive elements (p. 1379).
- **Actions** – Events that are caused by the listed action.
Input Enabled

The **Input Enabled** setting, selected by default, determines whether the component can be interacted with.

To visualize how the interactive element looks in its disabled state, deselect the **Input Enabled** setting, and then use Preview mode (p. 1353) to preview your canvas.

You can also manipulate the **Input Enabled** flag from C++ or flow graph to enable or disable interactive components while the game is running. Use the flow graph node **UI:Interactable:SetIsHandlingEvents** (p. 1505).

**States**

The **States** group of properties defines the appearance of the interactive element and its child UI elements when the element is in the **Hover**, **Pressed**, and **Disabled** states.

The normal appearance of a visual element (defined as an element with a visual component on it, such as image or text) is defined by the properties of that visual component. Some of the visual component's properties, however, can be overridden by an interactive component that is in the **Hover**, **Pressed**, and **Disabled** states.
The Hover, Pressed, and Disabled states have a list of state actions, which define the appearance of that state, and which override the corresponding property on the visual component:

- **Color** – RGB color tint
- **Alpha** – Opacity
- **Sprite** – Texture
- **Font** – Text font and font effect (on a text component, for example)

The state actions—Color, Alpha, Sprite, and Font—each have a Target property that specifies which visual element is to be affected. The elements from which you can choose include the current element—listed as *<This element>*, its child elements, and the descendants of its child elements. Using the Target property, you can pick exactly which visual element to override.

For example, the button prefab (p. 1368) has a top element named Button that has a visual component to define color. It also has a child element with a text component to define the text (and its color) on the button. The top element (Button) also has the Interactable component on it, and the Target for the color state action can override either the Button element's color, or the Text element's color, depending on what you pick from the list.

When you first add an interactive component to an element, there are no state actions added by default. You must add state actions to the states that you want to use and modify.

**To add a state action to a state**

In the UI Editor (p. 1350), in the Properties pane, under the interactive component's name (for example, Button), do the following:

1. Under Interactable, States, click Add new element (green +).
2. From the list, choose one of the following: Color, Font, Sprite, Alpha.
To delete a state action

• Click Remove element (red x) next to the state action that you want to delete.

To clear all state actions from a state

• Click Clear container (box icon) next to the state from which you want to clear all the state actions.

Navigation

You can use the Navigation group of properties to specify how the arrow keys or gamepad navigates between interactive elements.

For each interactive element, you can set navigation to one of the following:

• Automatic – Algorithm determines which interactive elements become focused when up, down, left, or right is pressed.
• Custom – You manually specify the interactive elements that become focused when up, down, left, or right is pressed.
• None – This option removes navigation capability; using the keyboard or gamepad, the player cannot focus on this element.

First Focus Element

To determine which element receives first focus when a canvas is first loaded, set the First Focus Element in the Canvas Properties (p. 1356). The First Focus Element receives focus upon canvas load when no mouse is detected. If you do not set a First Focus Element, or if a mouse is detected, no element is focused until the user provides direction input from a keyboard or mouse, whereupon the element closest to the top left corner of the canvas becomes focused.

Once an element is focused, navigation to other elements is controlled by the navigation properties (p. 1379) defined on each interactive component.

Interactive Element Controls

To interact with a focused element, press Enter on the keyboard (A on Xbox; X on PlayStation).

While an element is interactive, use the following controls:

• Button and Checkbox – Enter presses the button or selects/clears the check box, and then returns to navigation automatically. Does not remain active after action.
• Slider and Scrollbox – Use arrow keys or joystick to move the slider or scroll box. Press Enter to return to navigation.
• TextInput – While active, use the following (press Enter to return to navigation):
  • Arrow keys move the text cursor
• **Shift**+arrow keys selects text
• Alphanumerical keys enter text at cursor position
• **Ctrl+A** selects the entire text string
• **Backspace** deletes the character to the left of the cursor
• **Delete** deletes the character to the right of the cursor

**Actions**

You can use the **Actions** properties to trigger a particular event when one of the listed actions occur. Type a string in the action field. When the listed action occurs (for example, when a game player starts to hover over the element), the listed string is sent as an action. You can set up the **UI:Canvas:ActionListener (p. 1411)** flow graph node to listen for this action.

You can strings for the following actions:

• Hover start
• Hover end
• Pressed
• Release

**Button**

You can use a button component to make an element behave like a button. To see an example of a completed canvas with the button component, open the **UiCompButton.uicanvas** file in the **FeatureTests Project (p. 1316)**.

Note the following:

• This component is typically used on an element with an image component; if no visual or image component is present, many of the following properties have no effect.
• If you want to add a text label to a button, add a child element with a text component.
• To define borders for a sliced image type, open the sprite **Border Editor** by clicking the gear icon next to the **Sprite** path folder icon.

**To edit a button component**

In the **UI Editor (p. 1350)** **Properties** pane, expand **Button** and do the following, as appropriate:

**Interactable**

See **Properties (p. 1376)** to edit the common interactive component settings.

**Actions, Click**

Type a text string. This string is sent as an action on the UI canvas when the button is clicked. You can listen for this action in the flow graph using the **UI:Canvas:ActionListener Node (p. 1485)**.
**Checkbox**

You can use this component to make an element behave like a check box. This component is typically used on an element with two visual child elements—one to display when the check box is selected and another to display when the check box is cleared. To see an example of a completed canvas with the check box component, open the `UiCompCheckBox.uicanvas` file in the FeatureTests Project (p. 1316).

**To edit a check box component**

In the Properties pane of the UI Editor (p. 1350), expand Checkbox and do the following, as appropriate:

**Interactable**

See Properties (p. 1376) to edit the common interactive component settings.

**Elements, On**

Select an element from the list to provide the entity to be displayed when the check box state is on (selected).

**Elements, Off**

Select an element from the list to provide the entity to be displayed when the check box state is off (cleared).

**Value, Checked**

Click the box to change the initial state of the check box.

**Actions, Change**

Type a text string. This string is sent as an action on the UI canvas when the check box has any state changes. You can listen for this action in the flow graph using `UI:Canvas:ActionListener Node` (p. 1485).

**Actions, On**

Type a text string. This string is sent as an action on the UI canvas when the check box state changes to on (selected). You can listen for this action in the flow graph using `UI:Canvas:ActionListener Node` (p. 1485).

**Actions, Off**

Type a text string. This string is sent as an action on the UI canvas when the check box state changes to off (cleared). You can listen for this action in the flow graph using `UI:Canvas:ActionListener Node` (p. 1485).

**Slider**

You can use this component to make an element behave like a slider. This component is typically used on an element with three visual child elements: one immediate child, called Track, and two child elements of the track, called Fill and Handle. To see an example of a completed canvas with the slider component, open the `UiCompSlider.uicanvas` file in the FeatureTests Project (p. 1316).

**To edit a slider component**

In the Properties pane, expand Slider and do the following, as appropriate:

**Interactable**

See Properties (p. 1376) to edit the common interactive component settings.
Elements, Track

Select an element from the list to provide the entity to be displayed as the background of the slider and to limit the movement of the manipulator.

Elements, Fill

Select an element from the list to provide the entity to be displayed as the background of the slider, from the lower limit to the center of the manipulator position.

Elements, Manipulator

Select an element from the list to provide the entity to be displayed as the movable knob of the slider.

Value, Value

Enter the initial value of the slider.

Value, Min

Enter the lower limit of the slider.

Value, Max

Enter the upper limit of the slider.

Value, Stepping

Enter the step value. For example, use 1 to only permit whole integer values.

Actions, Change

Type a text string. This string is sent as an action on the UI canvas when the slider is finished changing values. You can listen for this action in the flow graph using \texttt{UI:Canvas:ActionListener Node} (p. 1485).

Actions, End Change

Type a text string. This string is sent as an action on the UI canvas when the slider is changing values. You can listen for this action in the flow graph using \texttt{UI:Canvas:ActionListener Node} (p. 1485).

Text Input

You can use a text input component to make an element offer player input. This component is typically used on an element with an image component and two child elements with text components (one for placeholder text and one for input text). To see an example of a completed canvas with the text input component, open the \texttt{UiCompTextInput.uicanvas} file in the FeatureTests Project (p. 1316).

To edit a text input component

In the UI Editor Properties pane, expand TextInput and do the following, as appropriate:

Interactable

See Properties (p. 1376) to edit the common interactive component settings.

Elements, Text

Select an element from the list to provide the text component for the input text. The list shows child elements that have text components.

Elements, Placeholder text element

Select an element from the list to provide the text component for the placeholder text. The list shows child elements that have text components.
Text editing, Selection color

Click the color swatch to select a different color for selected text.

Text editing, Cursor color

Click the color swatch to select a different color for the cursor.

Text editing, Max char count

Enter the maximum number of characters allowed in the text input box. Enter -1 for no character limit.

Text editing, Cursor blink time

Enter a value in seconds. Use 0 for no blink, 1 to blink once every second, 2 to blink once every two seconds, etc.

Text editing, Is password field

Check the box and specify the replacement character.

Text editing, Clip input text

Sets the Overflow mode of the text element to Clip text at runtime.

Actions, Change

Type a text string. This string is sent as an action on the UI canvas whenever a change occurs in the text input, such as typing or deleting a character.

Actions, End edit

Type a text string. This string is sent as an action on the UI canvas whenever the player clicks off the text input or presses Enter.

Actions, Enter

Type a text string. This string is sent as an action on the UI canvas when the player presses Enter.

ScrollView

You can use a scroll box component to present content, such as images or text, within a scrollable area. To see an example of a completed canvas with the scroll box component, open the UiCompScrollBox.ui.canvas and UiCompScrollBox_More.ui.canvas files in the FeatureTests Project (p. 1316).

This component is typically used with a mask component, which hides content outside of the masked area.

You can add a prefabricated scroll box element. When you do this, a mask, content, and image elements are automatically created and nested in your Hierarchy pane.

To add a ScrollBox element from prefab

• Click New, Element from prefab, ScrollBox.

The element named ScrollBox (1) has the ScrollBox component (2) on it. You can add an image to the ScrollBox element's Image component (3), which acts as the visual frame for the scroll box. Because the mask element and its child elements are drawn in front of the scroll box element, you see only the edges...
of the image on the ScrollBox component. To increase or decrease the viewable area of this image, adjust the offsets in the mask element's Transform2D (p. 1369) component.

The element named Mask has a Mask (p. 1396) component on it, which acts as the viewport through which you can see the content. To specify a custom mask, you can add an image to the Mask element's Image component. The contents are drawn to the visible area of the mask; the transparent area of the mask hides content.

To edit a scroll box component

In the Properties pane, expand ScrollBox and do the following, as appropriate:

Interactable

See Properties (p. 1376) to edit the common interactive component settings.

Content, Content element

Select an element from the list to provide the content to be displayed within the scroll box.

Content, Initial scroll offset

Enter the initial offset value of the content element's pivot point from the parent element's pivot point.

Content, Constrain scrolling

Select the check box to prevent content from scrolling beyond its edges.

Content, Snap

Select a snapping mode:

- None – No snapping.
• **To children** – When a drag motion is released, the content element moves in such a way that the closest child element's pivot point is snapped to the parent element's pivot point. You can use this, for example, to center a child element in the scroll box when a drag is released.

• **To grid** – When a drag motion is released, the content element's pivot point is snapped to a multiple of the grid spacing from the parent element's pivot point.

**Horizontal scrolling, Enabled**

Select the check box to enable content to scroll horizontally. If the element, or its parent, is rotated, then the axis of scrolling is also rotated. You can enabled horizontal scrolling simultaneously with vertical scrolling to scroll in both directions.

**Horizontal scrolling, Scrollbar element**

Select an element from the list to provide the horizontal scrollbar associated with the scroll box.

**Horizontal scrolling, Scrollbar visibility**

Select the visibility behavior of the horizontal scrollbar:

• **Always visible** – Scroll bar is always visible.

• **Auto hide** – Scroll bar is automatically hidden when not needed. Scroll bar is resized according to visibility of the vertical scroll bar.

• **Auto hide and resize view area** – Same as auto hide, but the view area is also resized smaller when the scroll bar is visible, and larger when the scroll bar is hidden.

**Vertical scrolling, Enabled**

Select the check box to enable content to scroll vertically. If the element, or its parent, is rotated, then the axis of scrolling is also rotated. You can enable vertical scrolling simultaneously with horizontal scrolling to scroll in both directions.

**Vertical scrolling, Scrollbar element**

Select an element from the list to provide the vertical scrollbar associated with the scroll box.

**Vertical scrolling, Scrollbar visibility**

Select the visibility behavior of the vertical scrollbar:

• **Always visible** – Scroll bar is always visible.

• **Auto hide** – Scroll bar is automatically hidden when not needed. Scroll bar is resized according to visibility of the vertical scroll bar.

• **Auto hide and resize view area** – Same as auto hide, but the view area is also resized smaller when the scroll bar is visible, and larger when the scroll bar is hidden.

**Actions, Change**

Set the action that is triggered during a drag each time the position changes.

**Actions, End change**

Set the action that is triggered when a drag motion is completed.

**ScrollBar**

You can use a scroll bar component to add a scrollable bar, or handle, for manipulating settings or scrolling within a scroll box. To see an example of a completed canvas with the scroll bar component, open the `UICompScrollBar.ui.canvas` file in the FeatureTests Project (p. 1316).

This is a horizontal scroll bar:
This is an image within a scroll box with both a horizontal and a vertical scroll bar:

You can add a prefabricated horizontal or vertical scroll bar element. When you do this, a handle is automatically created and nested in your Hierarchy pane.

**To add a ScrollBar element from prefab**

- Click New, Element from prefab, ScrollBarHorizontal or ScrollBarVertical.

**To edit a scroll bar component**

In the Properties pane, expand ScrollBar and do the following, as appropriate:

- **Interactable**
  
  See Properties (p. 1376) to edit the common interactive component settings.

- **Elements, Handle**
  
  Select an element from the list to provide the entity to be displayed as the movable handle of the scrollbar.

- **Values, Orientation**
  
  Select the scrollbar's orientation:
  - **Horizontal** – Scrollbar's handle moves left and right.
  - **Vertical** – Scrollbar's handle moves up and down.

- **Values, Value**
  
  Enter the initial value of the scrollbar (0.0 to 1.0).

- **Values, Handle size**
  
  Enter the size of the handle relative to the scrollbar (0.0 to 1.0).

- **Values, Min handle size**
  
  Enter the minimum size of the handle in pixels.

- **Actions, Change**
  
  Type a text string. This string is sent as an action on the UI canvas when the scroll bar changes values. You can listen for this action in the flow graph using Uie:Canvas:ActionListener Node (p. 1411).
Actions, End Change

Type a text string. This string is sent as an action on the UI canvas when the scroll bar has finished changing values. You can listen for this action in the flow graph using Ule:Canvas:ActionListener Node (p. 1411).

Layout Components

You can add one layout component to an element to organize child elements into uniform columns, rows, or a grid.

Layout Column

You can use a layout column component to organize child elements into a uniform column. To see an example of a completed canvas with the layout column component, open the UiCompLayout.uicanvas file in the FeatureTests Project (p. 1316).

To edit a layout column component

In the Properties pane of the UI Editor (p. 1350), expand LayoutColumn and do the following, as appropriate:

- For Padding, enter values in pixels, relative to the element's borders.
- For Spacing, enter values in pixels to adjust spacing between elements.
- For Order, select Top-to-Bottom or Bottom-to-Top to specify the order in which the child elements appear in the column.

Layout Row

You can use a layout row component to organize child elements into a uniform row.

To edit a layout row component

In the Properties pane, expand LayoutRow and do the following, as appropriate:

- For Padding, enter values in pixels, relative to the element's borders.
- For Spacing, enter values in pixels to adjust spacing between elements.
- For Order, select Left-to-Right or Right-to-Left to determine the order in which the child elements appear in the row.

Layout Grid

You can use a layout grid component to organize child elements into a uniform grid. To see an example of a completed canvas with the layout column component, open the UiCompLayout.uicanvas file in the FeatureTests Project (p. 1316).

To edit a layout grid component

In the Properties pane, expand LayoutGrid and do the following, as appropriate:

Padding

Enter values in pixels, relative to the element's borders.

Spacing

Enter values in pixels to adjust spacing among elements.
Cell size

Enter values in pixels to specify the size of the child elements.

Order

Do the following as appropriate:

- For Horizontal, select Left-to-Right or Right-to-Left to determine the order in which elements appear horizontally.
- For Vertical, select Top-to-Bottom or Bottom-to-Top to determine the order in which elements appear vertically.
- For Starting With, select Horizontal or Vertical to determine whether elements appear horizontally or vertically first.

Tooltip Components

You can add either a Tooltip component or a TooltipDisplay component to an element. With these components, you can display a tooltip when hovering over an interactive element.

To see an example of a completed canvas with the tooltip component, open the UICompToolTips.uicanvas file in the FeatureTests Project (p. 1316).

Tooltip

You can use a Tooltip component to provide the text of the tooltip. Add a tooltip component to any interactive element that is to display a tooltip in the hover state.

To edit a tooltip component

1. In the Properties pane of the UI Editor, expand Tooltip.
2. Type a text string.

TooltipDisplay

The TooltipDisplay component defines the tooltip’s display behavior. Add a TooltipDisplay component to the element that is to visually represent the tooltip. You must also set the Tooltip display element (p. 1357) property of the canvas to this element. For more information, see Configuring Canvas Properties (p. 1356).

To edit a TooltipDisplay component

- In the Properties pane, expand TooltipDisplay and use the following settings, as appropriate:
  
  Auto position

  If selected, the element is automatically positioned based on positioning mode. Positioning mode is specified in the Positioning property.

  Positioning

  Select a positioning mode:

  - Offset from mouse – Position the element so that its pivot is a certain distance from the pointer. The distance is specified in the Offset property.
  - Offset from element – Position the element so that its pivot is a certain distance from the pivot of the element that triggered the tooltip display.
Offset

The offset to use when automatically positioning the element.

Auto size

If selected, the element is automatically resized to match the tooltip string's size. The text element is a child of the element, and its text is specified in the Text property. If Auto size is selected, then the text element’s anchors should be apart so that the text element can grow and shrink with its parent.

Text

The child element that is to display a tooltip string.

Delay time

The amount of time to wait before displaying the element.

Display time

The amount of time the element is to be displayed.

Show sequence

The animation sequence to be played when the element is about to appear.

Hide sequence

The animation sequence to be played when the element is about to disappear.

Dynamic Components

Dynamic components work together with Layout (p. 1387) components and the Scroll Box (p. 1383) component to allow for dynamic content in the UI.

To see an example of a completed canvas with the dynamic components, open the UiCompDynamic.uicanvas file in the FeatureTests Project (p. 1316).
**Dynamic Layout**

To use the `DynamicLayout` component, you place it on an element that also has a `LayoutColumn` (p. 1387), `LayoutRow` (p. 1387), or `LayoutGrid` (p. 1387) component. With the `DynamicLayout` component, you can change the number of children of the layout element at run time.

The layout element (1) dynamically resizes to fit its child elements. The first child (2) of the layout element acts as the prototype element. At run time, the UI system clones the prototype element to achieve the desired number of children in the layout.
The automatic resizing of the layout element depends on the layout type.

For **LayoutColumn** (p. 1387) and **LayoutRow** (p. 1387) elements, the layout element resizes in order to keep all of the child elements the same size as the prototype element.

For a **LayoutGrid** (p. 1387) element, the cell size of the **LayoutGrid** component determines the size of the child elements. The **LayoutGrid** element's initial size determines the number of children that can fit in each row or each column, depending on fill direction or **Order** settings. If the **Starting with** fill direction is **horizontal**, the UI system uses the **LayoutGrid** element's initial width to determine how many children fit in each row. If set to **vertical**, the initial height is used to determine how many children fit in each column.

You can use flow graph to set the number of child elements in the layout, and to set up each child element with dynamic content.

**To use a dynamic layout component**

1. Add a **LayoutRow**, **LayoutColumn**, or **LayoutGrid** prefab by clicking **New, Element from Prefab**, and then clicking on one of the layout elements.
   
   This serves as the structure or framework to hold your dynamic content.

2. Add a **DynamicLayout** component to your layout component by clicking, in the **Properties** pane, **Add Component, DynamicLayout**.

   For **Num Cloned Elements**, enter the initial number of children to be created.
3. Create a child entity that has an Image component. To do this, right-click on your layout component in the Hierarchy pane, click New, Element from Prefab, Image.

This image serves as the prototype element that will be cloned and filled with dynamic content.

Dynamic Scrollbox

To use the DynamicScrollBox component, you place it on an element that also has a ScrollBox component. With the DynamicScrollBox component, you can change the number of children of the scroll box's element at run time.

The content element dynamically resizes to fit its child elements. The first child of the content element acts as the prototype element. At run time, the UI system clones the prototype element to achieve the desired number of children in the layout.

With the DynamicScrollBox component, only the minimum number of child elements are actually created for display. This is different from the DynamicLayout component, where all child elements are created at run time, and can consume a large amount of resources. The DynamicScrollBox's elements are reused as the user scrolls; therefore, a scroll box can simulate a large number of children while maintaining good performance.

The DynamicScrollBox component automatically positions its children and resizes the content element to match the bounding box of its children. Each child's size is the same as the prototype element. By default, the children are positioned in a row from left to right. If vertical scrolling is enabled, the children are positioned in a column from top to bottom.

To use a dynamic scrollbox component

1. Add a Scrollbox prefab by clicking New, Element from Prefab, ScrollBox.

This serves as the structure or framework to hold your dynamic content.

2. Add a DynamicScrollbox component to your scroll box component by clicking, in the Properties pane, Add Component, DynamicScrollbox.

For Default Num Elements, enter the initial number of children to be created. This is mainly for previewing a canvas in Preview mode since the number of children ultimately comes from a custom component that implements the UiDynamicScrollBoxDataBus.

3. Create a child entity that has an Image component. To do this, right-click on your scroll box component in the Hierarchy pane, click New, Element from Prefab, Image.

This image serves as the prototype element that will be cloned and filled with dynamic content.

The DynamicScrollBox component uses a bus called UiDynamicScrollBoxDataBus to retrieve the number of children that the content element should have. It also uses a bus called UiDynamicScrollBoxElementNotificationBus to notify when a child element is about to become visible. This is where you set up the child element with dynamic content. To do this, you must create and add to the scroll box element a custom component that implements these two buses.

EBus Interface

Use the following notification functions with the EBus interface to communicate with other components of your game.

For more information about using the Event Bus (EBus) interface, see Event Bus (EBus).

UiDynamicScrollBoxDataBus:GetNumElements

Implement this bus to provide a dynamic scrollbox the number of children it should clone.
UISpawner Component

Returns the number of children that the dynamic scrollbox should clone.

**Parameters**

None

**Return**

Number of children to clone.

**Ui DynamicScrollBoxElementNotificationBus:OnElementBecomingVisible**

Implement this bus to receive notifications when elements of a dynamic scrollbox are about to become visible.

Sends a signal when an element of a dynamic scrollbox is about to become visible.

**Parameters**

entityID – The entity Id of the element that is about to become visible.

index – The index of the element that is about to become visible.

**Return**

None

UISpawner Component

Use the UISpawner component to spawn a run-time dynamic slice (p. 1363) (*.dynamicslice) at an entity’s location with an optional offset. In combination with scripting, you can use the UISpawner component to spawn any dynamic slice at any time and to spawn multiple instances of the same dynamic slice.

**UISpawner Component Properties**

The UISpawner component has the following properties:

**Dynamic Slice**

Select the slice asset to spawn.

**Spawn on Activate**

If selected, spawns the selected slice upon activation.

**EBus Request Bus Interface**

Use the following request functions with the UISpawnerBus EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).
Spawn
Spawns the UI slice specified in the component at the entity's location.

Parameters
None

Return, Scriptable
The slice instantiation ticket for this spawn
Yes

SpawnRelative
Spawns the UI slice specified in the component at the entity's location with the specified relative offset.

Parameters

Relative – The offset position from the entity with the spawner component

Return, Scriptable
The slice instantiation ticket for this spawn
Yes

SpawnViewport
Spawns the slice specified in the component at the specified viewport position.

Parameters

Pos – The viewport position at which to spawn the slice

Return, Scriptable
The slice instantiation ticket for this spawn
Yes

SpawnSlice
Spawns the specified slice at the entity's location.

Parameters

slice – Specifies the slice asset to be spawned

Return, Scriptable
The slice instantiation ticket for this spawn
No

SpawnSliceRelative
Spawns the given slice at the entity's location with the relative offset.
Parameters

(slice) – Specifies the slice asset to be spawned

(relative) – The offset position from the entity with the spawner component

Return, Scriptable

The slice instantiation ticket for this spawn

No

SpawnSliceViewport

Spawns the specified slice at the specified viewport position.

Parameters

(slice) – Specifies the slice asset to be spawned

(pos) – The viewport position at which to spawn the slice

Return, Scriptable

The slice instantiation ticket for this spawn

Yes

EBus Notification Bus Interface

Use the following notification functions with the UiSpawnerNotificationBus EBus interface to communicate with other components of your game.

For more information about using the event bus (EBus) interface, see Event Bus (EBus).

OnSpawnBegin

Announces that the slice has been spawned, but entities have not yet been activated. OnEntitySpawned events are about to be dispatched.

Parameters

(ticket) – The slice instantiation ticket returned by the spawn function. These can be compared in order to know which spawn request it relates to.

Scriptable

Yes

OnSpawnEnd

Announces that a slice has been spawned. This function is called once for each spawn request. All OnEntitySpawned events have been dispatched.

Parameters

(ticket) – The slice instantiation ticket returned by the spawn function. These can be compared in order to know which spawn request it relates to.
Scriptable
Yes

**OnEntitySpawned**
Announces that an entity has been created during a spawn. This function is called once for each entity created while spawning a slice.

**Parameters**
- **ticket** – The slice instantiation ticket returned by the spawn function. These can be compared in order to know which spawn request it relates to.
- **spawnedEntity** – Specifies the ID of the spawned entity

Scriptable
Yes

**Other Components**
You can add either or both of the fader and mask components to an element.

**Fader**
You can use a fader component to simultaneously adjust the transparency of an element and its children. To see an example of a completed canvas with the fader component, open the `UiCompFader.uicanvas` file in the FeatureTests Project (p. 1316).

**To edit a fader component**
1. In the Properties pane of the **UI Editor** (p. 1350), expand Fader.
2. For the **Fade** multiplier, use the slider to select a number between 0 (invisible) and 1 (opaque) and press Enter.

**Mask**
You can add a mask component to an element to show a portion of content in child elements (for example, image or text). To see an example of a completed canvas with the mask component, open the `UiCompMask.uicanvas` file in the FeatureTests Project (p. 1316).

When you add a mask component, the default mask (visible area) is a square. If you want to use a nonrectangular mask, you need a texture or image that contains an alpha channel (p. 1631), which specifies transparent and opaque areas. You can set the image component of the element as a custom image to be used as a mask. The child elements are drawn to (shown by) the visible area of the image and hidden by the transparent area of the image. Masks are most commonly used in conjunction with a scrollbox prefab element (p. 1383).

**To add an image to be used as a custom mask**
1. In the **UI Editor** (p. 1350) toolbar, create a new empty element by clicking **New, Empty Element**. This is the parent element.
2. In the Properties pane, add an image component by clicking **Add Component, Image**.
3. Add a mask component by clicking **Add Component, Mask**.
4. Add a child element by right-clicking the parent element and then clicking **New, Empty Element**.
5. Select the child element. Add an image component to the child element.
6. Select an image for the child element by clicking the folder icon next to **Image, Sprite Path** in the **Properties** pane. Open an image file that is located within your current project directory.
7. Select the parent element. Select the texture or image to use as a mask by clicking the folder icon next to the **Image, Sprite Path** in the **Properties** pane. Open an image file that is located within your current project directory.

The image that you use as a mask should have opaque areas (which shows the content in child elements) and transparent areas (which hides the content in child elements).
8. In the **Properties** pane, under **Mask**, select **Use alpha test**.

**To edit a mask component**

In the **Properties** pane, expand **Mask** and use the following settings, as appropriate:

**Enable Masking**

Enables masking (selected by default). When selected, only the parts of the child elements that are revealed by the mask are visible.

**Draw behind**

Draws the mask visual behind the child elements. Can be useful for debugging purposes.

**Draw in front**

Draws the mask visual in front of the child elements. Can be useful for debugging purposes.

**Use alpha test**

Uses the alpha channel in the masks visual's texture to define the mask. Must be enabled for masks that are anything other than a rectangle.

**Mask interaction**

Prevents input events from being sent to elements that are outside of the mask.

### Implementing New Fonts

You can add fonts to your game UI in Lumberyard by saving the font asset to your game project and creating an `.xml` file that contains specifics for that font, such as the path to the font file and parameters that affect the font's appearance. You can combine multiple font assets into a single font family, and further customize text appearance using **Text Styling Markup** (p. 1374).

Using the procedures in this section, you can:

- **Add new fonts to your game UI** (p. 1397)
- **Create font families** (p. 1398)
- **Configure font rendering quality** (p. 1400)

### Adding New Fonts

For each new font that you want to add, you need the following files:

- **Font asset** – True Type Font (.ttf) or Open Type Font (.otf) file.
To add a new font to your UI

1. Save the font asset (.ttf or .otf file) to your game project directory, such as dev\SamplesProject\Font.
2. Copy an existing font .font file into your game project Font directory. The following directories (included in the Lumberyard project) contain font .font files for reference:
   - dev\Engine\Fonts\n   - dev\SamplesProject\Fonts\n   - dev\FeatureTests\Fonts
3. Change the .font file name (leave the .font extension unchanged). Use any file name that is descriptive and appropriate for your purposes.
4. Open the .font file and edit the following line to point to your font asset file name:

   `<font path="yourFont.ttf" w="512" h="256"/>

Once the Asset Processor is finished processing your font assets, you can select your font by loading the font .font file (p. 1373) in the UI Editor for any text component.

Creating Font Families

You can combine multiple font assets into a single font family group.

The following is an example of a .fontfamily file.

```xml
<fontfamily name="MyFontFamily">
  <font>
    <file path="myfontfamily-regular.xml" />
    <file path="myfontfamily-bold.xml" tags="b" />
    <file path="myfontfamily-italic.xml" tags="i" />
    <file path="myfontfamily-bolditalic.xml" tags="b,i" />
  </font>
</fontfamily>
```

The UI system uses the font family definitions to determine which font asset to apply when styling text. You can combine the following types of assets:

- **Unstyled** – Font representing text with no styling applied. In the example above, this is myfontfamily-regular.xml.
- **Bold** – Font representing text with bold styling.
- **Italic** – Font representing text with italic styling.
- **Bold-Italic** – Font representing text with both bold and italic styling.

Font Family File XML

To create a new font family file, you can create a new, empty plain text file and enter the contents, or you can modify an existing font family file.

To add a new font family file to your UI

1. To create a new font family file, do one of the following:
• Open Notepad (or similar program) and save an empty text file with a .fontfamily file extension.
• Copy an existing .fontfamily file into your game project's Fonts directory. The following .fontfamily files are included in the Lumberyard project:
  • dev\FeatureTests\Fonts\NotoSans\NotoSans.fontfamily
  • dev\FeatureTests\Fonts\NotoSerif\NotoSerif.fontfamily

2. Name your .fontfamily file appropriately (leave the .fontfamily extension)
3. Open your .fontfamily file and edit the contents to configure the font family.

   For example:

   ```xml
   <fontfamily name="MyFontFamily">
     <font>
       <file path="myfontfamily-regular.xml" />
       <file path="myfontfamily-bold.xml" tags="b" />
       <file path="myfontfamily-italic.xml" tags="i" />
       <file path="myfontfamily-bolditalic.xml" tags="b,i" />
     </font>
   </fontfamily>
   ```

Once the Asset Processor has finished processing your font assets, you can select your font family by selecting the *.fontfamily file in the UI Editor as the font for any text component. To apply custom styling to text using the font family, see Text Styling Markup (p. 1374).

The .fontfamily file uses XML. The UI system supports the following tags and attributes for the .fontfamily file:

**Tag: fontfamily**

**Attribute: name**

The unique name of the font family. Each font family name in a project must be unique, and only one fontfamily tag may be specified per .fontfamily file. You can, however, reuse the same font XML files (defined by the file tag) in multiple font families.

**Tag: font**

Container tag for the file tag.

**Attribute: lang**

Language that the font files should be associated with. The font files are loaded only if the listed language is being used. This allows a single font family to use different fonts and styling depending on the language being used.

**Tag: file**

**Attribute: path**

Path to the font XML, a TTF or OTF file. The path is relative to the font family file. The same font asset can be referenced multiple times for a given font family and across multiple font families.

**Attribute: tags**

This tag is optional. If omitted, this font file is used when no styling is applied.

Values:

- **b** – indicates <b> bold tag
Configuring Font Rendering Quality

Lumberyard's built-in UI system, LyShine, renders text using font textures. The quality of the on-screen text is affected by the font texture size, the number of character slots in the font texture, and the size of the text itself when rendered on the screen.

Use the procedures in this section to configure font size and texture to achieve quality text rendering.

Font Texture Width and Height Attributes

Fonts are defined in XML by *.font files. The XML in a .font file defines various parameters, such as the path to the source TTF/OTF asset and important rendering properties. The font file Engine/Fonts/default-ui.font included in the Lumberyard project has the following content:

```xml
<fontshader>
  <font path="Vera.ttf" w="512" h="256"/>
  <effect name="default">
    <pass/>
  </effect>
  <effect name="drop_shadow">
    <pass/>
    <pass>
      <color r="0" g="0" b="0" a="1"/>
      <pos x="1" y="1"/>
    </pass>
    <effect/>
  </effect>
</fontshader>
```

The font texture resolution is controlled by the following line:

```xml
<font path="Vera.ttf" w="512" h="256"/>
```

In this example, the font texture has a resolution of 512x256. This resolution size (along with the number of character slots) is an important value for determining font rendering quality.

Character Slots

In Lumberyard, a font texture is logically divided into equally sized slots. In each slot, there is a uniform amount of space for each character (glyph). By default (without additional configuration), there are 128 unique characters (16 rows * 8 columns).

If you support a language with many unique characters, such as Chinese, Japanese, or Korean, the default number of slots (128) may not be adequate for your needs; you will need further configuration. Otherwise, 128 unique characters may be adequate for most languages. The following information about character slots describes in further detail the font rendering pipeline in Lumberyard.

When rendering a string of characters, the number of unique characters in a string is different than the number of characters in a string (its length). The number of character slots in a font texture imposes a limitation only on the number of unique characters that can be rendered in a single frame.

For example, the following is a font definition which defines a font texture with 1 (1x1) texture slot.
The default values for `widthslots` and `heightslots` is 16 and 8, respectively. However, as shown in the above example, you can configure the number of character slots (1). This font is capable of rendering a single unique character to the screen, any number of times, such as the following string:

AAAA

The number of unique characters in `AAAA` is 1, while the length of the string is 4. This font texture configuration can render this character an unlimited number of times (that is, a string of variable length) as long as the string contains only a single character. However, this font could not render the following string:

AABB

Because only one character slot exists in the texture, it cannot store both the glyphs for upper-case 'A' and upper-case 'B' and render them both in a frame. In order to render this string, you would need to increase the number of slots using the `widthslots` and `heightslots` parameters.

Here is another example:

In this example, the font texture size is 4096x4096 and there are a total number of 128x128 (16,384) character slots. To determine the available size for each character, divide the texture size (4096x4096) by the number of slots (128x128) to yield a 32x32 pixel space per character. This configuration allows you to render over 16K unique characters at a 32px size in a single frame.

**Font Size**

Because a font texture is divided into a logical grid, a simple calculation determines how much real estate each character in the font can use:

- Font texture width / `widthslots` = Slot width
- Font texture height / `heightslots` = Slot height

Where `widthslots` is the number of character slots across the width (X-axis) of the font texture, and `heightslots` is the number of character slots across the height (Y-axis) of the font texture.

In the `default-ui.font` example given in the previous section, the font texture size was 512x256. Assuming the character slots are at their default values (16x8):

- 512 / 16 = 32 (slot width)
- 256 / 8 = 32 (slot height)

For a 512x256 sized font texture, you can render pixel-perfect characters at 32x32 pixels.

Knowing these calculations helps you to determine the right font texture size for the purposes of your game UI.

**To determine the right font texture size for your game UI**

1. Create the font `.font` file (p. 1398) for the font you want to use.
2. Choose an arbitrary font texture size to start with, such as 512x256 as used in the example above.

3. Use the **UI Editor** to mock up a canvas with elements that have text components that use your font `.font` file.

4. In the **UI Editor’s Properties** pane, under **Text, Font Size**, experiment with the font size to find the ideal size for your use case.

5. Once you have determined the appropriate font size for your purposes, use the following formula to determine the font texture width and height.

   - Texture width = Font size * `widthslots`
   - Texture height = Font size * `heightslots`

   **Note**
   The default value for `widthslots` and `heightslots` is 16 and 8, respectively, which gives 128 total character slots. If you need to render more than 128 unique characters to the screen in a single frame—for example, if your game supports Chinese, Japanese, or Korean text—then adjust these values accordingly.

6. Edit your font `.font` to use the calculated font texture size.

   **Note**
   - Font texture sizes do not necessarily need to be a power of 2 (128, 256, 512, 1024, 2048, and so on), but the width must be a multiple of `widthslots` (the default value is 16), and the height must be a multiple of `heightslots` (the default value is 8).
   - You can have multiple font `.font` files that reference the same TTF/OTF file but have different font texture sizes.

   For example, you may have some caption text that needs to appear only at a small font size, but you have other screens (perhaps a menu screen) where you want the same look and feel—by using the same font—that needs to be larger, and therefore needs a higher resolution font texture. You can achieve this with separate `.font` files for each use case, with font texture settings adjusted for ideal rendering quality.

### Using the Animation Editor

You can use animation sequences to animate UI elements. A UI canvas can contain many named animation sequences.

The **Animation Editor** has the following features:

- **Menu** – Operations for creating new animation sequences and switching between the **Track Editor** and **Curve Editor**.
- **Toolbar** – Tools for the editing and playback of animations. The **Curve Editor** displays an additional toolbar at the top of the pane.
- **Node pane** – Area for showing the active sequence and all of the elements that it is animating. A track for each animated property appears underneath the related element.
- **Editor pane** – Area for either the **Track Editor**, the **Curve Editor**, or both.

**To show the Animation Editor editor if it is not already visible**

- From the **UI Editor (p. 1350)** menu, choose **View, Animation Editor**.
To create an animation sequence, you first create a new sequence, assign one or more UI elements to it, and then record changes you make to the UI element(s)—this becomes the animation sequence. You can then edit the animation sequence(s) using the Animation Editor. These processes are described in greater detail in the following sections.

**Recording Animation Data**

Recording animation typically involves three steps:

1. Create a new animation sequence.
2. Add a UI element to that sequence.
3. Turn on animation recording to capture changes in the element properties.

Adding a UI element also adds a node to the sequence. After that any time that you enter record mode, a track is automatically added to your animation for any change you make to this UI element. You do not need to manually add tracks. For more information, see Using the Node Pane (p. 1405).

You can create an animation sequence from the Animation Editor menu or toolbar.

**To create a new animation sequence**

In the Animation Editor (p. 1402), do one of the following:

- From the Sequence menu, choose New Sequence.
- Click the Add Sequence icon on the toolbar.
To add a UI element to the sequence

1. In the UI Editor (p. 1350), select the UI element that you want to animate.
2. In the Animation Editor, right-click the sequence that you created and click Add Selected UI Element(s).

To record an animation sequence

1. In the Animation Editor toolbar, click the Record icon.
2. In the UI Editor, use either the Properties pane or viewport pane to make changes to the selected UI element.
3. After making all changes, click the Stop icon in the Animation Editor toolbar.

Note

In the current release, not all component properties can be recorded. For example, enumerated values, such as the image type of an image component, cannot be animated.

After you record a track, it appears beneath its UI element. The node pane lists your current animation sequences. For more information on the Node Pane, see Using the Node Pane (p. 1405)

Playing Animation Sequences

You can play back the animation in the Animation Editor to preview what it will look like in your game. Playing the animation sequence animates the UI elements in the UI Editor.

Tip

You can also play animations in the Flow Graph Editor. Use the UI:Sequence:Play node to play animation sequences in the game from a flow graph. For more information about this flow graph node, see UI Animation Node (p. 1561).

To control playback of animation in the UI Editor

- In the Play toolbar of the Animation Editor, use the Play, Pause, Stop, Go to start of sequence, and Go to end of sequence buttons.

Editing Animation Data

After you create your sequence(s) and record animation data to them, you can use the Node Pane, Track Editor, and Curve Editor in the Animation Editor to modify your sequences.

- In the Node Pane, you can add or remove UI elements from an animation sequence, edit sequences, and work with keys. For more information, see Using the Node Pane (p. 1405).
- In the Track Editor, you can limit your animation preview, manipulate keys, and change your animation's timeline. For more information, see Using the Track Editor (p. 1407).
- In the Curve Editor, you can manipulate splines to change the behavior of the transitions between keys. For more information, see Using the Curve Editor (p. 1410).

You can use the toolbar to select a sequence to display and edit.

To select an animation sequence to edit

- In Animation Editor, click the arrow next to the name of the current sequence in the toolbar to display a list of active sequences available to edit.
Using the Node Pane

The Node Pane in the Animation Editor (p. 1402) displays all the nodes in the selected animation sequence. Each item listed in the Node Pane is considered a node, though they represent different parts of the sequence. You can use the Node Pane to add or delete UI element nodes. Track nodes appear beneath its UI element when you record a track.

The animation sequence node, at the top level, contains a list of its UI elements nodes. Each UI element node contains a list of its track nodes.

1. Animation Sequence node
2. UI Element nodes
3. Track nodes

To add a new UI element node

1. In the UI Editor (p. 1350), select one or more elements.
2. In the Animation Editor, right-click anywhere in the node pane and select Add Selected UI Element(s).
To remove a UI element node

• In the Animation Editor, in the node pane, right-click an element node and click Delete.

To edit a track

1. In the Animation Editor, in the node pane, select a track node.
2. Right-click the track node and choose any of the following:
   • Copy Keys
   • Copy Selected Keys
   • Paste Keys
   • Disable the track

You can also use the Edit Sequence tool to edit the properties of the sequence directly. You can set various properties, such as the start and end time, whether the sequence loops, and so on.

To open the Edit Sequence tool

• In the Animation Editor, click the Edit Sequence icon.
Using the Track Editor

The **Track Editor** displays all the tracks in your current animation sequence. The **Track Editor** enables you to do the following:

- Move, delete, copy, and paste keys
- Change the timeline of the animation
- Control the animation preview range

**To display the Track Editor**

- In the **Animation Editor** (p. 1402), choose **View, Track Editor** or **View, Both**.
To zoom in or out
• Scroll the mouse wheel

To pan the view
• With the mouse in the Track Editor, drag using the middle mouse button

Topics
• Working with Keys in the Track Editor (p. 1408)
• Moving the Play or Record Point in the Track Editor (p. 1409)
• Previewing in the Track Editor (p. 1409)

Working with Keys in the Track Editor
When you create an animation, key values are automatically recorded. Using the Track Editor, you can move, delete, copy, and paste keys. Keys are represented by a green circle on the timeline of each track.

To move a key
• Click a key and drag it to a new time on the timeline.

To constrain movement to time only
• Hold Shift as you drag the key to a new time on the timeline.

To scale the selected key frames while moving a key
• Hold Alt as you drag the key to a new time on the timeline.

To delete a key
• Right-click a key and click Delete.

To copy a key
• Right-click a key and click Copy.

To paste a key
• Right-click in the timeline and click Paste. Move the key to the desired point on the timeline, then click to place.

The Track Editor's toolbar features a variety of tools to improve your workflow efficiency when editing tracks. Pause over each icon to reveal the tooltips.

Some of the toolbar functions require you to select multiple keys.

To select multiple keys
• In the Track Editor, drag to select multiple keys. The selected keys appear as white circles.
You can also use the Track Editor toolbar to select, move, and snap keys. When moving keys, you can choose to snap them to other keys, to frames, or to second ticks.

**Working with Keys in the Track Editor Toolbar**

<table>
<thead>
<tr>
<th>Toolbar icon</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go to previous key</td>
<td>Selects the key directly before the currently selected key.</td>
</tr>
<tr>
<td>Go to next key</td>
<td>Selects the key directly after the currently selected key.</td>
</tr>
<tr>
<td>Slide keys</td>
<td>Moves the currently selected key and slides all the keys after it to the new point on the timeline while maintaining the original spacing.</td>
</tr>
<tr>
<td>Move keys</td>
<td>Moves the currently selected key(s) to the new point on the timeline without affecting other keys.</td>
</tr>
<tr>
<td>Scale keys</td>
<td>Functions only with multiple keys selected to increase or decrease the space between the selected keys proportionally.</td>
</tr>
<tr>
<td>Magnet Snapping</td>
<td>Snaps to keys in other tracks as you get close to them; allows you to place the key anywhere but indicates a red circle on the key you want to snap to.</td>
</tr>
<tr>
<td>Frame Snapping</td>
<td>Snaps to frames.</td>
</tr>
<tr>
<td>Tick Snapping</td>
<td>Snaps to second ticks.</td>
</tr>
</tbody>
</table>

**Moving the Play or Record Point in the Track Editor**

The play or record point of the animation sequence is shown as a vertical magenta slider on the timeline. Move the play or record point, and the properties of the UI elements in the Animation Editor (p. 1402) change to the values specified by the animation tracks.

**To move the play or record point in the Track Editor**

- Click or drag the vertical magenta slider in the timeline.

**Previewing in the Track Editor**

The Track Editor features a timeline along its top edge. To preview your entire animation, simply click the Play button to play your animation at its normal speed. You can also change the speed of preview by clicking the arrow beside the play button and selecting 2, 1, ½, ¼, or ⅛. You can also limit your animation preview, as it plays, to a specific time frame.

**To limit play preview in the Track Editor**

1. In the timeline, at the start of your preferred preview time, right-click to mark the time with a red triangle.
2. In the timeline, at the end of your preferred preview time, right-click again to mark the end time with a red triangle.
3. Click the Play button to preview your animation in the time frame specified.
Note
When you preview an animation or move the playback position on the timeline, it moves the UI elements in the UI Editor. This means that, if you then save the canvas, these UI elements will be saved in this position. Reposition the timeline or preview a different sequence to position the UI elements at the positions in which you want them to load before you save the canvas.

Using the Curve Editor

The Curve Editor displays animations as function curves. Each track's curves represent an animation of a property value (such as anchor, offset, color, or any property of a UI element).

The elements of a curve
1. Curve or spline
2. Spline key
3. Tangent handles

The path of the curve represents the transition of the value between the keyframes. If the value changes in a straight line between each keyframe (linear), transitions between keyframes will not be smooth. The default curve causes the value to smoothly ease in and ease out. Each key has an in tangent and an out tangent. Depending on the preferred effect, you can use the toolbar icons to switch the tangents to auto, zero, step, or linear. You can also manually drag the tangent handles.

By default, animation tracks are recorded with a smooth transition. You can use the buttons in the toolbar at the top of the Curve Editor to change how the curves behave on either side of the selected key. You can also drag spline keys to a different point in the timeline.

To display the Curve Editor

• In the UI Animation editor, choose View, Curve Editor or View, Both.

To zoom in or out

• Scroll the mouse wheel

To pan the view

• With the mouse in the Curve Editor, drag using the middle mouse button

To adjust a spline key

1. In the Node Pane, select a track. The curves for that track appear in the Curve Editor.
2. In the Curve Editor, select a spline key.
3. Do one or more of the following:
   • Drag the spline key to a different point on the timeline.
   • Use the toolbar buttons to select a preset: auto, zero, step, or linear.

You can select multiple spline keys to modify at once. Once selected, you can move them all together, set their in and out tangents, and so on.
To select multiple spline keys

- In the Curve Editor, drag a selection box over all the spline keys you want to select.

**UI Flow Graph Nodes**

You can use flow graph nodes to control the game's user interface. For example, you could specify an action that loads a specific UI canvas or set parameters for when to keep a canvas loaded.

Lumberyard features two sets of UI flow graph nodes: **UIe** and **UI**. The improved **UIe** nodes supersede the original (and now legacy) **UI** flow graph nodes. For best results when creating new flow graph nodes, use the **UIe** flow graph node set.

For more information on flow graphs, see Flow Graph System (p. 586).

Topics
- **UIe Flow Graph Nodes** (p. 1411)
- **UI Flow Graph Nodes** (p. 1484)

**UIe Flow Graph Nodes**

The **UIe** flow graph node set supersedes the original **UI** flow graph node set (now legacy). The **UIe** node set behaves the same as the original **UI** node set, but simplifies how the nodes associate with UI canvases and UI elements.

You associate each **UIe** node with a UI canvas by setting the node's Choose Entity input. For information on how to associate UI canvases with UI flow graph nodes, see Associating Canvases with UI Flow Graph Nodes (p. 1357).

Topics
- **UIe Canvas Nodes** (p. 1411)
- **UIe Component Nodes** (p. 1415)
- **UIe Animation Node** (p. 1484)

**UIe Canvas Nodes**

You can use these flow graph nodes to perform actions on a UI canvas.

**UIe:Canvas:ActionListener Node**

Listens for the specified action on a UI canvas.

**Node Inputs**

**Activate**
- Initiates listening for the specified action.

**ActionName**
- Name of the action to listen for.
Node Outputs

OnAction
Triggers when the canvas sends the action.

ElementName
Name of the UI element that triggered the action.

ElementId
The element Id of the fader element. Used if ElementName is empty.

Ule:Canvas:LoadIntoEntity Node
Loads the specified UI canvas.

Node Inputs

Activate
Loads the canvas.

Disabled
Sets whether canvas is disabled initially. If disabled, the canvas is not updated or rendered.

Node Outputs

OnLoad
Sends a signal when the canvas is loaded.

Ule:Canvas:UnloadFromEntity Node
Unloads the specified canvas.

Node Inputs

Activate
Unloads the canvas.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:Canvas:GetKeepLoaded Node
Gets the Boolean value of whether the canvas stays loaded when a level is unloaded.

Node Inputs

Activate
Gets whether the canvas stays loaded when the level is unloaded.
**Node Output**

**KeepLoaded**

The Boolean value of whether the canvas stays loaded if the level is unloaded. True if the canvas should stay loaded during level unload; otherwise, false.

**UI:Canvas:SetKeepLoaded Node**

Determines whether the canvas stays loaded when a level is unloaded.

**Node Inputs**

**Activate**

Sets whether the canvas stays loaded when the level is unloaded.

**KeepLoaded**

If true, causes the canvas to stay loaded when the level is unloaded.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:Canvas:GetDrawOrder Node**

Gets the integer draw order value for a UI canvas with respect to other UI canvases.

**Node Inputs**

**Activate**

Gets the draw order for the canvas.

**Node Output**

**DrawOrder**

Order in which the canvas draws. Higher numbers appear before lower numbers.

**UI:Canvas:SetDrawOrder Node**

Sets the draw order for a UI canvas with respect to other UI canvases.

**Node Inputs**

**Activate**

Sets the draw order for the canvas.

**DrawOrder**

Order in which to display the canvas. Higher numbers appear before lower numbers.
**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule:Canvas:GetIsPixelAligned Node**

Gets the Boolean value of whether the canvas is pixel-aligned.

**Node Inputs**

**Activate**

Gets whether visual element's vertices should snap to the nearest pixel.

**Node Output**

**IsPixelAligned**

Boolean value. True if the visual element's vertices should snap to the nearest pixel; otherwise, false.

---

**Ule:Canvas:SetIsPixelAligned Node**

Sets whether visual element's vertices should snap to the nearest pixel.

**Node Inputs**

**Activate**

Sets the pixel-aligned property for the canvas ID.

**IsPixelAligned**

Boolean value that represents whether a visual element's vertices should snap to the nearest pixel.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule:Canvas:GetEnabled Node**

Gets the Boolean enabled flag of the canvas. Enabled canvases are updated and each frame rendered.

**Node Inputs**

**Activate**

Gets the enabled flag of the canvas.

**Node Output**

**Enabled**

The enabled flag of the canvas. True if enabled; otherwise, false.
Ule:Canvas:SetEnabled Node

Sets whether the canvas is enabled. Enabled canvases are updated and each frame rendered.

**Node Inputs**

**Activate**

Sets the enabled flag of the canvas.

**Enabled**

True if the canvas should be enabled; otherwise, false.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

Ule Component Nodes

The Ule component flow graph node set supersedes the original UI component flow graph node set (now legacy). The Ule node set behaves the same as the original UI node set, but simplifies how the nodes associate with UI canvases and UI elements.

You can use these flow graph nodes to perform actions on UI elements through their components.

Each Ule component node has an input called **ElementName**. This input represents the name of the UI element in the UI Editor. To edit the **ElementName** input, click the < button (right of the text field) to automatically enter the name of the element that is currently selected in the UI Editor. Click the .. button to launch the UI Editor.

**Topics**

- Ule Button Component Nodes (p. 1416)
- Ule Checkbox Component Nodes (p. 1417)
- Ule DynamicLayout Component Nodes (p. 1421)
- Ule DynamicScrollbox Component Nodes (p. 1421)
- Ule Element Node (p. 1422)
- Ule Fader Component Nodes (p. 1426)
- Ule Image Component Nodes (p. 1427)
- Ule Interactable Component Nodes (p. 1430)
- Ule Layout Column Component Nodes (p. 1431)
- Ule Layout Grid Component Nodes (p. 1434)
- Ule Layout Row Component Nodes (p. 1439)
Ule Button Component Nodes

Use the following flow graph nodes to perform actions on the button component.

**Ule:Button:GetActionName Node**

Gets the action name string that is emitted when the button is released.

**Node Inputs**

- **Activate**
  
  Updates the output.

- **ElementName**
  
  Name of the button element.

**Node Output**

- **Action**
  
  The action name associated with the button.

**Ule:Button:SetActionName Node**

Sets the action name string that's emitted when the button is released.

**Node Inputs**

- **Activate**
  
  Assigns the action name.

- **ElementName**
  
  Name of the button element.

- **Action**
  
  The action name string to assign to the button.

**Node Output**

- **Done**
  
  Sends a signal when the node's action is finished.
Ule Checkbox Component Nodes

Use the following flow graph nodes to perform actions on the check box component.

**Ule:Checkbox:GetState Node**

Gets the Boolean state of the check box.

**Node Inputs**

**Activate**

Gets the state of the check box.

**ElementName**

Name of the check box element.

**Node Output**

**State**

Outputs the current Boolean state of the check box.

**Ule:Checkbox:SetState Node**

Sets the Boolean state of the check box.

**Node Inputs**

**Activate**

Sets the state of the check box.

**ElementName**

Name of the check box element.

**State**

The Boolean state of the check box.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Checkbox:GetChangedActionName Node**

Gets the action triggered when the check box value changed.

**Node Inputs**

**Activate**

Gets the changed action name.
**ElementName**

Name of the check box element.

**Node Output**

**ChangedAction**

The action name string value emitted when the check box value changes.

**UIe:Checkbox:SetChangedActionName Node**

Sets the action triggered when the check box value changed.

**Node Inputs**

**Activate**

Gets the changed action name.

**ElementName**

Name of the check box element.

**ChangedAction**

The action name string value emitted when the check box value changes.

**UIe:Checkbox:GetOptionalCheckedEntity Node**

Gets the child element to show when the check box is in the on state.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the check box element.

**Node Output**

**CheckedElement**

The child element to show when the check box is selected (in the on state).

**UIe:Checkbox:SetOptionalCheckedEntity Node**

Sets the child element to show when the check box is selected (in the on state).

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the check box element.
**CheckedElement**

The child element to show when the check box is selected (in the on state).

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Checkbox:GetOptionalUncheckedEntity Node**

Gets the child element to show when the check box is deselected (in the off state).

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the check box element.

**Node Output**

**UncheckedElement**

The child element to show when the check box is deselected (off state).

**Ule:Checkbox:SetOptionalUncheckedEntity Node**

Sets the child element to show when the check box is deselected (in the off state).

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the check box element.

**UncheckedElement**

The child element to show when the check box is deselected (off state).

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Checkbox:GetTurnOnActionName Node**

Gets the action triggered when the check box is selected.
Node Inputs

Activate

Updates the output.

ElementName

Name of the check box element.

Node Output

TurnOnAction

The action name emitted when the check box is selected (turned on).

Ule:Checkbox:SetTurnOnActionName Node

Sets the action triggered when the check box is selected (turned on).

Node Inputs

Activate

Assigns TurnOnAction as the action name that is emitted when the check box is selected.

ElementName

Name of the check box element.

TurnOnAction

The action name emitted when the check box is selected.

Node Output

Done

Sends a signal when the node's action is finished.

Ule:Checkbox:GetTurnOffActionName Node

Gets the action triggered when the check box is deselected (turned off).

Node Inputs

Activate

Update the output.

ElementName

Name of the check box element.

Node Output

TurnOffAction

The action name emitted when the check box is deselected.
**Ule:Checkbox:SetTurnOffActionName Node**

Sets the action triggered when the check box is deselected (turned off).

**Node Inputs**

**Activate**

Assigns `TurnOffAction` as the action name that is emitted when the check box is deselected.

**ElementName**

Name of the check box element.

**TurnOffAction**

The action name emitted when the check box is deselected.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule DynamicLayout Component Nodes**

Use the following flow graph nodes to perform actions on the dynamic layout component.

**Ule:DynamicLayout:SetNumChildElements Node**

Sets the number of child elements of the layout element. The child elements are cloned from a prototype element.

**Node Inputs**

**Activate**

Sets the number of child elements.

**ElementName**

Name of the layout element.

**ElementId**

The element Id of the layout element. Used if `ElementName` is empty.

**NumChildElements**

The number of child elements.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule DynamicScrollbox Component Nodes**

Use the following flow graph nodes to perform actions on the dynamic scroll box component.
**Ule:DynamicScrollBox:GetLocationIndexOfChild Node**

Gets the index of the specified child of the dynamic scroll box’s content element. Use this node rather than **Ule:Element:GetIndexOfChild**, since dynamic scroll boxes create only the minimum number of children for display.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the dynamic scroll box element.

**ElementId**

The element Id of the dynamic scroll box element. Used if **ElementName** is empty.

**ChildElementId**

The element Id of the child.

**Node Output**

**Index**

The index of the child.

**Ule:DynamicScrollBox:RefreshContent Node**

Refreshes the dynamic scroll box by retrieving the number of the content element’s children, setting up the content element according to the number of children, and notifying listeners of the child elements that are visible.

**Node Inputs**

**Activate**

Refreshes the content.

**ElementName**

Name of the dynamic scroll box element.

**ElementId**

The element Id of the dynamic scroll box element. Used if **ElementName** is empty.

**Node Output**

**Done**

Sends a signal when the node’s action is finished.

**Ule Element Node**

Use the following flow graph nodes to perform actions on an element.
**Ule:Element:IsEnabled Node**

Gets whether the element is enabled.

**Node Inputs**

- **Activate**
  - Updates the outputs.
- **CanvasID**
  - Unique identifier of the element's canvas.
- **ElementID**
  - The element Id. Used if **ElementName** is empty

**Node Output**

- **State**
  - The enabled state of the element.

**Ule:Element:SetIsEnabled Node**

Sets the Boolean enabled state of the element. If an element is not enabled, neither it nor any of its children are drawn or interactive.

**Node Inputs**

- **Activate**
  - Sets the enabled state to the value of the **State** input.
- **ElementName**
  - Name of the element.
- **ElementID**
  - The element Id. Used if **ElementName** is empty
- **State**
  - The Boolean enabled state of the element.

**Node Output**

- **Done**
  - Sends a signal when the node's action is finished.

**Ule:Element:GetChildAtIndex Node**

Gets the child of an element at the specified index.

**Node Inputs**

- **Activate**
  - Updates the outputs.
**ElementName**

Name of the element.

**ElementID**

The element Id. Used if ElementName is empty.

**ChildIndex**

The index of the child.

**Node Output**

**ChildElementName**

The name of the child element.

**ChildElementId**

The element Id of the child element.

**UIe:Element:GetChildByName**

Gets the element Id of a child by its name.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**ElementID**

The element Id. Used if ElementName is empty.

**ChildIndex**

The index of the child.

**UIe:Element:GetIndexOfChild Node**

Gets the index of the specified child.

**Node Inputs**

**Activate**

Updates the outputs.
**ElementName**
Name of the element.

**ElementID**
The element Id. Used if ElementName is empty.

**ChildElementName**
The name of the child element.

**ChildElementId**
The child element Id. Used if ChildElementName is empty.

**Node Output**

**IndexOfChild**
The index of the child element.

**Ule:Element:GetNumChildElements Node**
Gets the number of children of an element.

**Node Inputs**

**Activate**
Updates the outputs.

**ElementName**
Name of the element.

**ElementID**
The element Id. Used if ElementName is empty.

**Node Output**

**NumChildElements**
The number of child elements.

**Ule:Element:GetParent Node**
Gets the parent of an element.

**Node Inputs**

**Activate**
Updates the outputs.

**ElementName**
Name of the element.

**ElementID**
The element Id. Used if ElementName is empty.
Node Output

ParentElementName
The name of the parent element.

ParentElementId
The element Id of the parent element.

Ule Fader Component Nodes
Use the following flow graph nodes to perform actions on the fader component.

Ule:Fader:Animation Node
Animates the fader component on the specified element.

Node Inputs

Activate
Starts a fade animation.

ElementName
Name of the fader element.

ElementId
The element Id of the fader element. Used if ElementName is empty.

StartValue
Value at which the fade starts.

Valid values: 0 = Invisible | 1 = Opaque | -1 = Start from the current value

TargetValue
Value at which the fade ends.

Valid values: 0 = Invisible | 1 = Opaque

Speed
Rate at which the element fades.

Valid values: 0 = Instant fade | 0.5 = Slow fade | 1 = One second fade | 2 = Fade twice as fast

Node Outputs

OnComplete
Sends a signal when the fade is complete.

OnInterrupted
Sends a signal when the fade is interrupted by another fade starting.

Ule:Fader:GetFadeValue Node
Gets the floating-point fade value of an element.
**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the fader element.

**ElementId**

The element Id of the fader element. Used if **ElementName** is empty.

**Node Output**

**Value**

The floating-point fade value of the element (**ElementId**).

**Ule:Fader:SetFadeValue Node**

Sets the fade value of an element.

**Node Inputs**

**Activate**

When triggered, assigns **Value** as the fade value of the fader component of the element.

**ElementName**

Name of the fader element.

**ElementId**

The element Id of the fader element. Used if **ElementName** is empty.

**Value**

The fade value to assign to the fader component for the element.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule Image Component Nodes**

Use the following flow graph nodes to perform actions on the image component.

**Ule:Image:GetImageSource Node**

Replaced by **Ule:Image:GetSprite Node** (p. 1428).

Retrieves the texture file path currently used by the specified image element.

**Node Inputs**

**Activate**

Updates the output.
**ElementName**

Name of the image element.

**Node Outputs**

**Value**

Outputs the file path of the image that is currently on the element.

**Ule:Image:SetImageSource Node**

Replaced by **Ule:Image:SetSprite Node (p. 1428).**

Changes the texture on the specified image element.

**Node Inputs**

**Activate**

Set the texture.

**ElementName**

Name of the image element.

**ImagePath**

File path of the texture to display.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Image:GetSprite Node**

Gets the texture file path currently used by the specified image element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the image element.

**Node Output**

**Value**

Outputs the file path of the image that is currently on the element.

**Ule:Image:SetSprite Node**

Sets the texture on the specified image element.
Node Inputs

Activate
Sets the texture.

ElementName
Name of the image element.

ImagePath
File path of the texture to display.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:Image:GetImageType Node

Gets the type of the image. Affects how the texture or sprite is mapped to the image rectangle.

Node Inputs

Activate
Updates the output.

ElementName
Name of the image element.

Node Output

ImageType
An integer representing how the image is scaled and placed.

Valid values: 0 = Stretched | 1 = Sliced | 2 = Fixed | 3 = Tiled | 4 = Stretched to fit | 5 = Stretched to fill

Ule:Image:SetImageType Node

Sets the type of the image. Affects how the texture or sprite is mapped to the image rectangle.

Node Inputs

Activate
Updates the output.

ElementName
Name of the image element.

ImageType
An integer representing how the image is scaled and placed.

Valid values: 0 = Stretched | 1 = Sliced | 2 = Fixed | 3 = Tiled | 4 = Stretched to fit | 5 = Stretched to fill
Node Output

Done

Sends a signal when the node's action is finished.

Ule:Image:GetColor Node

Gets the color tint for the image.

Node Inputs

Activate

Updates the output.

ElementName

Name of the image element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element (ElementID).

Alpha

The alpha value (0 – 255) of the element (ElementID).

Ule:Image:SetColor Node

Sets the color tint for the image.

Node Inputs

Activate

Updates the output.

ElementName

Name of the image element.

Color

The RGB value (0 – 255 each for R, G, and B).

Alpha

A floating-point alpha value (0 – 255).

Node Output

Done

Sends a signal when the node's action is finished.

Ule Interactable Component Nodes

Use the following flow graph node for the Interactable component.
Ule:Interactable:SetIsHandlingEvents Node

Sets the Boolean "is handling events" state of the element.

The Interactable flow graph nodes can be used to get or set values on any interactive UI element.

Interactive UI elements are elements that players can interacted with in game, such as button, text input, check box, slider, and so on. The SetIsHandlingEvents flow graph node sets whether an interactive UI element should handle input events. If set to false, then the UI element does not respond to input events, and its visual state is also changed to disabled.

Node Inputs

Activate

Sets the "is handling events" state.

ElementName

Name of the element.

State

The Boolean "is handling events" state of the element.

Node Output

Done

Sends a signal when the node's action is finished.

Ule Layout Column Component Nodes

Use the following flow graph nodes to perform actions on the layout column component.

Ule:LayoutColumn:GetOrder Node

 Gets the vertical order of the LayoutColumn component for an element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

Order

An integer representing the vertical order.

Valid values: 0 = Top to bottom | 1 = Bottom to top

Ule:LayoutColumn:SetOrder Node

Sets the vertical order of the LayoutColumn component for an element.
Node Inputs

Activate
Sets the vertical order for the element.

ElementName
Name of the element.

Order
An integer representing the vertical order. 0 = Top to bottom | 1 = Bottom to top.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:LayoutColumn:GetPadding Node

Gets the padding (in pixels) inside the edges of the LayoutColumn component for an element.

Node Inputs

Activate
Updates the outputs.

ElementName
Name of the element.

Node Outputs

Left
An integer representing the padding inside the left edge of the element.

Right
An integer representing the padding inside the right edge of the element.

Top
An integer representing the padding inside the top edge of the element.

Bottom
An integer representing the padding inside the bottom edge of the element.

Ule:LayoutColumn:SetPadding Node

Sets the padding (in pixels) inside the edges of the LayoutColumn component for an element.

Node Inputs

Activate
Updates the outputs.
ElementName

Name of the element.

Left

An integer representing the padding inside the left edge of the element.

Right

An integer representing the padding inside the right edge of the element.

Top

An integer representing the padding inside the top edge of the element.

Bottom

An integer representing the padding inside the bottom edge of the element.

Node Output

Done

Sends a signal when the node's action is finished.

Ule:LayoutColumn:GetSpacing Node

Gets the spacing (in pixels) between child elements of the LayoutColumn component for an element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementName).

Ule:LayoutColumn:SetSpacing Node

Sets the spacing (in pixels) between child elements of the LayoutColumn component for an element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementName).
Node Output

Done
Sends a signal when the node's action is finished.

Ule Layout Grid Component Nodes
Use the following flow graph nodes to perform actions on the layout grid component.

Ule:LayoutGrid:GetCellSize Node
Gets the size (in pixels) of a child element in the layout.

Node Inputs

Activate
Updates the output.

ElementName
Name of the element.

Node Outputs

CellWidth
The width (in pixels) of a child element of element (ElementID).

CellHeight
The height (in pixels) of a child element of element (ElementID).

Ule:LayoutGrid:SetCellSize Node
Sets the size (in pixels) of a child element in the layout.

Node Inputs

Activate
Updates the output.

ElementName
Name of the element.

CellWidth
The width (in pixels) of a child element of element (ElementID).

CellHeight
The height (in pixels) of a child element of element (ElementID).

Node Output

Done
Sends a signal when the node's action is finished.
**UIe:LayoutGrid:GetHorizontalOrder Node**

Gets the horizontal order for the layout.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**Order**

An integer representing the horizontal order.

Valid values: 0 = Left to right | 1 = Right to left

**UIe:LayoutGrid:SetHorizontalOrder Node**

Sets the horizontal order for the layout.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Order**

An integer representing the horizontal order.

Valid values: 0 = Left to right | 1 = Right to left

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UIe:LayoutGrid:GetPadding Node**

Gets the padding (in pixels) inside the edges of the LayoutGrid component for an element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.
Node Output

Left
An integer representing the padding inside the left edge of the element.

Right
An integer representing the padding inside the right edge of the element.

Top
An integer representing the padding inside the top edge of the element.

Bottom
An integer representing the padding inside the bottom edge of the element.

Ule:LayoutGrid:SetPadding Node
Sets the padding (in pixels) inside the edges of the LayoutGrid component for an element.

Node Inputs

Activate
Updates the output.

ElementName
Name of the element.

Left
An integer representing the padding inside the left edge of the element.

Right
An integer representing the padding inside the right edge of the element.

Top
An integer representing the padding inside the top edge of the element.

Bottom
An integer representing the padding inside the bottom edge of the element.

Node Output

Done
Sends a signal when the node’s action is finished.

Ule:LayoutGrid:GetSpacing Node
Gets the spacing (in pixels) between child elements of the LayoutGrid component for an element.

Node Inputs

Activate
Updates the output.
ElementName

Name of the element.

Node Output

Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementID).

Ule:LayoutGrid:SetSpacing Node

Sets the spacing (in pixels) between child elements of the LayoutGrid component for an element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementID).

Node Output

Done

Sends a signal when the node's action is finished.

Ule:LayoutGrid:GetStartingDirection Node

Gets the starting direction for the layout.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

Direction

An integer representing the direction.

Valid values: 0 = Horizontal order | 1 = Vertical order

Ule:LayoutGrid:SetStartingDirection Node

Sets the starting direction for the layout.
**Node Inputs**

**Activate**

Set the starting direction for the layout.

**ElementName**

Name of the element.

**Direction**

An integer representing the horizontal order.

Valid values: 0 = Horizontal order | 1 = Vertical order.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:LayoutGrid:GetVerticalOrder Node**

Gets the vertical order for the layout.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**Action**

An integer representing the vertical order.

Valid values: 0 = Top to bottom | 1 = Bottom to top

**Ule:LayoutGrid:SetVerticalOrder Node**

Sets the vertical order for the layout.

**Node Inputs**

**Activate**

Sets the vertical order for the layout.

**ElementName**

Name of the element.

**Action**

An integer representing the vertical order.
Valid values: \(0 = \text{Top to bottom} \ | \ 1 = \text{Bottom to top}\)

**Node Output**

**Done**

Sends a signal when the node's action is finished.

### Ule Layout Row Component Nodes

Use the following flow graph nodes to perform actions on the layout row component.

**Ule:LayoutRow:GetOrder Node**

Gets the horizontal order of the `LayoutRow` component for an element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**Order**

An integer representing the horizontal order.

Valid values: \(0 = \text{Left to right} \ | \ 1 = \text{Right to left}\)

**Ule:LayoutRow:SetOrder Node**

Sets the horizontal order of the `LayoutRow` component for an element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Order**

An integer representing the horizontal order.

Valid values: \(0 = \text{Left to right} \ | \ 1 = \text{Right to left}\)

**Node Output**

**Done**

Sends a signal when the node's action is finished.
**Ule:LayoutRow:GetPadding Node**

Gets the padding (in pixels) inside the edges of the **LayoutRow** component for an element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Outputs**

**Left**

An integer representing the padding inside the left edge of the element.

**Right**

An integer representing the padding inside the right edge of the element.

**Top**

An integer representing the padding inside the top edge of the element.

**Bottom**

An integer representing the padding inside the bottom edge of the element.

**Ule:LayoutRow:SetPadding Node**

Sets the padding (in pixels) inside the edges of the LayoutRow component for an element.

**Node Inputs**

**Activate**

Sets the padding (in pixels) inside the edges of the LayoutRow.

**ElementName**

Name of the element.

**Left**

An integer representing the padding inside the left edge of the element.

**Right**

An integer representing the padding inside the right edge of the element.

**Top**

An integer representing the padding inside the top edge of the element.

**Bottom**

An integer representing the padding inside the bottom edge of the element.

**Node Output**

**Done**

Sends a signal when the node's action is finished.
**Ule:LayoutRow:GetSpacing Node**

Gets the spacing (in pixels) between child elements of the LayoutRow component for an element.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**Spacing**

A float value of the spacing (in pixels) between child elements of the element (*ElementName*).

---

**Ule:LayoutRow:SetSpacing Node**

Sets the spacing (in pixels) between child elements of the LayoutRow component for an element.

**Node Inputs**

**Activate**

Sets the spacing (in pixels) between child elements.

**ElementName**

Name of the element.

**Spacing**

A float value of the spacing (in pixels) between child elements of the element (*ElementName*).

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule Mask Component Nodes**

Use the following flow graph nodes to perform actions on the mask component.

**Ule:Mask:GetDrawBehind Node**

Gets whether mask is drawn behind the child elements.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.
Node Output

DrawBehind

Indicates whether mask is drawn behind the child elements.

Ule:Mask:SetDrawBehind Node
Sets whether mask is drawn behind the child elements.

Node Inputs

Activate

Sets whether mask is drawn behind the child elements.

ElementName

Name of the element.

DrawBehind

Sets whether mask is drawn behind the child elements.

Node Output

Done

Sends a signal when the node's action is finished.

Ule:Mask:GetDrawInFront Node
Gets whether mask is drawn in front of child elements.

Node Inputs

Activate

Updates the outputs.

ElementName

Name of the element.

Node Output

DrawInFront

Indicates whether mask is drawn in front of child elements.

Ule:Mask:SetDrawInFront Node
Sets whether mask is drawn in front of child elements.

Node Inputs

Activate

Sets whether mask is drawn in front of child elements.
ElementName
Name of the element.

DrawInFront
Sets whether mask is drawn in front of child elements.

Node Output
Done
Sends a signal when the node's action is finished.

Ule:Mask:GetIsMaskingEnabled Node
Gets whether masking is enabled.

Node Inputs
Activate
Updates the outputs.
ElementName
Name of the element.

Node Output
IsMaskingEnabled
Indicates whether masking is enabled.

Ule:Mask:SetIsMaskingEnabled Node
Sets whether masking is enabled.

Node Inputs
Activate
Sets whether masking is enabled.
ElementName
Name of the element.
IsMaskingEnabled
Sets whether masking is enabled.

Node Output
Done
Sends a signal when the node's action is finished.
UIe:Mask:GetUseAlphaTest Node

Gets whether to use the alpha channel in the mask visual's texture to define the mask.

Node Inputs

Activate

Updates the outputs.

ElementName

Name of the element.

Node Output

UseAlphaTest

Indicates whether to use the alpha channel in the mask visual's texture to define the mask.

UIe:Mask:SetUseAlphaTest Node

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

Node Inputs

Activate

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

ElementName

Name of the element.

UseAlphaTest

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

Node Output

Done

Sends a signal when the node's action is finished.

UIe ScrollBox Component Nodes

Use the following flow graph nodes to perform actions on the ScrollBox component.

UIe:ScrollBox:FindClosestContentChildElement Node

Finds the child of the content element that is closest to the content anchors.

Node Inputs

Activate

Updates the outputs.
**ElementName**

Name of the element.

**Node Output**

**ClosestElement**

The element currently closest to the focused element.

**Ule:ScrollBox:GetContentEntity Node**

Gets the content element for the `ScrollBox`.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**Content**

The element that the `ScrollBox` scrolls.

**Ule:ScrollBox:SetContentEntity Node**

Sets the content element for the `ScrollBox`.

**Node Inputs**

**Activate**

Sets the content element for the `ScrollBox`.

**ElementName**

Name of the element.

**Content**

The element that the `ScrollBox` scrolls.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:ScrollBox:GetIsHorizontalScrollingEnabled Node**

Gets whether the `ScrollBox` allows horizontal scrolling.
**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**Enabled**

Indicates whether horizontal scrolling is enabled.

---

**Ule:ScrollBox:SetIsHorizontalScrollingEnabled Node**

Sets whether the **ScrollBox** allows horizontal scrolling.

**Node Inputs**

**Activate**

Sets whether the **ScrollBox** allows horizontal scrolling.

**ElementName**

Name of the element.

**Enabled**

Sets whether horizontal scrolling is enabled.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule:ScrollBox:GetIsScrollingConstrained Node**

Gets whether the **ScrollBox** restricts scrolling to the content area.

**Node Inputs**

**Activate**

Updates the outputs.

**ElementName**

Name of the element.

**Node Output**

**IsConstrained**

Indicates whether scrolling is constrained.
UIe:ScrollBox:SetIsScrollingConstrained Node
Sets whether the ScrollBox restricts scrolling to the content area.

Node Inputs
Activate
Sets whether the ScrollBox restricts scrolling to the content area.
ElementName
Name of the element.
IsConstrained
Sets whether scrolling is constrained.

Node Output
Done
Sends a signal when the node's action is finished.

UIe:ScrollBox:GetIsVerticalScrollingEnabled Node
Gets whether the ScrollBox allows vertical scrolling.

Node Inputs
Activate
Updates the output.
ElementName
Name of the element.

Node Output
Enabled
Indicates whether vertical scrolling is enabled.

UIe:ScrollBox:SetIsVerticalScrollingEnabled Node
Sets whether the ScrollBox allows vertical scrolling.

Node Inputs
Activate
Sets whether the ScrollBox allows vertical scrolling.
ElementName
Name of the element.
Enabled
Sets whether vertical scrolling is enabled.
Node Output

Done

Sends a signal when the node's action is finished.

**Ule:ScrollBox:GetScrollOffset Node**

Gets the scroll offset of the ScrollBox.

Node Inputs

Activate

Updates the outputs.

**ElementName**

Name of the element.

Node Output

**HorizOffset**

The horizontal scroll offset of the element identified by **ElementName**.

**VertOffset**

The vertical scroll offset of the element identified by **ElementName**.

**Ule:ScrollBox:SetScrollOffset Node**

Sets the scroll offset of the ScrollBox.

Node Inputs

Activate

Sets the scroll offset of the ScrollBox.

**ElementName**

Name of the element.

**HorizOffset**

The horizontal scroll offset of **ElementName**.

**VertOffset**

The vertical scroll offset of **ElementName**.

Node Output

**Done**

Sends a signal when the node's action is finished.

**Ule:ScrollBox:GetScrollOffsetChangedActionName Node**

Gets the action triggered when the ScrollBox drag is completed.
**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**ChangedAction**

The action name.

---

**Ule:ScrollBox:SetScrollOffsetChangedActionName Node**

Sets the action triggered when the ScrollBox drag is completed.

**Node Inputs**

**Activate**

Sets the action triggered when the ScrollBox drag is completed.

**ElementName**

Name of the element.

**ChangedAction**

The action name.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**Ule:ScrollBox:GetScrollOffsetChangingActionName Node**

Gets the action triggered while the ScrollBox is being dragged.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**ChangingAction**

The action name.
**Ule:ScrollBox:SetScrollOffsetChangingActionName Node**

Sets the action triggered while the **ScrollBox** is being dragged.

**Node Inputs**

- **Activate**
  - Sets the action triggered while the **ScrollBox** is being dragged.
  - **ElementName**
    - Name of the element.
  - **ChangingAction**
    - The action name.

**Node Output**

- **Done**
  - Sends a signal when the node's action is finished.

**Ule:ScrollBox:GetSnapGrid Node**

Gets the snapping grid of the **ScrollBox**.

**Node Inputs**

- **Activate**
  - Updates the outputs.
  - **ElementName**
    - Name of the element.

**Node Outputs**

- **HorizSpacing**
  - The horizontal grid spacing of the element identified by **ElementName**.
- **VertSpacing**
  - The vertical grid spacing of the element identified by **ElementName**.

**Ule:ScrollBox:SetSnapGrid Node**

Sets the snapping grid of the **ScrollBox**.

**Node Inputs**

- **Activate**
  - Sets the snapping grid of the **ScrollBox**.
  - **ElementName**
    - Name of the element.
HorizSpacing
The horizontal grid spacing of the element identified by ElementName.

VertSpacing
The vertical grid spacing of the element identified by ElementName.

Node Output
Done
Sends a signal when the node's action is finished.

Ule:ScrollBox:GetSnapMode Node
Gets the snap mode for the ScrollBox.

Node Inputs
Activate
Updates the output.
ElementName
Name of the element.

Node Output
SnapMode
An integer representing the snap mode state.
Valid values: 0 = None | 1 = Children | 2 = Grid

Ule:ScrollBox:SetSnapMode Node
Sets the snap mode for the ScrollBox.

Node Inputs
Activate
Sets the snap mode for the ScrollBox.
ElementName
Name of the element.
SnapMode
An integer representing the snap mode state.
Valid values: 0 = None | 1 = Children | 2 = Grid

Node Output
Done
Sends a signal when the node's action is finished.
**Ule:ScrollBox:GetHorizontalScrollBarVisibility Node**

Gets horizontal scrollbar visibility behavior.

**Node Inputs**

**Activate**

Updates the outputs.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**ScrollBarVisibility**

An integer that represents the scrollbar visibility behavior.

Valid values: 0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea

**Ule:ScrollBox:SetHorizontalScrollBarVisibility Node**

Sets horizontal scrollbar visibility behavior.

**Node Inputs**

**Activate**

Sets horizontal scroll bar visibility behavior.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**ScrollBarVisibility**

An integer representing the scrollbar visibility behavior.

0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:ScrollBox:GetVerticalScrollBarVisibility Node**

Gets vertical scrollbar visibility behavior.
Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

ScrollBarVisibility

An integer that represents the scrollbar visibility behavior.

Valid values: 0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea

UIe:ScrollBox:SetVerticalScrollBarVisibility Node

Sets vertical scrollbar visibility behavior.

Node Inputs

Activate

Sets vertical scroll bar visibility behavior.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

ScrollBarVisibility

An integer representing the scrollbar visibility behavior.

0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea.

Node Output

Done

Sends a signal when the node's action is finished.

UIe:ScrollBox:GetHorizontalScrollBarEntity Node

Gets the horizontal scrollbar element for the ScrollView.

Node Inputs

Activate

Updates the outputs.
CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

Node Output

HorizontalScrollBar
The element that scrolls the ScrollBox horizontally.

Ule:ScrollBox:SetHorizontalScrollBarEntity Node
Sets the horizontal scrollbar element for the ScrollBox.

Node Inputs

Activate
Sets the horizontal scrollbar element for the ScrollBox.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

HorizontalScrollBar
The element that scrolls the ScrollBox horizontally.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:ScrollBox:GetVerticalScrollBarEntity Node
Gets the vertical scrollbar element for the ScrollBox.

Node Inputs

Activate
Updates the outputs.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.
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Node Output

VerticalScrollBar

The element that scrolls the ScrollBox vertically.

Ule:ScrollBox:SetVerticalScrollBarEntity Node

Sets the vertical scrollbar element for the ScrollBox.

Node Inputs

Activate

Sets the vertical scrollbar element for the ScrollBox.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

VerticalScrollBar

The element that scrolls the ScrollBox vertically.

Node Output

Done

Sends a signal when the node's action is finished.

Ule ScrollBar Component Nodes

Use the following flow graph nodes to perform actions on the Scrollbar component.

Ule:Scrollbar:GetHandleEntity Node

Gets the handle element of the scroll bar.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementName

Name of the element.

Node Output

Handle

The handle element.
**Ule:Scrollbar:SetHandleEntity Node**

Sets the handle element of the scroll bar.

**Node Inputs**

**Activate**
- Sets the handle element.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementName**
- Name of the element.

**Handle**
- The handle element.

**Node Output**

**Done**
- Sends a signal when the node's action is finished.

**Ule:Scrollbar:GetValue Node**

Gets the value of the scrollbar.

**Node Inputs**

**Activate**
- Updates the output.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementName**
- Name of the element.

**Node Output**

**Value**
- The scrollbar value of the element identified by **ElementName**.

**Ule:Scrollbar:SetValue Node**

Sets the value of the scroll bar.

**Node Inputs**

**Activate**
- Sets the value of the scrollbar.
CanvasID
Unique identifier of the element's canvas.

ElementName
Name of the element.

Value
The scrollbar value of the element identified by ElementName.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:Scrollbar:GetHandleSize Node
Gets the size of the handle.

Node Inputs

Activate
Updates the output.

CanvasID
Unique identifier of the element's canvas.

ElementName
Name of the element.

Node Output

HandleSize
The size of the handle of the element identified by ElementName.

Ule:Scrollbar:SetHandleSize Node
Sets the size of the handle.

Node Inputs

Activate
Sets the size of the handle.

CanvasID
Unique identifier of the element's canvas.

ElementName
Name of the element.
HandleSize

The size of the handle of the element identified by ElementName.

Node Output

Done

Sends a signal when the node's action is finished.

Ule:Scrollbar:GetMinHandlePixelSize Node

Gets the minimum size in pixels of the handle.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementName

Name of the element.

Node Output

MinHandleSize

The minimum size in pixels of the handle of the element identified by ElementName.

Ule:Scrollbar:SetMinHandlePixelSize Node

Sets the minimum size in pixels of the handle.

Node Inputs

Activate

Sets the minimum size in pixels of the handle.

CanvasID

Unique identifier of the element's canvas.

ElementName

Name of the element.

MinHandleSize

The minimum size in pixels of the handle of the element identified by ElementName.

Node Output

Done

Sends a signal when the node's action is finished.
**UIe:Scrollbar:GetValueChangedActionName Node**

Gets the action triggered when the value is done changing.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementName**

Name of the element.

**Node Output**

**ValueChangedAction**

The action name.

**UIe:Scrollbar:SetValueChangedActionName Node**

Sets the action triggered when the value is done changing.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementName**

Name of the element.

**ValueChangedAction**

The action name.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UIe:Scrollbar:GetValueChangingActionName Node**

Gets the action triggered while the value is changing.

**Node Inputs**

**Activate**

Updates the output.
CanvasID

Unique identifier of the element's canvas.

ElementName

Name of the element.

Node Output

ValueChangingAction

The action name.

Ule:Scrollbar:SetValueChangingActionName Node

Sets the action triggered while the value is changing.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementName

Name of the element.

ValueChangingAction

The action name.

Node Output

Done

Sends a signal when the node's action is finished.

Ule Slider Component Nodes

Use the following flow graph nodes to perform actions on the slider component.

Ule:Slider:GetFillEntity Node

Gets the fill element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.
Node Output

**FillElement**

The fill element.

**Ule:Slider:SetFillEntity Node**

Sets the fill element.

**Node Inputs**

**Activate**

Sets the fill element.

**ElementName**

Name of the element.

**FillElement**

The fill element.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Slider:GetManipulatorEntity Node**

Gets the manipulator element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**ManipulatorElement**

The manipulator element.

**Ule:Slider:SetManipulatorEntity Node**

Sets the manipulator element.

**Node Inputs**

**Activate**

Sets the manipulator element.
**ElementName**

Name of the element.

**ManipulatorElement**

The manipulator element.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Slider:GetMaxValue Node**

Gets the maximum value of the slider.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**MaxValue**

The slider maximum value of the element identified by **ElementName**.

**Ule:Slider:SetMaxValue Node**

Sets the maximum value of the slider.

**Node Inputs**

**Activate**

Sets the maximum value of the slider.

**ElementName**

Name of the element.

**MaxValue**

The slider maximum value of the element identified by **ElementName**.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Slider:GetMinValue Node**

 Gets the minimum value of the slider.
Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

MinValue

The slider minimum value of the element identified by ElementName.

UIe:Slider:SetMinValue Node

Sets the minimum value of the slider.

Node Inputs

Activate

Sets the minimum value of the slider.

ElementName

Name of the element.

MinValue

The slider minimum value of the element identified by ElementName.

Node Output

Done

Sends a signal when the node's action is finished.

UIe:Slider:GetStepValue Node

Gets the smallest increment allowed between values. Zero means no restriction.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

StepValue

The smallest increment allowed between values of the element identified by ElementName. Zero means no restriction.
**Ule:Slider:SetStepValue Node**

Sets the smallest increment allowed between values. Zero means no restriction.

**Node Inputs**

**Activate**

Sets the smallest increment allowed between values. Zero means no restriction.

**ElementName**

Name of the element.

**StepValue**

The smallest increment allowed between values of the element identified by **ElementName**. Zero means no restriction.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:Slider:GetTrackEntity Node**

Gets the track element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**Track**

The track element.

**Ule:Slider:SetTrackEntity Node**

Sets the track element.

**Node Inputs**

**Activate**

Sets the track element.

**ElementName**

Name of the element.

**Track**

The track element.
Node Output

Done
Sends a signal when the node's action is finished.

Ule:Slider:GetValue Node
Gets the value of slider.

Node Inputs

Activate
Updates the output.

ElementName
Name of the element.

Node Output

Value
The slider value of the element identified by ElementName.

Ule:Slider:SetValue Node
Sets the value of the slider.

Node Inputs

Activate
Sets the value of the slider.

ElementName
Name of the element.

Value
The slider value of the element identified by ElementName.

Node Output

Done
Sends a signal when the node's action is finished.

Ule:Slider:GetValueChangedActionName Node
Gets the action triggered when the value is done changing.

Node Inputs

Activate
Updates the output.
ElementName
Name of the element.

Node Output

ValueChangedAction
The action name.

**Ule:Slider:SetValueChangedActionName Node**
Sets the action triggered when the value is done changing.

Node Inputs

Activate
Updates the output.

**ElementName**
Name of the element.

ValueChangedAction
The action name.

Node Output

**Done**
Sends a signal when the node's action is finished.

**Ule:Slider:GetValueChangingActionName Node**
Gets the action triggered while the value is changing.

Node Inputs

Activate
Updates the output.

**ElementName**
Name of the element.

ValueChangedAction
The action name.

Node Output

**ValueChangedAction**
The action name.

**Ule:Slider:SetValueChangingActionName Node**
Sets the action triggered while the value is changing.
Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

ValueChangingAction

The action name.

Node Output

Done

Sends a signal when the node's action is finished.

Ule Text Component Nodes

Use the following flow graph nodes to perform actions on the text component.

Ule:Text:GetColor Node

Gets the color to draw the text string.

Node Inputs

Activate

Updates the outputs.

ElementName

Name of the element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementName.

Alpha

The alpha value (0 – 255) of the element identified by ElementName.

Ule:Text:SetColor Node

Sets the color to draw the text string.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.
Color
The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementName.

Alpha
The alpha value (0 – 255) of the element identified by ElementName.

Node Output
Done
Sends a signal when the node's action is finished.

Ule:Text:GetFont Node
Gets the path to the font.

Node Inputs
Activate
Updates the output.
ElementName
Name of the element.

Node Output
Font
The path to the font used by the element.

Ule:Text:SetFontNode
Sets the path to the font.

Node Inputs
Activate
Updates the output.
ElementName
Name of the element.
Font
The path to the font used by the element identified by ElementName.

Node Output
Done
Sends a signal when the node's action is finished.

Ule:Text:GetFontSize Node
Gets the font size in points.
Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Output

FontSize

The font size of the element identified by ElementName.

Ule:Text:SetFontSize Node

Sets the font size in points.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

FontSize

The font size of the element identified by ElementName.

Node Output

Done

Sends a signal when the node’s action is finished.

Ule:Text:GetOverflowMode Node

Gets the overflow behavior of the text.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

OverflowMode

An integer representing how overflow text is handled.

Valid values: 0 = Overflow text | 1 = Clip text
UIe:Text:SetOverflowModeNode
Sets the overflow behavior of the text.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**OverflowMode**

An integer representing how overflow text is handled.

Valid values: 0 = Overflow text | 1 = Clip text

**Node Output**

**Done**

Sends a signal when the node's action is finished.

UIe:Text:GetText Node
Gets the text string that the element displays.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**Value**

The text string being displayed by the element identified by `ElementName`.

UIe:Text:SetText Node
Sets the text string being displayed by the element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Value**

The text string being displayed by the element identified by `ElementName`. 
Node Output

Done
   Sends a signal when the node's action is finished.

UIe:Text:GetWrapText Node
Gets whether text is wrapped.

Node Inputs

Activate
   Updates the output.
ElementName
   Name of the element.

Node Output

WrapTextSetting
   An integer representing how long text lines are handled.
   Valid values: 0 = No wrap | 1 = Wrap

UIe:Text:SetWrapText Node
Gets whether text is wrapped.

Node Inputs

Activate
   Updates the outputs.
ElementName
   Name of the element.
WrapTextSetting
   An integer representing how long text lines are handled.
   Valid values: 0 = No wrap | 1 = Wrap

Node Output

Done
   Sends a signal when the node's action is finished.

UI Text Input Component Nodes

Use the following flow graph nodes to perform actions on the text input component.

UIe:TextInput:GetChangeAction Node
Gets the action triggered when the text is changed.
Node Inputs

**Activate**

- Updates the output.

**ElementName**

- Name of the element.

Node Output

**ChangeAction**

- The action name.

**Ule:TextInput:SetChangeAction Node**

Sets the action triggered when the text is changed.

Node Inputs

**Activate**

- Updates the output.

**ElementName**

- Name of the element.

**ChangeAction**

- The action name.

Node Output

**Done**

- Sends a signal when the node's action is finished.

**Ule:TextInput:GetCursorBlinkInterval Node**

Gets the cursor blink interval of the text input.

Node Inputs

**Activate**

- Updates the output.

**ElementName**

- Name of the element.

Node Output

**CursorBlinkInterval**

- The cursor blink in interval of the element identified by **ElementName**.
UIe:TextInput:SetCursorBlinkInterval Node

Gets the cursor blink interval of the text input.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**CursorBlinkInterval**

The cursor blink interval of the element identified by `ElementName`.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

UIe:TextInput:GetEndEditAction Node

Gets the action triggered when the editing of text is finished.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**EndEditAction**

The action name.

UIe:TextInput:SetEndEditAction Node

Sets the action triggered when the editing of text is finished.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**EndEditAction**

The action name.
**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:TextInput:GetEnterAction Node**

Gets the action triggered when **Enter** is pressed.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**EnterAction**

The action name.

**Ule:TextInput:SetEnterAction Node**

Sets the action triggered when **Enter** is pressed.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**EnterAction**

The action name.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:TextInput:GetIsPasswordField Node**

Gets whether the text input is configured as a password field.

**Node Inputs**

**Activate**

Updates the output.
**ElementName**

Name of the element.

**Node Output**

**IsPasswordField**

Boolean. Whether the element identified by `ElementName` is configured as a password field.

**Ule:TextInput:SetIsPasswordField Node**

Sets whether the text input is configured as a password field.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**IsPasswordField**

Boolean. Whether the element identified by `ElementName` is configured as a password field.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:TextInput:GetMaxStringLength Node**

Gets the maximum number of characters that can be entered.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**IsPasswordField**

Boolean. Whether the element identified by `ElementName` is configured as a password field.

**Node Output**

**MaxStringLength**

An integer representing the maximum number of characters that can be entered.

Valid values: 0 = none allowed | -1 = unlimited

**Ule:TextInput:SetMaxStringLength Node**

Sets the maximum number of characters that can be entered.
**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**MaxStringLength**

An integer representing the maximum number of characters that can be entered.

Valid values: 0 = none allowed | -1 = unlimited

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UIe:TextInput:GetPlaceHolderTextEntity Node**

Gets the placeholder text element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**PlaceHolderTextElement**

The placeholder text element.

**UIe:TextInput:SetPlaceHolderTextEntity Node**

Sets the placeholder text element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**PlaceHolderTextElement**

The placeholder text element.
**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UIe:TextInput:GetText Node**

Gets the text string that the element is displaying or allowing to be edited.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**Value**

The text string being displayed or edited by the element

**UIe:TextInput:SetText Node**

Sets the text string that the element is displaying or allowing to be edited.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Value**

The text string being displayed or edited by the element

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UIe:TextInput:GetTextCursorColor Node**

Gets the color to be used for the text cursor.

**Node Inputs**

**Activate**

Updates the output.
**ElementName**

Name of the element.

**Node Outputs**

**Color**

The RGB value (0 – 255 each for R, G, and B) of the element identified by **ElementName**.

**Alpha**

The alpha value (0 – 255) of the element identified by **ElementName**.

**Ule:TextInput:SetTextCursorColor Node**

Sets the color to be used for the text cursor.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Color**

The RGB value (0 – 255 each for R, G, and B) of the element identified by **ElementName**.

**Alpha**

The alpha value (0 – 255) of the element identified by **ElementName**.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**Ule:TextInput:GetTextEntity Node**

Gets the text element.

**Node Inputs**

**Activate**

Updates the output.

**ElementName**

Name of the element.

**Node Output**

**TextElement**

The text element.
Ule:TextInput:SetTextEntity Node

Gets the text element.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

TextElement

The text element.

Node Output

Done

Sends a signal when the node's action is finished.

Ule:TextInput:GetTextSelectionColor Node

Gets the color to be used for the text background when it is selected.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementName.

Alpha

The alpha value (0 – 255) of the element identified by ElementName.

Ule:TextInput:SetTextSelectionColor Node

Gets the color to be used for the text background when it is selected.

Node Inputs

Activate

Updates the output.

ElementName

Name of the element.
Color

The RGB value (0 – 255 for R, G, and B) of the element identified by **ElementName**.

Alpha

The alpha value (0 – 255) of the element identified by **ElementName**.

Node Output

Done

Sends a signal when the node's action is finished.

Ule Transform Component Nodes

Use the following flow graph nodes to perform actions on the transform component.

**Ule:Transform:GetCanvasPosition Node**

Gets the position of an element in canvas space.

Node Inputs

Activate

Updates the outputs.

**ElementName**

Name of the element.

**ElementID**

The element Id. Used if **ElementName** is empty.

Node Outputs

**XPosition**

The x position of the element in canvas space.

**YPosition**

The y position of the element in canvas space.

**Ule:Transform:SetCanvasPosition Node**

Sets the position of an element in canvas space.

Node Inputs

Activate

Sets the position of the element in canvas space.

**ElementName**

Name of the element.
ElementID
   The element Id. Used if ElementName is empty.
XPosition
   The x position of the element in canvas space.
YPosition
   The y position of the element in canvas space.

Node Outputs
Done
   Sends a signal when the node's action is finished.

Ule:Transform:GetLocalPosition Node
Gets the relative position of an element from the center of the element's anchors.

Node Inputs
Activate
   Updates the output.
ElementName
   Name of the element.
ElementID
   The element Id. Used if ElementName is empty.

Node Outputs
XPosition
   The relative x position of the element.
YPosition
   The relative y position of the element.

Ule:Transform:SetLocalPosition Node
Sets the relative position of an element from the center of the element's anchors.

Node Inputs
Activate
   Sets the relative position of the element.
ElementName
   Name of the element.
ElementID
   The element Id. Used if ElementName is empty.
**XPosition**
The relative x position of the element.

**YPosition**
The relative y position of the element.

**Node Outputs**

**Done**
Sends a signal when the node's action is finished.

**UI:Transform:GetZRotation Node**
Gets the z rotation of an element.

**Node Inputs**

**Activate**
Updates the output.

**ElementName**
Name of the element.

**ElementID**
The element Id. Used if ElementName is empty.

**Node Outputs**

**Value**
The z rotation of the element.

**UI:Transform:SetZRotation Node**
Sets the z rotation of an element.

**Node Inputs**

**Activate**
Sets the z rotation of the element.

**ElementName**
Name of the element.

**ElementID**
The element Id. Used if ElementName is empty.

**Node Outputs**

**Done**
Sends a signal when the node's action is finished.
**UIe:Transform:MoveCanvasPositionBy Node**

Moves an element in canvas space.

**Node Inputs**

- **Activate**
  - Moves the element.
- **ElementName**
  - Name of the element.
- **ElementID**
  - The element Id. Used if *ElementName* is empty.
- **XOffset**
  - The x offset value.
- **YOffset**
  - The y offset value.

**Node Outputs**

- **Done**
  - Sends a signal when the node's action is finished.

**UIe:Transform:MoveLocalPositionBy Node**

Moves an element relative to the center of the element's anchors.

**Node Inputs**

- **Activate**
  - Moves the element.
- **ElementName**
  - Name of the element.
- **ElementID**
  - The element Id. Used if *ElementName* is empty.
- **XOffset**
  - The x offset value.
- **YOffset**
  - The y offset value.

**Node Outputs**

- **Done**
  - Sends a signal when the node's action is finished.
**Ule Animation Node**

The UI animation node consists of the following node inputs and outputs:

**Ule:Sequence:Play Node**

Controls playback of a UI animation sequence.

**Node Inputs**

- **Start**
  - Starts playing the sequence from the beginning and triggers the **OnStarted** output.
- **Stop**
  - Jumps the animation to the end and stops playing and triggers the **OnStopped** output.
- **Abort**
  - Jumps the animation to the end and stops playing and triggers the **OnAborted** output.
- **Pause**
  - Pauses the animation.
- **Resume**
  - Continues playing a previously paused animation.
- **Reset**
  - Resets the animation to the start. This applies all the key values for the first key frame of the animation.

- **SequenceName**
  - The name of the sequence to play.

**Node Outputs**

- **OnStarted**
  - Triggers when the sequence starts playing.
- **OnStopped**
  - Triggers an output when the sequence stops playing, either because the end of the animation is reached or because the sequence is forced to stop (for example, by using the **Stop** node input).
- **OnAborted**
  - Triggers an output when the sequence is aborted (for example, by using the **Abort** node input).

**UI Flow Graph Nodes**

The UI flow graph node set is the original, and now legacy, version of the UI flow graph nodes.

Use the Ule (p. 1411) flow graph node set for best results when creating new flow graph nodes for your user interface.

**Topics**

- UI Canvas Nodes (p. 1485)
UI Canvas Nodes

The UI Canvas flow graph nodes have been superseded by the UIe Canvas (p. 1411) flow graph nodes. For best results, use the UIe Canvas (p. 1411) flow graph nodes.

You can use these flow graph nodes to perform actions on a UI canvas.

UI:Canvas:ActionListener Node

Listens for the specified action on a UI canvas.

Node Inputs

Activate

Initiates listening for the specified action.

CanvasID

Unique ID of the canvas to listen to.

ActionName

Name of the action to listen for.

Node Outputs

OnAction

Triggers when the canvas sends the action.

ElementID

ID of the UI element that triggered the action.

UI:Canvas:Load Node

Loads the specified UI canvas.

Node Inputs

Activate

Loads the canvas.

CanvasPathname

Path of the canvas to load.

Disabled

Sets whether canvas is disabled initially. If disabled, the canvas is not updated or rendered.

Node Outputs

OnLoad

Sends a signal when the canvas is loaded.
CanvasID

Outputs the unique canvas ID when the canvas is loaded.

UI:Canvas:Unload Node

Unloads the specified canvas.

Node Inputs

Activate

Unloads the canvas.

CanvasID

Unique ID of the canvas to unload.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Canvas:FindLoaded Node

Finds the canvas ID for the UI canvas file path.

Node Inputs

Activate

Finds the canvas using the UI canvas file path.

CanvasPathname

Path of the canvas to find.

Node Outputs

CanvasID

The ID of the canvas that was found (if it was found).

Found

True if the canvas was found; otherwise, false.

UI:Canvas:GetKeepLoaded Node

Gets the Boolean value of whether the canvas stays loaded when a level is unloaded.

Node Inputs

Activate

Gets whether the canvas stays loaded when the level is unloaded.

CanvasID

Unique ID of the canvas to keep loaded.
**Node Output**

**KeepLoaded**

The Boolean value of whether the canvas stays loaded if the level is unloaded. True if the canvas should stay loaded during level unload; otherwise, false.

---

**UI:Canvas:SetKeepLoaded Node**

Determines whether the canvas stays loaded when a level is unloaded.

**Node Inputs**

**Activate**

Sets whether the canvas stays loaded when the level is unloaded.

**CanvasID**

Unique ID of the canvas to keep loaded.

**KeepLoaded**

If true, causes the canvas to stay loaded when the level is unloaded.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

---

**UI:Canvas:GetDrawOrder Node**

Gets the integer draw order value for a UI canvas with respect to other UI canvases.

**Node Inputs**

**Activate**

Gets the draw order for the canvas.

**CanvasID**

Unique ID of the canvas to get the draw order from.

**Node Output**

**DrawOrder**

Order in which the canvas draws. Higher numbers appear before lower numbers.

---

**UI:Canvas:SetDrawOrder Node**

Sets the draw order for a UI canvas with respect to other UI canvases.

**Node Inputs**

**Activate**

Sets the draw order for the canvas.
CanvasID

Unique ID of the canvas whose draw order you are setting.

DrawOrder

Order in which to display the canvas. Higher numbers appear before lower numbers.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Canvas:GetIsPixelAligned Node

Gets the boolean value of whether the canvas is pixel-aligned.

Node Inputs

Activate

Gets whether visual element's vertices should snap to the nearest pixel.

CanvasID

Unique ID of the canvas.

Node Output

IsPixelAligned

Boolean value. True if the visual element's vertices should snap to the nearest pixel; otherwise, false.

UI:Canvas:SetIsPixelAligned Node

Sets whether visual element's vertices should snap to the nearest pixel.

Node Inputs

Activate

Sets the pixel-aligned property for the canvas ID.

CanvasID

Unique ID of the canvas to receive the pixel-aligned property value.

IsPixelAligned

Boolean value that represents whether a visual element's vertices should snap to the nearest pixel.

Node Output

Done

Sends a signal when the node's action is finished.
**UI:Canvas:GetEnabled Node**

Gets the boolean enabled flag of the canvas. Enabled canvases are updated and each frame rendered.

**Node Inputs**

- **Activate**
  
  Gets the enabled flag of the canvas.

- **CanvasID**
  
  Unique ID of the canvas to obtain the enabled flag from.

**Node Output**

- **Enabled**
  
  The enabled flag of the canvas. True if enabled; otherwise, false.

**UI:Canvas:SetEnabled Node**

Sets whether the canvas is enabled. Enabled canvases are updated and each frame rendered.

**Node Inputs**

- **Activate**
  
  Sets the enabled flag of the canvas.

- **CanvasID**
  
  Unique ID of the canvas to obtain the enabled flag from.

- **Enabled**
  
  True if the canvas should be enabled; otherwise, false.

**Node Output**

- **Done**
  
  Sends a signal when the node's action is finished.

**UI Component Nodes**

The **UI** component flow graph nodes have been superseded by the **UIe Component** (p. 1415) flow graph nodes. For best results, use the **UIe Component** (p. 1415) flow graph nodes.

These flow graph nodes perform actions on UI elements through their components.

**Topics**

- UI Button Component Nodes (p. 1490)
- UI Checkbox Component Nodes (p. 1491)
- UI DynamicLayout Component Nodes (p. 1496)
- UI DynamicScrollbox Component Nodes (p. 1496)
- UI Element Node (p. 1497)
UI Button Component Nodes

The UI Button component flow graph nodes have been superseded by the UIe Button (p. 1416) flow graph nodes. For best results, use the UIe Button (p. 1416) component flow graph nodes.

Use the following flow graph nodes to perform actions on the button component.

UI:Button:GetActionName Node

Gets the action name string that is emitted when the button is released.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the button element.

Node Output

Action

The action name associated with the button.

UI:Button:SetActionName Node

Sets the action name string that's emitted when the button is released.

Node Inputs

Activate

Assigns the action name.

CanvasID

Unique identifier of the element's canvas.
ElementID

Unique identifier of the button element.

Action

The action name string to assign to the button.

Node Output

Done

Sends a signal when the node's action is finished.

UI Checkbox Component Nodes

The UI component flow graph nodes have been superseded by the UIe Checkbox (p. 1417) component flow graph nodes. For best results, use the UIe Checkbox (p. 1417) component flow graph nodes.

Use the following flow graph nodes to perform actions on the check box component.

UI:Checkbox:GetState Node

Gets the Boolean state of the check box.

Node Inputs

Activate

Gets the state of the check box.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

Node Output

State

Outputs the current Boolean state of the check box.

UI:Checkbox:SetState Node

Sets the Boolean state of the check box.

Node Inputs

Activate

Sets the state of the check box.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.
State
The Boolean state of the check box.

Node Output
Done
Sends a signal when the node's action is finished.

UI:Checkbox:GetChangedActionName Node
Gets the action triggered when the check box value changed.

Node Inputs
Activate
Gets the changed action name.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the check box element.

Node Output
ChangedAction
The action name string value emitted when the check box value changes.

UI:Checkbox:SetChangedActionName Node
Sets the action triggered when the check box value changed.

Node Inputs
Activate
Gets the changed action name.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the check box element.
ChangedAction
The action name string value emitted when the check box value changes.

UI:Checkbox:GetOptionalCheckedEntity Node
Gets the child element to show when the check box is in the on state.
Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

Node Output

CheckedElement

The child element to show when the check box is selected (in the *on* state).

UI:Checkbox:SetOptionalCheckedEntity Node

Sets the child element to show when the check box is selected (in the *on* state).

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

CheckedElement

The child element to show when the check box is selected (in the *on* state).

Node Output

Done

Sends a signal when the node's action is finished.

UI:Checkbox:GetOptionalUncheckedEntity Node

Gets the child element to show when the check box is deselected (in the *off* state).

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.
ElementID

Unique identifier of the check box element.

Node Output

UncheckedElement

The child element to show when the check box is deselected (off state).

UI:Checkbox:SetOptionalUncheckedEntity Node

Sets the child element to show when the check box is deselected (in the off state).

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

UncheckedElement

The child element to show when the check box is deselected (in the off state).

Node Output

Done

Sends a signal when the node's action is finished.

UI:Checkbox:GetTurnOnActionName Node

Gets the action triggered when the check box is selected.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

Node Output

TurnOnAction

The action name emitted when the check box is selected (turned on).
UI:Checkbox:SetTurnOnActionName Node
Sets the action triggered when the check box is selected (turned on).

Node Inputs
Activate
Assigns `TurnOnAction` as the action name that is emitted when the check box is selected.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the check box element.

Node Output
Done
Sends a signal when the node's action is finished.

UI:Checkbox:GetTurnOffActionName Node
Gets the action triggered when the check box is deselected (turned off).

Node Inputs
Activate
Update the output.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the check box element.

Node Output
TurnOffAction
The action name emitted when the check box is deselected.

UI:Checkbox:SetTurnOffActionName Node
Sets the action triggered when the check box is deselected (turned off).

Node Inputs
Activate
Assigns `TurnOffAction` as the action name that is emitted when the check box is deselected.
CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the check box element.

TurnOffAction

The action name emitted when the check box is deselected.

Node Output

Done

Sends a signal when the node's action is finished.

UI DynamicLayout Component Nodes

The UI DynamicLayout flow graph nodes have been superseded by the UI DynamicLayout (p. 1421) flow graph nodes. For best results, use the UI Dynamic Layout flow graph nodes.

Use the following flow graph nodes to perform actions on the dynamic layout component.

UI:DynamicLayout:SetNumChildElements Node

Sets the number of child elements of the layout element. The child elements are cloned from a prototype element.

Node Inputs

Activate

Sets the number of child elements.

ElementName

Name of the layout element.

ElementId

The element Id of the layout element. Used if ElementName is empty.

NumChildElements

The number of child elements.

Node Output

Done

Sends a signal when the node's action is finished.

UI DynamicScrollbox Component Nodes

The UI DynamicScrollBox flow graph nodes have been superseded by the UI DynamicScrollBox (p. 1421) flow graph nodes. For best results, use the UI DynamicScrollBox flow graph nodes.

Use the following flow graph nodes to perform actions on the dynamic scroll box component.
**UI:DynamicScrollBox:GetLocationIndexOfChild Node**

Gets the index of the specified child of the dynamic scroll box's content element. Use this node rather than UI:Element:GetIndexOfChild, since dynamic scroll boxes create only the minimum number of children for display.

**Node Inputs**

- **Activate**
  - Updates the output.

- **ElementName**
  - Name of the dynamic scroll box element.

- **ElementId**
  - The element Id of the dynamic scroll box element. Used if `ElementName` is empty.

- **ChildElementId**
  - The element Id of the child.

**Node Output**

- **Index**
  - The index of the child.

**UI:DynamicScrollBox:RefreshContent Node**

Refreshes the dynamic scroll box by retrieving the number of the content element's children, setting up the content element according to the number of children, and notifying listeners of the child elements that are visible.

**Node Inputs**

- **Activate**
  - Refreshes the content.

- **ElementName**
  - Name of the dynamic scroll box element.

- **ElementId**
  - The element Id of the dynamic scroll box element. Used if `ElementName` is empty.

**Node Output**

- **Done**
  - Sends a signal when the node's action is finished.

**UI Element Node**

The UI Element flow graph nodes have been superseded by the UIe Element (p. 1422) flow graph nodes. For best results, use the UIe Element (p. 1422) flow graph nodes.

Use the following flow graph nodes to perform actions on an element.
UI:Element:IsEnabled Node

Gets whether the element is enabled.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

State

The enabled state of the element.

UI:Element:SetIsEnabled Node

Sets the Boolean enabled state of the element. If an element is not enabled, neither it nor any of its children are drawn or interactive.

Node Inputs

Activate

Sets the enabled state to the value of the State input.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

State

The Boolean enabled state of the element.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Element:GetChildAtIndex Node

Gets the child of an element at the specified index.

Node Inputs

Activate

Updates the outputs.
CanvasID
  Unique identifier of the element's canvas.

ElementID
  Unique identifier of the element.

ChildIndex
  The index of the child.

**Node Output**

ChildElementId
  The element Id of the child element.

**UI:Element:GetIndexOfChild Node**
Gets the index of the specified child.

**Node Inputs**

Activate
  Updates the outputs.

CanvasID
  Unique identifier of the element's canvas.

ElementID
  Unique identifier of the element.

ChildIndex
  Unique identifier of the child element.

**Node Output**

IndexOfChild
  The index of the child element.

**UI:Element:GetNumChildElements Node**
Gets the number of children of an element.

**Node Inputs**

Activate
  Updates the outputs.

CanvasID
  Unique identifier of the element's canvas.

ElementID
  Unique identifier of the element.

ChildIndex
  Unique identifier of the child element.
Node Output

NumChildElements
The number of child elements.

UI:Element:GetParent Node
Gets the parent of an element.

Node Inputs
Activate
Updates the outputs.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Output
ParentElementId
The element Id of the parent element.

UI Fader Component Nodes
The UI Fader component flow graph nodes have been superseded by the UIe Fader (p. 1426) component flow graph nodes. For best results, use the UIe Fader (p. 1426) component flow graph nodes.

Use the following flow graph nodes to perform actions on the fader component.

UI:Fader:Animation Node
Animates the fader component on the specified element.

Node Inputs
Activate
Starts a fade animation.
CanvasID
Unique identifier of the fader element's canvas.
ElementID
Unique identifier of the fader element.
StartValue
Value at which the fade starts.
Valid values: 0 = Invisible | 1 = Opaque | -1 = Start from the current value
TargetValue
Value at which the fade ends.
Valid values: 0 = Invisible | 1 = Opaque

**Speed**

Rate at which the element fades.

Valid values: 0 = Instant fade | 0.5 = Slow fade | 1 = One second fade | 2 = Fade twice as fast

**Node Outputs**

**OnComplete**

Sends a signal when the fade action is finished.

**OnInterrupted**

Sends a signal when the fade is interrupted by another fade starting.

**UI:Fader:GetFadeValue Node**

Gets the floating-point fade value of an element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**Value**

The floating-point fade value of the element (ElementID).

**UI:Fader:SetFadeValue Node**

Sets the fade value of an element.

**Node Inputs**

**Activate**

When triggered, assigns Value as the fade value of the fader component of the element.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Value**

The fade value to assign to the fader component for the element.
**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI Image Component Nodes**

The UI image component flow graph nodes have been superseded by the UI Image (p. 1427) component flow graph nodes. For best results, use the UI Image (p. 1427) component flow graph nodes.

Use the following flow graph nodes to perform actions on the image component.

**UI:Image:GetImageSource Node**


Retrieves the texture file path currently used by the specified image element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the image element.

**Node Outputs**

**Value**

Outputs the file path of the image that is currently on the element.

**UI:Image:SetImageSource Node**


Changes the texture on the specified image element.

**Node Inputs**

**Activate**

Set the texture.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the image element.

**ImagePath**

File path of the texture to display.
Node Output

Done
Sends a signal when the node's action is finished.

UI:Image:GetSprite Node
Gets the texture file path currently used by the specified image element.

Node Inputs

Activate
Updates the output.

CanvasID
Unique ID of the element's canvas.

ElementID
Unique ID of the image element.

Node Output

Value
Outputs the file path of the image that is currently on the element.

UI:Image:SetSprite Node
Sets the texture on the specified image element.

Node Inputs

Activate
Sets the texture.

CanvasID
Unique ID of the element's canvas.

ElementID
Unique ID of the image element.

ImagePath
File path of the texture to display.

Node Output

Done
Sends a signal when the node's action is finished.

UI:Image:GetImageType Node
Gets the type of the image. Affects how the texture or sprite is mapped to the image rectangle.
Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the image element.

Node Output

ImageType

An integer representing how the image is scaled and placed.

Valid values:
- 0 = Stretched
- 1 = Sliced
- 2 = Fixed
- 3 = Tiled
- 4 = Stretched to fit
- 5 = Stretched to fill

UI:Image:SetImageType Node

Sets the type of the image. Affects how the texture or sprite is mapped to the image rectangle.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the image element.

ImageType

An integer representing how the image is scaled and placed.

Valid values:
- 0 = Stretched
- 1 = Sliced
- 2 = Fixed
- 3 = Tiled
- 4 = Stretched to fit
- 5 = Stretched to fill

Node Output

Done

Sends a signal when the node's action is finished.

UI:Image:GetColor Node

Gets the color tint for the image.

Node Inputs

Activate

Updates the output.
CanvasID  
Unique identifier of the element's canvas.

ElementID  
Unique identifier of the image element.

**Node Outputs**

**Color**  
The RGB value (0 – 255 each for R, G, and B) of the element (ElementID).

**Alpha**  
The alpha value (0 – 255) of the element (ElementID).

**UI:Image:SetColor Node**
Sets the color tint for the image.

**Node Inputs**

**Activate**  
Updates the output.

**CanvasID**  
Unique identifier of the element's canvas.

**ElementID**  
Unique identifier of the image element.

**Color**  
The RGB value (0 – 255 each for R, G, and B).

**Alpha**  
A floating-point alpha value (0 – 255).

**Node Output**

**Done**  
Sends a signal when the node's action is finished.

**UI Interactable Component Nodes**

The UI Interactable component flow graph nodes have been superseded by the UI Interactable (p. 1430) component flow graph nodes. For best results, use the UI Interactable (p. 1430) component flow graph nodes.

Use the following flow graph node for the Interactable component.

**UI:Interactable:SetIsHandlingEvents Node**
Sets the Boolean "is handling events" state of the element.

The Interactable flow graph nodes can be used to get or set values on any interactive UI element.
Interactive UI elements are elements that players can interacted with in game, such as button, text input, check box, slider, and so on. The `SetIsHandlingEvents` flow graph node sets whether an interactive UI element should handle input events. If set to false, then the UI element does not respond to input events, and its visual state is also changed to disabled.

**Node Inputs**

- **Activate**
  - Sets the "is handling events" state.
- **CanvasID**
  - Unique identifier of the element's canvas.
- **ElementID**
  - Unique identifier of the element.
- **State**
  - The Boolean "is handling events" state of the element.

**Node Output**

- **Done**
  - Sends a signal when the node's action is finished.

**UI Layout Column Component Nodes**

The UI Layout column component flow graph nodes have been superseded by the UI Layout column (p. 1431) component flow graph nodes. For best results, use the UI Layout column (p. 1431) component flow graph nodes.

Use the following flow graph nodes to perform actions on the layout column component.

**UI:LayoutColumn:GetOrder Node**

Gets the vertical order of the `LayoutColumn` component for an element.

**Node Inputs**

- **Activate**
  - Updates the output.
- **CanvasID**
  - Unique identifier of the element's canvas.
- **ElementID**
  - Unique identifier of the element.

**Node Output**

- **Order**
  - An integer representing the vertical order.
  - Valid values: 0 = Top to bottom | 1 = Bottom to top
**UI:LayoutColumn:SetOrder Node**

Sets the vertical order of the LayoutColumn component for an element.

**Node Inputs**

**Activate**

Sets the vertical order for the element.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Order**

An integer representing the vertical order. $0 = \text{Top to bottom} \mid 1 = \text{Bottom to top}$.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:LayoutColumn:GetPadding Node**

Gets the padding (in pixels) inside the edges of the LayoutColumn component for an element.

**Node Inputs**

**Activate**

Updates the outputs.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Outputs**

**Left**

An integer representing the padding inside the left edge of the element.

**Right**

An integer representing the padding inside the right edge of the element.

**Top**

An integer representing the padding inside the top edge of the element.

**Bottom**

An integer representing the padding inside the bottom edge of the element.
UI:LayoutColumn:SetPadding Node

Sets the padding (in pixels) inside the edges of the LayoutColumn component for an element.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Left

An integer representing the padding inside the left edge of the element.

Right

An integer representing the padding inside the right edge of the element.

Top

An integer representing the padding inside the top edge of the element.

Bottom

An integer representing the padding inside the bottom edge of the element.

Node Output

Done

Sends a signal when the node's action is finished.

UI:LayoutColumn:GetSpacing Node

Gets the spacing (in pixels) between child elements of the LayoutColumn component for an element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementID).
UI:LayoutColumn:SetSpacing Node
Sets the spacing (in pixels) between child elements of the LayoutColumn component for an element.

Node Inputs
Activate
Updates the output.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.
Spacing
A float value of the spacing (in pixels) between child elements of the element (ElementID).

Node Output
Done
Sends a signal when the node's action is finished.

UI Layout Grid Component Nodes
The UI Layout grid component flow graph nodes have been superseded by the UI Layout grid (p. 1434) component flow graph nodes. For best results, use the UI Layout grid (p. 1434) component flow graph nodes.

Use the following flow graph nodes to perform actions on the layout grid component.

UI:LayoutGrid:GetCellSize Node
Gets the size (in pixels) of a child element in the layout.

Node Inputs
Activate
Updates the output.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Outputs
CellWidth
The width (in pixels) of a child element of element (ElementID).
CellHeight
The height (in pixels) of a child element of element (ElementID).
UI:LayoutGrid:SetCellSize Node

Sets the size (in pixels) of a child element in the layout.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

CellWidth

The width (in pixels) of a child element of element (ElementID).

CellHeight

The height (in pixels) of a child element of element (ElementID).

Node Output

Done

Sends a signal when the node's action is finished.

UI:LayoutGrid:GetHorizontalOrder Node

 Gets the horizontal order for the layout.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

Order

An integer representing the horizontal order.

Valid values: 0 = Left to right | 1 = Right to left

UI:LayoutGrid:SetHorizontalOrder Node

Sets the horizontal order for the layout.
**Node Inputs**

**Activate**
- Updates the outputs.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementID**
- Unique identifier of the element.

**Order**
- An integer representing the horizontal order.
- Valid values: 0 = Left to right | 1 = Right to left

**Node Output**

**Done**
- Sends a signal when the node's action is finished.

**UI:LayoutGrid:GetPadding Node**

Gets the padding (in pixels) inside the edges of the **LayoutGrid** component for an element.

**Node Inputs**

**Activate**
- Updates the output.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementID**
- Unique identifier of the element.

**Node Output**

**Left**
- An integer representing the padding inside the left edge of the element.

**Right**
- An integer representing the padding inside the right edge of the element.

**Top**
- An integer representing the padding inside the top edge of the element.

**Bottom**
- An integer representing the padding inside the bottom edge of the element.

**UI:LayoutGrid:SetPadding Node**

Sets the padding (in pixels) inside the edges of the **LayoutGrid** component for an element.
Node Inputs

Activate
   Updates the output.
CanvasID
   Unique identifier of the element's canvas.
ElementID
   Unique identifier of the element.

Left
   An integer representing the padding inside the left edge of the element.
Right
   An integer representing the padding inside the right edge of the element.
Top
   An integer representing the padding inside the top edge of the element.
Bottom
   An integer representing the padding inside the bottom edge of the element.

Node Output

Done
   Sends a signal when the node's action is finished.

UI:LayoutGrid:GetSpacing Node

Gets the spacing (in pixels) between child elements of the LayoutGrid component for an element.

Node Inputs

Activate
   Updates the output.
CanvasID
   Unique identifier of the element's canvas.
ElementID
   Unique identifier of the element.

Node Output

Spacing
   A float value of the spacing (in pixels) between child elements of the element (ElementID).

UI:LayoutGrid:SetSpacing Node

Sets the spacing (in pixels) between child elements of the LayoutGrid component for an element.
**Node Inputs**

**Activate**
Updates the output.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**Spacing**
A float value of the spacing (in pixels) between child elements of the element (**ElementID**).

**Node Output**

**Done**
Sends a signal when the node's action is finished.

**UI:LayoutGrid:GetStartingDirection Node**
Gets the starting direction for the layout.

**Node Inputs**

**Activate**
Updates the output.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**Node Output**

**Direction**
An integer representing the direction.
Valid values: 0 = Horizontal order | 1 = Vertical order

**UI:LayoutGrid:SetStartingDirection Node**
Sets the starting direction for the layout.

**Node Inputs**

**Activate**
Set the starting direction for the layout.

**CanvasID**
Unique identifier of the element's canvas.
ElementID

Unique identifier of the element.

Direction

An integer representing the horizontal order.

Valid values: 0 = Horizontal order | 1 = Vertical order.

Node Output

Done

Sends a signal when the node's action is finished.

UI:LayoutGrid:GetVerticalOrder Node

Gets the vertical order for the layout.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

Action

An integer representing the vertical order.

Valid values: 0 = Top to bottom | 1 = Bottom to top

UI:LayoutGrid:SetVerticalOrder Node

Sets the vertical order for the layout.

Node Inputs

Activate

Sets the vertical order for the layout.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Action

An integer representing the vertical order.
Valid values: 0 = Top to bottom | 1 = Bottom to top

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI Layout Row Component Nodes**

The UI Layout row component flow graph nodes have been superseded by the UI Layout row (p. 1439) component flow graph nodes. For best results, use the UI Layout row (p. 1439) component flow graph nodes.

Use the following flow graph nodes to perform actions on the layout row component.

**UI:LayoutRow:GetOrder Node**

Gets the horizontal order of the **LayoutRow** component for an element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**Order**

An integer representing the horizontal order.

Valid values: 0 = Left to right | 1 = Right to left

**UI:LayoutRow:SetOrder Node**

Sets the horizontal order of the **LayoutRow** component for an element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Order**

An integer representing the horizontal order.
Valid values: 0 = Left to right | 1 = Right to left

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:LayoutRow:GetPadding Node**

Gets the padding (in pixels) inside the edges of the **LayoutRow** component for an element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Outputs**

**Left**

An integer representing the padding inside the left edge of the element.

**Right**

An integer representing the padding inside the right edge of the element.

**Top**

An integer representing the padding inside the top edge of the element.

**Bottom**

An integer representing the padding inside the bottom edge of the element.

**UI:LayoutRow:SetPadding Node**

Sets the padding (in pixels) inside the edges of the **LayoutRow** component for an element.

**Node Inputs**

**Activate**

Sets the padding (in pixels) inside the edges of the **LayoutRow**.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.
Left
An integer representing the padding inside the left edge of the element.

Right
An integer representing the padding inside the right edge of the element.

Top
An integer representing the padding inside the top edge of the element.

Bottom
An integer representing the padding inside the bottom edge of the element.

Node Output

Done
Sends a signal when the node's action is finished.

UI:LayoutRow:GetSpacing Node
Gets the spacing (in pixels) between child elements of the LayoutRow component for an element.

Node Inputs

Activate
Updates the outputs.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

Node Output

Spacing
A float value of the spacing (in pixels) between child elements of the element (ElementID).

UI:LayoutRow:SetSpacing Node
Sets the spacing (in pixels) between child elements of the LayoutRow component for an element.

Node Inputs

Activate
Sets the spacing (in pixels) between child elements.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.
Spacing

A float value of the spacing (in pixels) between child elements of the element (ElementID).

Node Output

Done

Sends a signal when the node's action is finished.

UI Mask Component Nodes

The UI Mask component flow graph nodes have been superseded by the UIe Mask (p. 1441) component flow graph nodes. For best results, use the UIe Mask (p. 1441) component flow graph nodes.

Use the following flow graph nodes to perform actions on the mask component.

UI:Mask:GetDrawBehind Node

Gets whether mask is drawn behind the child elements.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

DrawBehind

Indicates whether mask is drawn behind the child elements.

UI:Mask:SetDrawBehind Node

Sets whether mask is drawn behind the child elements.

Node Inputs

Activate

Sets whether mask is drawn behind the child elements.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

DrawBehind

Sets whether mask is drawn behind the child elements.
Node Output

Done
   Sends a signal when the node's action is finished.

UI:Mask:GetDrawInFront Node
Gets whether mask is drawn in front of child elements.

Node Inputs

Activate
   Updates the outputs.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

Node Output

DrawInFront
   Indicates whether mask is drawn in front of child elements.

UI:Mask:SetDrawInFront Node
Sets whether mask is drawn in front of child elements.

Node Inputs

Activate
   Sets whether mask is drawn in front of child elements.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

DrawInFront
   Sets whether mask is drawn in front of child elements.

Node Output

Done
   Sends a signal when the node's action is finished.

UI:Mask:GetIsMaskingEnabled Node
Gets whether masking is enabled.
**Node Inputs**

**Activate**
- Updates the outputs.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementID**
- Unique identifier of the element.

**Node Output**

**IsMaskingEnabled**
- Indicates whether masking is enabled.

---

**UI:Mask:SetIsMaskingEnabled Node**

Sets whether masking is enabled.

**Node Inputs**

**Activate**
- Sets whether masking is enabled.

**CanvasID**
- Unique identifier of the element's canvas.

**ElementID**
- Unique identifier of the element.

**IsMaskingEnabled**
- Sets whether masking is enabled.

**Node Output**

**Done**
- Sends a signal when the node's action is finished.

---

**UI:Mask:GetUseAlphaTest Node**

Gets whether to use the alpha channel in the mask visual's texture to define the mask.

**Node Inputs**

**Activate**
- Updates the outputs.

**CanvasID**
- Unique identifier of the element's canvas.
ElementID

Unique identifier of the element.

**Node Output**

**UseAlphaTest**

Indicates whether to use the alpha channel in the mask visual's texture to define the mask.

**UI:Mask:SetUseAlphaTest Node**

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

**Node Inputs**

**Activate**

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**UseAlphaTest**

Sets whether to use the alpha channel in the mask visual's texture to define the mask.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI ScrollBox Component Nodes**

The UI Scrollbox component flow graph nodes have been superseded by the **UIe Scrollbox (p. 1444)** component flow graph nodes. For best results, use the **UIe Scrollbox (p. 1444)** component flow graph nodes.

Use the following flow graph nodes to perform actions on the **ScrollBox** component.

**UI:ScrollBox:FindClosestContentChildElement Node**

Finds the child of the content element that is closest to the content anchors.

**Node Inputs**

**Activate**

Updates the outputs.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.
Node Output

ClosestElement

The element currently closest to the focused element.

UI:ScrollBox:GetContentEntity Node

Gets the content element for the ScrollBox.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

Content

The element that the ScrollBox scrolls.

UI:ScrollBox:SetContentEntity Node

Sets the content element for the ScrollBox.

Node Inputs

Activate

Sets the content element for the ScrollBox.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Content

The element that the ScrollBox scrolls.

Node Output

Done

Sends a signal when the node's action is finished.

UI:ScrollBox:GetIsHorizontalScrollingEnabled Node

Gets whether the ScrollBox allows horizontal scrolling.
Node Inputs

Activate
   Updates the outputs.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

Node Output

Enabled
   Indicates whether horizontal scrolling is enabled.

UI:ScrollBox:SetIsHorizontalScrollingEnabled Node
Sets whether the ScrollBox allows horizontal scrolling.

Node Inputs

Activate
   Sets whether the ScrollBox allows horizontal scrolling.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

Enabled
   Sets whether horizontal scrolling is enabled.

Node Output

Done
   Sends a signal when the node's action is finished.

UI:ScrollBox:GetIsScrollingConstrained Node
Gets whether the ScrollBox restricts scrolling to the content area.

Node Inputs

Activate
   Updates the outputs.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.
Node Output

IsConstrained
Indicates whether scrolling is constrained.

UI:ScrollBox:SetIsScrollingConstrained Node
Sets whether the ScrollBox restricts scrolling to the content area.

Node Inputs

Activate
Sets whether the ScrollBox restricts scrolling to the content area.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

IsConstrained
Sets whether scrolling is constrained.

Node Output

Done
Sends a signal when the node's action is finished.

UI:ScrollBox:GetIsVerticalScrollingEnabled Node
Gets whether the ScrollBox allows vertical scrolling.

Node Inputs

Activate
Updates the output.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

Node Output

Enabled
Indicates whether vertical scrolling is enabled.

UI:ScrollBox:SetIsVerticalScrollingEnabled Node
Sets whether the ScrollBox allows vertical scrolling.
**Node Inputs**

**Activate**
Sets whether the **ScrollBox** allows vertical scrolling.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**Enabled**
Sets whether vertical scrolling is enabled.

**Node Output**

**Done**
Sends a signal when the node's action is finished.

---

**UI:ScrollBox:GetScrollOffset Node**

Gets the scroll offset of the **ScrollBox**.

**Node Inputs**

**Activate**
Updates the outputs.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**Node Output**

**HorizOffset**
The horizontal scroll offset of the element identified by **ElementID**.

**VertOffset**
The vertical scroll offset of the element identified by **ElementID**.

---

**UI:ScrollBox:SetScrollOffset Node**

Sets the scroll offset of the **ScrollBox**.

**Node Inputs**

**Activate**
Sets the scroll offset of the **ScrollBox**.
CanvasID
   Unique identifier of the element's canvas.
ElementID
   Unique identifier of the element.
HorizOffset
   The horizontal scroll offset of ElementID.
VertOffset
   The vertical scroll offset of ElementID.

Node Output
Done
   Sends a signal when the node's action is finished.

UI:ScrollBox:GetScrollOffsetChangedActionName Node
Gets the action triggered when the ScrollBox drag is completed.

Node Inputs
Activate
   Updates the output.
CanvasID
   Unique identifier of the element's canvas.
ElementID
   Unique identifier of the element.

Node Output
ChangedAction
   The action name.

UI:ScrollBox:SetScrollOffsetChangedActionName Node
Sets the action triggered when the ScrollBox drag is completed.

Node Inputs
Activate
   Sets the action triggered when the ScrollBox drag is completed.
CanvasID
   Unique identifier of the element's canvas.
ElementID
   Unique identifier of the element.
**ChangedAction**

The action name.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:ScrollBox:GetScrollOffsetChangingActionName Node**

Gets the action triggered while the *ScrollBox* is being dragged.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**ChangingAction**

The action name.

**UI:ScrollBox:SetScrollOffsetChangingActionName Node**

Sets the action triggered while the *ScrollBox* is being dragged.

**Node Inputs**

**Activate**

Sets the action triggered while the *ScrollBox* is being dragged.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**ChangingAction**

The action name.

**Node Output**

**Done**

Sends a signal when the node's action is finished.
UI:ScrollBox:GetSnapGrid Node
Gets the snapping grid of the ScrollBox.

Node Inputs
Activate
  Updates the outputs.
CanvasID
  Unique identifier of the element's canvas.
ElementID
  Unique identifier of the element.

Node Outputs
HorizSpacing
  The horizontal grid spacing of the element identified by ElementID.
VertSpacing
  The vertical grid spacing of the element identified by ElementID.

UI:ScrollBox:SetSnapGrid Node
Sets the snapping grid of the ScrollBox.

Node Inputs
Activate
  Sets the snapping grid of the ScrollBox.
CanvasID
  Unique identifier of the element's canvas.
ElementID
  Unique identifier of the element.
HorizSpacing
  The horizontal grid spacing of the element identified by ElementID.
VertSpacing
  The vertical grid spacing of the element identified by ElementID.

Node Output
Done
  Sends a signal when the node's action is finished.

UI:ScrollBox:GetSnapMode Node
Gets the snap mode for the ScrollBox.
**Node Inputs**

**Activate**
Updates the output.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**Node Output**

**SnapMode**
An integer representing the snap mode state.
Valid values: 0 = None | 1 = Children | 2 = Grid

**UI:ScrollBox:SetSnapMode Node**
Sets the snap mode for the **ScrollBox**.

**Node Inputs**

**Activate**
Sets the snap mode for the **ScrollBox**.

**CanvasID**
Unique identifier of the element's canvas.

**ElementID**
Unique identifier of the element.

**SnapMode**
An integer representing the snap mode state.
Valid values: 0 = None | 1 = Children | 2 = Grid

**Done**
Sends a signal when the node's action is finished.

**UI:ScrollBox:GetHorizontalScrollBarVisibility Node**
Gets horizontal scrollbar visibility behavior.

**Node Inputs**

**Activate**
Updates the outputs.
CanvasID
    Unique identifier of the element's canvas.
ElementID
    Unique identifier of the element.

Node Output

ScrollBarVisibility
    An integer that represents the scrollbar visibility behavior.
    Valid values: 0 = AlwaysVisible  |  1 = AutoHide  |  2 = AutoHideAndResizeViewArea

UI:ScrollBox:SetHorizontalScrollBarVisibility Node
    Sets horizontal scrollbar visibility behavior.

Node Inputs

Activate
    Sets horizontal scroll bar visibility behavior.
CanvasID
    Unique identifier of the element's canvas.
ElementID
    Unique identifier of the element.
ScrollBarVisibility
    An integer representing the scrollbar visibility behavior.
    0 = AlwaysVisible  |  1 = AutoHide  |  2 = AutoHideAndResizeViewArea.

Node Output

Done
    Sends a signal when the node's action is finished.

UI:ScrollBox:GetVerticalScrollBarVisibility Node
    Gets vertical scrollbar visibility behavior.

Node Inputs

Activate
    Updates the outputs.
CanvasID
    Unique identifier of the element's canvas.
ElementID
    Unique identifier of the element.
Node Output

**ScrollBarVisibility**

An integer that represents the scrollbar visibility behavior.

Valid values: 0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea

**UI:ScrollBox:SetVerticalScrollBarVisibility Node**

Sets vertical scrollbar visibility behavior.

Node Inputs

**Activate**

Sets vertical scroll bar visibility behavior.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**ScrollBarVisibility**

An integer representing the scrollbar visibility behavior.

0 = AlwaysVisible | 1 = AutoHide | 2 = AutoHideAndResizeViewArea.

Node Output

**Done**

Sends a signal when the node's action is finished.

**UI:ScrollBox:GetHorizontalScrollBarEntity Node**

Gets the horizontal scrollbar element for the ScrollBox.

Node Inputs

**Activate**

Updates the outputs.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

Node Output

**HorizontalScrollBar**

The element that scrolls the ScrollBox horizontally.
UI:ScrollBox:SetHorizontalScrollBarEntity Node
Sets the horizontal scrollbar element for the ScrollBox.

Node Inputs
Activate
Sets the horizontal scrollbar element for the ScrollBox.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.
HorizontalScrollBar
The element that scrolls the ScrollBox horizontally.

Node Output
Done
Sends a signal when the node's action is finished.

UI:ScrollBox:GetVerticalScrollBarEntity Node
Gets the vertical scrollbar element for the ScrollBox.

Node Inputs
Activate
Updates the outputs.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Output
VerticalScrollBar
The element that scrolls the ScrollBox vertically.

UI:ScrollBox:SetVerticalScrollBarEntity Node
Sets the vertical scrollbar element for the ScrollBox.

Node Inputs
Activate
Sets the vertical scrollbar element for the ScrollBox.
**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**VerticalScrollBar**

The element that scrolls the **ScrollBox** vertically.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI ScrollBar Component Nodes**

The **UI** Scrollbar component flow graph nodes have been superseded by the **UI scrollbar** component flow graph nodes. For best results, use the **UI scrollbar** component flow graph nodes.

Use the following flow graph nodes to perform actions on the **Scrollbar** component.

**UI:Scrollbar:GetHandleEntity Node**

Gets the handle element of the scroll bar.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**Handle**

The handle element.

**UI:Scrollbar:SetHandleEntity Node**

Sets the handle element of the scroll bar.

**Node Inputs**

**Activate**

Sets the handle element.
CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

Handle
The handle element.

Node Output
Done
Sends a signal when the node's action is finished.

UI:Scrollbar:GetValue Node
Gets the value of the scrollbar.

Node Inputs
Activate
Updates the output.

CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Output
Value
The scrollbar value of the element identified by ElementID.

UI:Scrollbar:SetValue Node
Sets the value of the scroll bar.

Node Inputs
Activate
Sets the value of the scrollbar.

CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Value
The scrollbar value of the element identified by ElementID.
Node Output

Done

Sends a signal when the node's action is finished.

UI:Scrollbar:GetHandleSize Node

Gets the size of the handle.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

HandleSize

The size of the handle of the element identified by ElementID.

UI:Scrollbar:SetHandleSize Node

Sets the size of the handle.

Node Inputs

Activate

Sets the size of the handle.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

HandleSize

The size of the handle of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Scrollbar:GetMinHandlePixelSize Node

Gets the minimum size in pixels of the handle.
Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

MinHandleSize

The minimum size in pixels of the handle of the element identified by ElementID.

UI:Scrollbar:SetMinHandlePixelSize Node

Sets the minimum size in pixels of the handle.

Node Inputs

Activate

Sets the minimum size in pixels of the handle.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

MinHandleSize

The minimum size in pixels of the handle of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Scrollbar:GetValueChangedActionName Node

Gets the action triggered when the value is done changing.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.
ElementID
  Unique identifier of the element.

Node Output
ValueChangedAction
  The action name.

UI:Scrollbar:SetValueChangedActionName Node
Sets the action triggered when the value is done changing.

Node Inputs
Activate
  Updates the output.
CanvasID
  Unique identifier of the element's canvas.
ElementID
  Unique identifier of the element.
ValueChangedAction
  The action name.

Node Output
Done
  Sends a signal when the node's action is finished.

UI:Scrollbar:GetValueChangingActionName Node
Gets the action triggered while the value is changing.

Node Inputs
Activate
  Updates the output.
CanvasID
  Unique identifier of the element's canvas.
ElementID
  Unique identifier of the element.
ValueChangedAction
  The action name.
**UI:Scrollbar:SetValueChangingActionName Node**

Sets the action triggered while the value is changing.

**Node Inputs**

- **Activate**
  - Updates the output.
- **CanvasID**
  - Unique identifier of the element's canvas.
- **ElementID**
  - Unique identifier of the element.
- **ValueChangingAction**
  - The action name.

**Node Output**

- **Done**
  - Sends a signal when the node's action is finished.

**UI Slider Component Nodes**

The UI Slider component flow graph nodes have been superseded by the UIe Slider (p. 1460) component flow graph nodes. For best results, use the UIe Slider (p. 1460) component flow graph nodes.

Use the following flow graph nodes to perform actions on the slider component.

- **UI:Slider:GetFillEntity Node**
  - Gets the fill element.

**Node Inputs**

- **Activate**
  - Updates the output.
- **CanvasID**
  - Unique identifier of the element's canvas.
- **ElementID**
  - Unique identifier of the element.

**Node Output**

- **FillElement**
  - The fill element.

- **UI:Slider:SetFillEntity Node**
  - Sets the fill element.
Node Inputs

Activate

Sets the fill element.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

FillElement

The fill element.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Slider:GetManipulatorEntity Node

Gets the manipulator element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

ManipulatorElement

The manipulator element.

UI:Slider:SetManipulatorEntity Node

Sets the manipulator element.

Node Inputs

Activate

Sets the manipulator element.

CanvasID

Unique identifier of the element's canvas.
**ElementID**

Unique identifier of the element.

**ManipulatorElement**

The manipulator element.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:Slider:GetMaxValue Node**

Gets the maximum value of the slider.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**MaxValue**

The slider maximum value of the element identified by **ElementID**.

**UI:Slider:SetMaxValue Node**

Sets the maximum value of the slider.

**Node Inputs**

**Activate**

Sets the maximum value of the slider.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**MaxValue**

The slider maximum value of the element identified by **ElementID**.
Node Output

Done

Sends a signal when the node's action is finished.

UI:Slider:GetMinValue Node

Gets the minimum value of the slider.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

MinValue

The slider minimum value of the element identified by ElementID.

UI:Slider:SetMinValue Node

Sets the minimum value of the slider.

Node Inputs

Activate

Sets the minimum value of the slider.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

MinValue

The slider minimum value of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Slider:GetStepValue Node

Gets the smallest increment allowed between values. Zero means no restriction.
Node Inputs

Activate
Updatess the output.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

Node Output

StepValue
The smallest increment allowed between values of the element identified by ElementID. Zero means no restriction.

UI:Slider:SetStepValue Node
Sets the smallest increment allowed between values. Zero means no restriction.

Node Inputs

Activate
Sets the smallest increment allowed between values. Zero means no restriction.

CanvasID
Unique identifier of the element's canvas.

ElementID
Unique identifier of the element.

StepValue
The smallest increment allowed between values of the element identified by ElementID. Zero means no restriction.

Node Output

Done
Sends a signal when the node's action is finished.

UI:Slider:GetTrackEntity Node
Gets the track element.

Node Inputs

Activate
Updates the output.

CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Output
Track
The track element.

UI:Slider:SetTrackEntity Node
Sets the track element.

Node Inputs
Activate
Sets the track element.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.
Track
The track element.

Node Output
Done
Sends a signal when the node's action is finished.

UI:Slider:GetValue Node
Gets the value of slider.

Node Inputs
Activate
Updates the output.
CanvasID
Unique identifier of the element's canvas.
ElementID
Unique identifier of the element.

Node Output
Value
The slider value of the element identified by ElementID.
**UI:Slider:SetValue Node**

Sets the value of the slider.

**Node Inputs**

**Activate**

Sets the value of the slider.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Value**

The slider value of the element identified by `ElementID`.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:Slider:GetValueChangedActionName Node**

Gets the action triggered when the value is done changing.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**ValueChangedAction**

The action name.

**UI:Slider:SetValueChangedActionName Node**

Sets the action triggered when the value is done changing.

**Node Inputs**

**Activate**

Updates the output.
CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

ValueChangedAction

The action name.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Slider:GetValueChangingActionName Node

Gets the action triggered while the value is changing.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

ValueChangingAction

The action name.

UI:Slider:SetValueChangingActionName Node

Sets the action triggered while the value is changing.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

ValueChangingAction

The action name.
Node Output

Done

Sends a signal when the node's action is finished.

UI Text Component Nodes

The UI Text component flow graph nodes have been superseded by the UI Text (p. 1467) component flow graph nodes. For best results, use the UI Text (p. 1467) component flow graph nodes.

Use the following flow graph nodes to perform actions on the text component.

UI:Text:GetColor Node

Gets the color to draw the text string.

Node Inputs

Activate

Updates the outputs.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementID.

Alpha

The alpha value (0 – 255) of the element identified by ElementID.

UI:Text:SetColor Node

Sets the color to draw the text string.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementID.
Alpha

The alpha value (0 – 255) of the element identified by **ElementID**.

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:Text:GetFont Node**

Gets the path to the font.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**Font**

The path to the font used by the element.

**UI:Text:SetFontNode**

Sets the path to the font.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Font**

The path to the font used by the element identified by **ElementID**.

**Node Output**

**Done**

Sends a signal when the node's action is finished.
UI:Text:GetFontSize Node

Gets the font size in points.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

FontSize

The font size of the element identified by ElementID.

UI:Text:SetFontSize Node

Sets the font size in points.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

FontSize

The font size of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Text:GetOverflowMode Node

Gets the overflow behavior of the text.

Node Inputs

Activate

Updates the output.
CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

Node Output

OverflowMode
   An integer representing how overflow text is handled.
   Valid values: 0 = Overflow text | 1 = Clip text

UI:Text:SetOverflowModeNode
   Sets the overflow behavior of the text.

Node Inputs

Activate
   Updates the output.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.

OverflowMode
   An integer representing how overflow text is handled.
   Valid values: 0 = Overflow text | 1 = Clip text

Node Output

Done
   Sends a signal when the node's action is finished.

UI:Text:GetText Node
   Gets the text string that the element displays.

Node Inputs

Activate
   Updates the output.

CanvasID
   Unique identifier of the element's canvas.

ElementID
   Unique identifier of the element.
Node Output

Value

The text string being displayed by the element identified by ElementID.

UI:Text:SetText Node

Sets the text string being displayed by the element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Value

The text string being displayed by the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:Text:GetWrapText Node

Gets whether text is wrapped.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Value

The text string being displayed by the element identified by ElementID.

Node Output

WrapTextSetting

An integer representing how long text lines are handled.

Valid values: 0 = No wrap | 1 = Wrap
UI:Text:SetWrapText Node

Gets whether text is wrapped.

**Node Inputs**

**Activate**

Updates the outputs.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**WrapTextSetting**

An integer representing how long text lines are handled.

Valid values: 0 = No wrap | 1 = Wrap

**Node Output**

**Done**

Sends a signal when the node's action is finished.

UI Text Input Component Nodes

The UI Text Input component flow graph nodes have been superseded by the UI Text Input (p. 1471) component flow graph nodes. For best results, use the UI Text Input (p. 1471) component flow graph nodes.

Use the following flow graph nodes to perform actions on the text input component.

**UI:TextInput:GetChangeAction Node**

Gets the action triggered when the text is changed.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**Node Output**

**ChangeAction**

The action name.
UI:TextInput:SetChangeAction Node

Sets the action triggered when the text is changed.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

ChangeAction

The action name.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetCursorBlinkInterval Node

Gets the cursor blink interval of the text input.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

CursorBlinkInterval

The cursor blink in interval of the element identified by ElementID.

UI:TextInput:SetCursorBlinkInterval Node

Gets the cursor blink interval of the text input.

Node Inputs

Activate

Updates the output.
CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

CursorBlinkInterval

The cursor blink in interval of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetEndEditAction Node

Gets the action triggered when the editing of text is finished.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

EndEditAction

The action name.

UI:TextInput:SetEndEditAction Node

Sets the action triggered when the editing of text is finished.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

EndEditAction

The action name.
Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetEnterAction Node

Gets the action triggered when Enter is pressed.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

EnterAction

The action name.

UI:TextInput:SetEnterAction Node

Sets the action triggered when Enter is pressed.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

EnterAction

The action name.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetIsPasswordField Node

Gets whether the text input is configured as a password field.
Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

IsPasswordField

Boolean. Whether the element identified by ElementID is configured as a password field.

UI:TextInput:SetIsPasswordField Node

Sets whether the text input is configured as a password field.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

IsPasswordField

Boolean. Whether the element identified by ElementID is configured as a password field.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetMaxStringLength Node

Gets the maximum number of characters that can be entered.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.
**ElementID**

Unique identifier of the element.

**Node Output**

**MaxStringLength**

An integer representing the maximum number of characters that can be entered.

Valid values: 0 = none allowed | -1 = unlimited

**UI:TextInput:SetMaxStringLength Node**

Sets the maximum number of characters that can be entered.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.

**MaxStringLength**

An integer representing the maximum number of characters that can be entered.

Valid values: 0 = none allowed | -1 = unlimited

**Node Output**

**Done**

Sends a signal when the node's action is finished.

**UI:TextInput:GetPlaceholderTextEntity Node**

Gets the placeholder text element.

**Node Inputs**

**Activate**

Updates the output.

**CanvasID**

Unique identifier of the element's canvas.

**ElementID**

Unique identifier of the element.
Node Output

PlaceHolderTextElement

The placeholder text element.

UI:TextInput:SetPlaceHolderTextEntity Node

Sets the placeholder text element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

PlaceHolderTextElement

The placeholder text element.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetText Node

Gets the text string that the element is displaying or allowing to be edited.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

Value

The text string being displayed or edited by the element

UI:TextInput:SetText Node

Sets the text string that the element is displaying or allowing to be edited.
Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Value

The text string being displayed or edited by the element

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetTextCursorColor Node

Gets the color to be used for the text cursor.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementID.

Alpha

The alpha value (0 – 255) of the element identified by ElementID.

UI:TextInput:SetTextCursorColor Node

Sets the color to be used for the text cursor.

Node Inputs

Activate

Updates the output.
CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementID.

Alpha

The alpha value (0 – 255) of the element identified by ElementID.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetTextEntity Node

Gets the text element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Output

TextElement

The text element.

UI:TextInput:SetTextEntity Node

Gets the text element.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.
TextElement

The text element.

Node Output

Done

Sends a signal when the node's action is finished.

UI:TextInput:GetTextSelectionColor Node

Gets the color to be used for the text background when it is selected.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Node Outputs

Color

The RGB value (0 – 255 each for R, G, and B) of the element identified by ElementID.

Alpha

The alpha value (0 – 255) of the element identified by ElementID.

UI:TextInput:SetTextSelectionColor Node

Gets the color to be used for the text background when it is selected.

Node Inputs

Activate

Updates the output.

CanvasID

Unique identifier of the element's canvas.

ElementID

Unique identifier of the element.

Color

The RGB value (0 – 255 for R, G, and B) of the element identified by ElementID.

Alpha

The alpha value (0 – 255) of the element identified by ElementID.
Node Output

Done

Sends a signal when the node's action is finished.

UI Animation Node

The UI animation flow graph node has been superseded by the UIe Animation (p. 1484) flow graph node. For best results, use the UIe Animation (p. 1484) flow graph node.

The UI animation node consists of the following node inputs and outputs:

UI:Sequence:Play Node

Controls playback of a UI animation sequence.

Node Inputs

Start

Starts playing the sequence from the beginning and triggers the OnStarted output.

Stop

Jumps the animation to the end and stops playing and triggers the OnStopped output.

Abort

Jumps the animation to the end and stops playing and triggers the OnAborted output.

Pause

Pauses the animation.

Resume

Continues playing a previously paused animation.

Reset

Resets the animation to the start. This applies all the key values for the first key frame of the animation.

CanvasID, SequenceName

Unique ID of UI canvas that contains the animation sequence.
The name of the sequence to play.

Node Outputs

OnStarted

Triggers when the sequence starts playing.

OnStopped

Triggers an output when the sequence stops playing, either because the end of the animation is reached or because the sequence is forced to stop (for example, by using the Stop node input).

OnAborted

Triggers an output when the sequence is aborted (for example, by using the Abort node input).
Virtual Reality

Lumberyard's virtual reality (p. 1635) system integrates the use of the Oculus Rift, HTC Vive, and Open Source Virtual Reality (OSVR) head-mounted displays (HMD) on PC gaming systems. Before using these head-mounted displays, read each manufacturer's safety guide:

- Oculus Rift Health and Safety Warning
- HTC Vive Safety and Regulatory Guide

To activate Lumberyard's virtual reality support, add the appropriate Virtual Reality Gem(s) (p. 1562) in the Project Configurator and then rebuild your project (p. 895). By enabling the appropriate Virtual Reality Gem(s), your project becomes capable of working with the supported virtual reality device(s), after some additional configuration. You can also add new gems (p. 895) for other head-mounted devices.

Use console variables (CVARs) (p. 1564) to activate and modify configurable features of the virtual reality system, such as resolution and performance specifications.

You can use flow graph modules for the initial game setup and game play scripting, for example, to customize such features as the position of the camera, tracking of the attached virtual reality device, current view depending on height of the player, and more.

For information on Lua scripting functions for VR, see VR Lua Functions.

Topics
- Configuring your Project for Virtual Reality (p. 1562)
- Configuring Required Console Variables (p. 1564)
- Using the InstantVR Slice (p. 1565)
- Setting Up Virtual Reality with Flow Graph (p. 1571)
- Previewing your Virtual Reality Project (p. 1574)
- Debugging your Virtual Reality Project (p. 1575)
- Using EBus Request Bus Interface for Virtual Reality (p. 1576)

Configuring your Project for Virtual Reality

Add one or more Virtual Reality Gems available in Lumberyard Editor to enable virtual reality for supported head-mounted displays (HMDs). You can add the gem(s) to new or existing projects. If you add
more than one gem, the system automatically detects which HMD is connected, and uses the appropriate gem code to control the specific HMD and any associated virtual reality (VR) controllers.

Supported HMDs include:

- **Oculus** – Oculus Rift HMD
- **OpenVR** – HTC Vive HMD
- **OSVR (p. 1564)** – Open Source Virtual Reality (OSVR) HDK1 and HDK2

### To add the Virtual Reality Gem(s)

1. Use the Lumberyard Setup Assistant to open the Project Configurator.
2. Select the project you want to add the Virtual Reality Gem to, or create a new project. Then click Set as Default.
3. Click Enable Gems below the project name.
4. Type VR into the search tool. Enable the HMD Framework gem and one or more of the Virtual Reality gems:
   - Oculus
   - OpenVR
   - OSVR

5. Click Save.

After you enable the gem(s), you must rebuild your project (p. 895) before the gem(s) will function in Lumberyard Editor.
Configuring OSVR

If you are using an OSVR HDK, use the following procedure to ensure that Lumberyard correctly detects and identifies your head-mounted display (HMD).

To configure Lumberyard to use the OSVR head-mounted display

1. If you have not already done so, download and install Lumberyard (p. 11).
2. Connect and set up your OSVR HDK.
4. Download and run the HDK Windows Installer.
   - The tool is installed on the system tray.
5. Right-click the tool in your system tray, and then choose Launch Firmware Utility.
   - Update your OSVR HDK firmware and your IR camera’s firmware, if necessary.
6. Follow the steps in Configuring your Project for Virtual Reality (p. 1562) to set up gems in your project or Virtual Reality Project Sample (p. 1312) to launch a virtual reality sample project.

Configuring Required Console Variables

Console variables (CVARs) (p. 84) — Console variables (CVARs) are a type of variable that you can manipulate in Lumberyard's console interface (p. 83).

You must set the following console variable to enable your project's capability to support the head-mounted display.

output_to_hmd = 1

   Enables output to head-mounted display (HMD). Allows users to toggle stereoscopic output while playing the game. With this variable enabled, the height and width resolution for the connected headset is detected and set automatically.

Set the following console variables to 0 in order to turn them off. These features are either unnecessary for virtual reality or too resource-intensive for a virtual reality environment.

r_DepthOfField = 0

   Disables the depth of field setting. 0 = disabled; 1 = enabled; 2 = hdr time of day enabled.

r_MotionBlur = 0

   Disables the motion blur setting. 0 = no motion blur; 1 = camera and object motion blur; 2 = debug mode.

r_ResolutionScale

   Float value. Scales the resolution for better performance. For example, set to 0.5 to scale the resolution by 50% in width and height (retains the aspect ratio).
Optional Console Variables

The following console variables are optional but strongly recommended. Disabling the following rendering features ensures better performance in a virtual reality environment. If you need certain rendering features that are explicitly disabled by these example variables, you may turn them back on at the cost of performance.

**sys_spec = 2**

Sets the system configuration specification to medium. 0 = custom; 1 = low; 2 = medium; 3 = high; 4 = very high; 5 = Xbox One; 6 = PS4; 7 = Mobile.

**r_ssdOhalfRes = 3**

Applies screen space directional occlusion (SSDO) (p. 1635) bandwidth optimizations to half resolution output. 0 = full resolution; 1 = lower resolution; 2 = low res depth (except for small camera field of views) to avoid artifacts; 3 = half resolution output.

**r_Refraction = 0**

Disables refraction. 0 = disabled; 1 = enabled.

**r_CBufferUseNativeDepth = 0**

Disables use of the depth buffer as the coverage buffer. 0 = disabled; 1 = enabled.

**r_DeferredShadingTiled = 0**

Disables tiled shading. 0 = disabled; 1 = tiled forward shading for transparent objects; 2 = tiled deferred and forward shading; 3 = tiled deferred and forward shading with debug info; 4 = light coverage visualization.

**r_SSReflections = 0**

Disables glossy screen space reflections. 0 = disabled; 1 = enabled.

Using the InstantVR Slice

The instantVR slice is a set of entities, scripts, and assets that provide basic pieces of VR functionality to give you a starting point from which you can build your own VR application.

The VR functionality provided in this slice includes:

- Implementation of models-tracked controllers
- Teleportation using a navigation mesh to define a valid area
- Generation of a starting navigation area

The instantVR slice is part of the Virtual Reality Project sample level. Follow the instructions in VirtualRealityProject (p. 1312) to download, install, and select the Virtual Reality Project before performing the following procedure.

To use the instantVR slice

1. In the Asset Browser (p. 166), browse to dev\VirtualRealityProject\slices\.
2. Drag `instantvr.slice` into the viewport.

The Lumberyard beaver is the starting location in this slice. Two controllers and a navigation area also appear.

3. Click the **VR Preview** button to enable VR preview, and then press **Ctrl+G** to run your level.

You can use the trigger buttons on your controllers to teleport around the space.
InstantVR Lua Script Properties

You can view instantVR's assets in the Entity Outliner. The instantVR slice contains a Lua script called instantVR, which includes many of the child entities that add controller tracking and provide teleport support.
The instantVR Lua script has the following properties:

**TeleportInputEventNameRight**
Name of the input event that triggers the right controller teleport.

**ControllerEntityRight**
Name of the right controller entity.

**TeleportUseNavMesh**
If selected, teleport function uses the navigation area for validation.

*Note*
If you select **TeleportUseNavMesh** without selecting **TeleportUseTerrain**, then teleport ray cast uses only the nav mesh to determine the valid area. If it finds no nav mesh, it displays an 'invalid' indicator on terrain.
If both are selected, then teleport validation uses a ray cast to the terrain and to the navigation mesh. If both beams hit terrain and nav mesh, then the teleport location is valid, otherwise it is invalid.

**TeleportEntityInvalid**
Name of the entity that spawns the invalid teleport location entity.

**TeleportEntityValid**
Name of the entity that spawns the valid teleport location entity.

**TeleportInputEventNameLeft**
Name of the input event that triggers the left controller teleport.

**TeleportMaxDistance**
Maximum distance for teleporting.

**CameraEntity**
Name of the camera entity, which determines the transform of the HMD and controllers.

**TeleportUseTerrain**
If selected, the teleport function uses the terrain for validation.

*Note*
If you select **TeleportUseTerrain** without selecting **TeleportUseNavMesh**, then the teleport ray cast uses the terrain for validation only. Teleport will be valid as long as it is in contact with terrain.
If both are selected, then teleport validation uses a ray cast to the terrain and to the navigation mesh. If both beams hit terrain and nav mesh, then the teleport location is valid, otherwise it is invalid.

**TeleportBeamSpawner**
The name of the teleport beam arc entity along which to spawn entities, though this does not follow the ray cast line exactly.

To customize the instantVR Lua script, try the following modifications:

- Change the controllers to a different model by changing the Static asset of the Static Mesh component.
- Change the **TeleportMaxDistance** to a large value.
- Deselect **TeleportUseNavMesh** and climb the walls.
- Open the **InvalidLocationSpawner** and **ValidLocationSpawner** dynamic slices and change the entities they spawn.
InstantVR Known Issue

If you modify the size and position of the navigation area in the Lumberyard Editor, you must manually rebuild by clicking Game, AI, Generate Triangulation. Restarting the Lumberyard Editor or reloading the level also automatically rebuilds the navigation area.

Setting Up Virtual Reality with Flow Graph

You can use flow graph modules to set up or script your virtual reality game.

The Virtual Reality (VR) flow graph nodes (p. 869) are available for any attached head-mounted display.

You can also use Force Feedback Nodes (p. 702) to manage haptic feedback for motion controllers. You can select the device to send force feedback to and enable it to send events to the motion controllers. The Oculus and OpenVR APIs are configured to respond to force feedback events.

Setting Up a Basic Virtual Reality Flow Graph

The following flow graph (p. 586) examples guide you through a basic setup of a virtual reality level and its accompanying head-mounted display(s).

When you create a new level, the default point of origin is 0,0,0—the location at which the level starts during game play. You can specify a custom starting point by placing a camera (p. 354) at a specific location and enabling it with flow graph.

To specify a custom starting point

1. Place a game play camera (p. 354) at the desired location in your level. This is your default camera.
2. Right-click the camera entity and click Create Flow Graph to open the Flow Graph editor.
3. Drag a Game:Start node and Camera:View node onto your flow graph canvas.
4. Connect the Game:Start node's output output to the Camera:View node's Enable input.
5. Right-click Choose Entity and click Assign graph entity.

During virtual reality game play, a player may need to recenter their game play world around themselves, and start from a known position in space, regardless of their current position. Using flow graph, you can add a keyboard shortcut that the player can use to accomplish this.
To add a keyboard shortcut for recentering

1. Open the Flow Graph (p. 586) editor.
2. Drag a Debug:InputKey node and VR:RecenterPose node onto the canvas.
3. Connect the Debug:InputKey node's Pressed output to the VR:RecenterPose node's Activate input.
4. On Debug:InputKey node, click on Key= and set the key to the shortcut key you want to use.

For your virtual reality game, you may want to place a graphical, virtual controller to represent where a physical controller is within the 3D space. You can use flow graph to add this graphical representation of a controller (for example, hands, weapons, and so on).

For this procedure, the default camera is the game play camera that you placed in the custom starting point (p. 1571) procedure. Assigning the default camera entity to the VR:ControllerTracking node ensures that the motion controllers are aligned in the same space.

To add virtual controllers and assign the default camera

1. In the Perspective viewport, select the default camera.
2. In Flow Graph editor, drag the VR:ControllerTracking node onto the flow graph canvas.
3. Right-click Choose Entity and click Assign Graph Entity.
4. In the Perspective viewport, place one or more entities that you want to use as controllers into your level. Ensure that you keep the entity selected.
5. In the Flow Graph editor, drag one or two Entity:EntityPos nodes onto your flow graph canvas.
6. On the Entity:EntityPos node, right-click Choose Input and click Assign selected entity.

If you placed another entity that you want to assign as the other controller, select the entity and repeat this step for the other Entity:EntityPos node.
7. Connect VR:ControllerTracking node's Left Pos output to the Entity:EntityPos node's pos input.
8. Connect VR:ControllerTracking node's Left Rot (PRY) output to the Entity:EntityPos node's rotate input.
9. Repeat the previous two steps for the Right Pos and Right Rot (PRY), if applicable.
Setting Up a Custom Playspace with Flow Graph

You can use flow graph to set up a custom playspace for OpenVR (Vive HTC head-mounted display [HMD]).

When a user first sets up their Vive HTC HMD, they must configure their playspace, or play area, according to their available space and room configuration. You can set up a flow graph to enable your game to access this information in order to spawn game objects within the user’s reach and to create a visual area for the user to move within.

Lumberyard has included a sample virtual reality level. Open VR_BoxGarden_Sample in the Samples Project (p. 1282). You may copy or modify this sample level for your own uses.

The following pictures show examples of:

- A – 2m x 2m playspace
- B – 4m x 3m playspace

The following pictures show examples of spawning posts around the perimeter of a playspace with an area of:
• C – 2m x 2m
• D – 4m x 3m

The following flow graph from **VR_BoxGarden_Sample** in the **Samples Project (p. 1282)** shows an example of how to scale the user playspace to create the box shown in the above pictures. This flow graph uses the user playspace width (x) and length (y), and scales the height (z=0.1) to create an area equivalent to the user playspace, but at the height of a floorboard.

---

**Previewing your Virtual Reality Project**

You can preview your virtual reality project for any project that has one or more of the virtual reality head-mounted display gems enabled. As you work in Lumberyard Editor, use your head-mounted display to preview your virtual reality game. The preview display inside of Lumberyard Editor is a preview only; it is not a good indicator of how fast the application will perform outside of the editor.

To gauge the game performance outside of Lumberyard Editor, create a release build (p. 1625) to run your game in standalone mode.

**To preview your virtual reality project**

1. In Lumberyard Editor, click **VR Preview** on the bottom toolbar.

2. Enter game mode by doing one of the following:
   - Press **Ctrl + G**
   - On the main menu, click **Game, Play Game**.
To exit virtual reality preview mode

1. Exit game mode by pressing Esc.
2. Click VR Preview if you want to return to the default PC game preview mode.

Debugging your Virtual Reality Project

You can debug your virtual reality project either through a running instance of the game or through the Lumberyard Editor. The head-mounted displays that Lumberyard supports outputs debugging information when debugging is enabled.

To enable debugging

- Enable one or both of the following console variable (p. 1564)s:
  - Set hmd_debug_info to 1 (enabled) – Enables display of debug information provided by the associated HMD SDK.
  - Set hmd_debug_camera to 1 (enabled) – Tests an editor-style debug camera at runtime. With this setting, players can use WASD keys to control the camera relative to the camera's facing direction, including the HMD. In regular (non-VR) mode, hold down the right mouse button to manipulate the camera’s rotation.

When in debug mode, motion controllers appear as white crosshairs. That is, if you assigned an object or entity to represent the motion controller in the game play world, you will see it rendered with white crosshairs. The following picture shows two controllers, one with render geometry assigned, and the other without.
Using EBus Request Bus Interface for Virtual Reality

Use the following request function with the StereoRendererBus event bus (EBus) interface to communicate with other components of your game.

For more information about using the EBus interface, see Event Bus (EBus).

IsRenderingToHMD

Returns true if the renderer is rendering to the HMD.

Parameters

None

Response

True or False

Scriptable

Yes
Lumberyard uses the Waf build system to allow you to switch between various build pipelines and to ensure you build only what is needed. You can use extensions, such as automatic project generation, or a simple GUI to modify the command line base system for your project requirements.

You can run Waf using the following methods:

- Command line window
- Waf-generated, Visual Studio solution file. Waf creates a Visual Studio solution file along with the projects specified in the selected project specs. If more than one spec file includes the same project, only one project file is created to prevent duplicates. Waf uses the project specs to determine the projects, project filters, and possible build configurations. Waf uses the wscript files to identify individual project definitions.

**Note**
Waf requires Python 2.7 or later.

Lumberyard includes the Using the Project Configurator (p. 24), a standalone application that allows you to specify to Waf which game templates and assets (gems) to include in the game build.

Topics
- Waf File System (p. 1577)
- Waf Commands and Options (p. 1592)
- Waf Supported Platforms and Compilers (p. 1596)
- Waf Project Settings (p. 1597)
- Waf Extensions (p. 1600)
- Using Waf (p. 1603)
- Adding User Settings to Waf (p. 1615)
- Adding Qt 5 Content to Waf (p. 1618)
- Using Uber Files (p. 1620)
- Debugging Waf (p. 1621)

**Waf File System**

You can find global configurations and project specs in the _WAF_ directory at the root project path. Three subfolders represent settings specific to the following build systems: Android, AppleTV, iOS, and MSBuild. Defined specs are located in the specs directory.
In addition to the configurations specified in the _WAF_ directory, you can find other Waf settings in the waf_branch_spec.py file in the root directory. You can modify this file if you need to include support for additional platforms or configurations.

The Waf build file system can be grouped into three categories:

- Waf Module files (wscript)
- Waf file list (*.waf_files)
- Project and compilation files such as *.h, *.cpp, and so on

Topics

- Waf File List (*.waf_files) (p. 1578)
- Waf Branch Spec (waf_branch_spec.py) (p. 1579)
- Waf Projects File (project.json) (p. 1580)
- Waf Spec Files (*.json) (p. 1582)
- Waf Module Files (wscript) (p. 1584)
- Waf Default Settings (default_settings.json) (p. 1586)
- Waf User Settings (user_settings.options) (p. 1586)

**Waf File List (*.waf_files)**

Waf files are JSON-based and used to represent all files in the build plus their uber file and the VisualStudioFilter. By default, the uber file option is set to false. When the uber option is false, all files are treated as individual compilation units. **NoUberFile** is a fixed key that represents files that are individually compiled regardless of the uber file flag state.

Files are organized hierarchically into three levels:

- **Level 1 – Uber file target file**
  The first level represents the uber file designation for the source files that are defined in the group. Uber file names must include the extension of the compilation types for the files defined. Only .cpp is supported. You can use the reserved name **NoUberFile** to prevent grouping the files defined into a single uber file, regardless of the Uber File option setting.

- **Level 2 – Visual Studio filter name**
  The second level represents the Visual Studio project filter, which helps organize files in the group into user-defined folders and subfolders. Folder filter names can be shared across multiple uber file groupings because the folder groupings are not tied to uber file grouping definitions. The reserved name **root** represents the base of the project in the hierarchy.

- **Level 3 – List of source files**
  The third level below each Visual Studio filter name group includes the source file names, relative to the current project folder.

The following is an example *.waf_files content file used by CryFont:

```json
{
   "CryFont_Uber_0.cpp":
   {
      "Source Files":
      [
         "CryFont.cpp",
```
Waf Branch Spec (waf_branch_spec.py)

The `waf_branch_spec.py` is the topmost configuration level of the Waf build system. It specifies which platforms and configurations are available for all projects and specs.

The following is an example `waf_branch_spec.py` file:

```python
# Lumberyard User Guide

Waf Branch Spec (waf_branch_spec.py)

"FFont.cpp",
"FFontXML.cpp",
"FontRenderer.cpp",
"FontTexture.cpp",
"GlyphBitmap.cpp",
"GlyphCache.cpp",
"ICryFont.cpp",
"NullFont.cpp"
],
"Header Files":
[
  "CryFont.h",
  "FFont.h",
  "FontRenderer.h",
  "FontTexture.h",
  "GlyphBitmap.h",
  "GlyphCache.h",
  "NullFont.h",
  "resource.h",
  "FBitmap.h",
  "StdAfx.h"
]
},
"NoUberFile":
{
  "Root":
  [
    "StdAfx.cpp"
  ]
}

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"GlyphCache.cpp",
"ICryFont.cpp",
"NullFont.cpp"
],
"Header Files":
[
  "CryFont.h",
  "FFont.h",
  "FontRenderer.h",
  "FontTexture.h",
  "GlyphBitmap.h",
  "GlyphCache.h",
  "NullFont.h",
  "resource.h",
  "FBitmap.h",
  "StdAfx.h"
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"NoUberFile":
{
  "Root":
  [
    "StdAfx.cpp"
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# Lumberyard User Guide

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"GlyphCache.cpp",
"ICryFont.cpp",
"NullFont.cpp"
],
"Header Files":
[
  "CryFont.h",
  "FFont.h",
  "FontRenderer.h",
  "FontTexture.h",
  "GlyphBitmap.h",
  "GlyphCache.h",
  "NullFont.h",
  "resource.h",
  "FBitmap.h",
  "StdAfx.h"
]
},
"NoUberFile":
{
  "Root":
  [
    "StdAfx.cpp"
  ]
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```

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```
# Lumberyard User Guide

Waf Branch Spec (waf_branch_spec.py)

"FFont.cpp",
"FFontXML.cpp",
"FontRenderer.cpp",
"FontTexture.cpp",
"GlyphBitmap.cpp",
"GlyphCache.cpp",
"ICryFont.cpp",
"NullFont.cpp"
],
"Header Files":
[
  "CryFont.h",
  "FFont.h",
  "FontRenderer.h",
  "FontTexture.h",
  "GlyphBitmap.h",
  "GlyphCache.h",
  "NullFont.h",
  "resource.h",
  "FBitmap.h",
  "StdAfx.h"
]
},
"NoUberFile":
{
  "Root":
  [
    "StdAfx.cpp"
  ]
}
```
## what conditions do you want a monolithic build? Uses the same matching rules as other settings
## so it can be platform_configuration, or configuration, or just platform for the keys, and the Value is assumed
## false by default.
## monolithic builds produce just a statically linked executable with no dlls.

```
MONOLITHIC_BUILDS = {
    'release' : True,
    'release_dedicated' : True,
    'performance_dedicated' : True,
    'performance' : True,
    'ios' : True
}
```

The `waf_branch_spec.py` file manages the following global values:

### Global values

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BINTEMP_FOLDER</td>
<td>Subfolder under the base of the project where Waf stores all intermediate and temporary files</td>
</tr>
<tr>
<td>COMPANY_NAME</td>
<td>Company name to embed in the built executables</td>
</tr>
<tr>
<td>CONFIGURATIONS</td>
<td>List of possible build configurations</td>
</tr>
<tr>
<td>COPYRIGHT</td>
<td>Copyright header to embed in the built executables</td>
</tr>
<tr>
<td>MONOLITHIC_BUILDS</td>
<td>Build configurations mapped to monolithic flag values</td>
</tr>
<tr>
<td>PLATFORMS</td>
<td>Supported host platforms mapped to corresponding build platforms</td>
</tr>
</tbody>
</table>

## Waf Projects File (project.json)

The `project.json` file (located in each game project directory) is used to store game project-specific data. The `enabled_game_projects` settings (`user_settings.options`) and the `--enable-game-projects` build parameter use the project names defined in this file.

The `project.json` file is structured as follows:

- **First level** – Represents the project based on its name
- **Second level** – Presents attributes that you can set for each game project

The following is an example `project.json` file:

```
"project_name" : "SamplesProject",
"product_name" : "Samples Project",
"executable_name" : "SamplesProjectLauncher",
"code_folder" : "Code/SamplesProject",
"modules" : ["SamplesProject"],
"project_id": "{D882E365-54D6-586E-BD78-2650F3057D49}",
"sys_game_folder" : "SamplesProject",
```
"sys_dll_game" : "SamplesProject",

You can configure the following settings in the `project.json` file:

### General settings

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>android_folder</td>
<td>(Android builds) Folder that includes the Android launcher project</td>
</tr>
<tr>
<td>android_package</td>
<td>(Android builds) Package name for the Android project</td>
</tr>
<tr>
<td>code_folder</td>
<td>Game code folder location, relative to the root of the SDK</td>
</tr>
<tr>
<td>durango_settings</td>
<td>(Durango) Root for the Durango-specific settings</td>
</tr>
<tr>
<td>executable_name</td>
<td>Name of the built executable file:</td>
</tr>
<tr>
<td></td>
<td>• <strong>Dedicated server executables</strong> – '_Server' is appended to the name</td>
</tr>
<tr>
<td></td>
<td>• <strong>Unit test executables</strong> – '_UnitTest' is appended to the name</td>
</tr>
<tr>
<td>modules</td>
<td>(List) Base modules for the game</td>
</tr>
<tr>
<td>orbis_settings</td>
<td>(Orbis) Root for the Orbis-specific settings</td>
</tr>
<tr>
<td>product_name</td>
<td>Externally-facing name of the product</td>
</tr>
<tr>
<td>project_directory</td>
<td>Project directory for the game project</td>
</tr>
</tbody>
</table>

The following values are only valid under the `durango_settings` key:

### Durango settings

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>app_id</td>
<td>app_id value to set in the <code>Appxmanifest.xml</code> file</td>
</tr>
<tr>
<td>appxmanifest</td>
<td>appxmanifest entry defines the name of the <code>Appxmanifest.xml</code> template in the resource folder</td>
</tr>
<tr>
<td>background_color</td>
<td>background_color value to set in the <code>Appxmanifest.xml</code> file</td>
</tr>
<tr>
<td>description</td>
<td>description value to set in the <code>Appxmanifest.xml</code> file</td>
</tr>
<tr>
<td>display_name</td>
<td>display_name value to set in the <code>Appxmanifest.xml</code> file</td>
</tr>
<tr>
<td>foreground_text</td>
<td>foreground_text value to set in the <code>Appxmanifest.xml</code> file</td>
</tr>
<tr>
<td>logo</td>
<td>Path to the logo image to set in the <code>Appxmanifest.xml</code> file; the path must match a file in the resource folder</td>
</tr>
</tbody>
</table>
### Waf Spec Files (*.json)

You use Waf spec files to specify which modules to include in a build configuration. All settings are mandatory if not explicitly stated otherwise.

A typical spec includes all modules that are required to build a game project. Lumberyard includes the following with the engine SDK:

- `game_and_engine.json` – Specs to build the sample game and engine
- `resource_compiler.json` – Specs to build the Resource Compiler

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>package_name</td>
<td>package_name value to set in the Appxmanifest.xml file</td>
</tr>
<tr>
<td>publisher</td>
<td>publisher value to set in the Appxmanifest.xml file</td>
</tr>
<tr>
<td>scid</td>
<td>scid value to set in the Appxmanifest.xml file; this value is also written to the durango_title_id.h file</td>
</tr>
<tr>
<td>small_logo</td>
<td>Path to the small_logo image to set in the Appxmanifest.xml file; the path must match a file in the resource folder</td>
</tr>
<tr>
<td>splash_screen</td>
<td>Path to the splash_screen image to set in the Appxmanifest.xml file; the path must match a file in the resource folder</td>
</tr>
<tr>
<td>store_logo</td>
<td>Path to the store_logo image to set in the Appxmanifest.xml file; the path must match a file in the resource folder</td>
</tr>
<tr>
<td>titleid</td>
<td>titleid value to set in the Appxmanifest.xml file; this value is also written to the durango_title_id.h file</td>
</tr>
<tr>
<td>version</td>
<td>version value to set in the Appxmanifest.xml file</td>
</tr>
</tbody>
</table>

The following values are only valid under the `orbis_settings` key:

### Orbis settings

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>data_folder</td>
<td>Name of the data folder used for Orbis projects</td>
</tr>
<tr>
<td>nptitle_dat</td>
<td>Location of the nptitle.dat file to copy to the Orbis output folder</td>
</tr>
<tr>
<td>param_sfo</td>
<td>Location of the param.sfo file to copy to the Orbis output folder</td>
</tr>
<tr>
<td>trophy_trp</td>
<td>Location of the trophy00.trp file to copy to the Orbis output folder</td>
</tr>
</tbody>
</table>

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• pipeline.json – Specs to build the pipeline tools
• all.json – Specs to build all projects

The following is an example *.json file that illustrates a spec file layout:

```json
{
    "description" : "Configuration to build the my game",
    "visual_studio_name" : "My Game",
    "comment" : "This is meant to only compile tools on Windows.",
    "disable_game_projects" : true,
    "platforms" : ["win"],
    "configurations" : ["debug","profile"],

    "modules" :
    [
        "AzCore",
        "AzFramework",
        "AzToolsFramework",
        "GridMate",
        "LuaIDE",
        "Profiler"
    ]
}
```

**Note**

The `disable_game_projects` keyword does not compile the games specified in the `project.json` file. The default value is false, which means the specs compile the game projects by default.

**Platform-specific Entry Values**

You can apply the entry values in the table to targeted platforms and/or configurations. For example, a spec can build specific modules for Durango vs win_x64 or a spec can build different modules in certain configurations.

• **modules** – Includes in the build all modules defined by this key, regardless of platform and configuration.
• **win_x64_modules** – Includes in the win_64 build all modules defined by this key, regardless of configuration.
• **durango_debug_defines** – Includes in the Durango debug build all defines specified by this key.
• **durango_modules** – Includes in the Durango build all modules defined by this key, regardless of configuration.

Overlapping lists are combined into a single list based on the build command. For example, for durango builds, the above example includes in the build the unique set of modules that is defined in both `modules` and `durango_modules`.

**Spec File Format Specification**

The general format of the JSON-based spec file is a dictionary of keyword values. The following table lists the possible keywords and their description.

<table>
<thead>
<tr>
<th>Keyword Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>comment</td>
<td>Additional comments to add to the spec file.</td>
</tr>
<tr>
<td>configurations</td>
<td>The list of configurations that this spec supports. In other words, the spec only builds the modules</td>
</tr>
<tr>
<td>Keyword Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>listed in the spec if the current configuration exists in the list of configurations. This is an AND condition with the platforms value.</td>
<td>description</td>
</tr>
<tr>
<td>Flag that indicates that no game projects (as defined in project.json) are included in the build for this spec.</td>
<td>disable_game_projects</td>
</tr>
<tr>
<td>The list of platforms that this spec supports. In other words, the spec only builds the modules listed in the spec if the current target platform exists in this list of platforms.</td>
<td>platforms</td>
</tr>
<tr>
<td><strong>platform</strong> and <strong>configuration</strong> are optional values.</td>
<td><strong>platform</strong> configuration defines</td>
</tr>
<tr>
<td>Possible values for <strong>platform</strong> and <strong>configuration</strong> can be determined from the waf_branch_spec.py file.</td>
<td></td>
</tr>
<tr>
<td>The build uses the entry that matches the combination of these values and the build command.</td>
<td></td>
</tr>
<tr>
<td>Name of the generated Visual Studio solution that is used to distinguish this build spec from a build configuration.</td>
<td>visual_studio_name</td>
</tr>
</tbody>
</table>

**Waf Module Files (wscript)**

Wscript files are Python source files that have a fixed name and defined rules for the project folder. Waf picks up and processes the wscript file in each folder. Files can recurse into one or more subdirectories, define the build script for one or more modules, or both.

Wscript files are the main project script files for projects and can include the following:

- Specialized behavior for various Waf commands
- Different module types and entries
- Build rules for the folder
- Project- or target platform-specific definitions for compile, link, or other settings

Lumberyard includes a wscript file at the root folder that is used for the following:

- Loading all supported modules and tools relevant to a platform
- Importing all scripts necessary for configuring and building the engine
- Setting the available options that can be passed through the command line or in the default user options file located at _WAF_/user_settings.options
- Recursing into the Code and Engine folders at the root level

At the root is a compiled python script called lmbr_waf.bat that executes the Waf commands through the root wscript file.
# Lumberyard Engine Build Modules

The Lumberyard Waf system includes the following predefined build modules that can help define the build rules for system modules:

<table>
<thead>
<tr>
<th>Build Module</th>
<th>Description</th>
<th>Consumers</th>
<th>Project Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CryConsoleApplication</td>
<td>Build module for generic console applications</td>
<td>ShaderCacheGen</td>
<td>Executable</td>
</tr>
<tr>
<td>CryDedicatedServer</td>
<td>Build module for dedicated (server) game project launchers</td>
<td>FeaturesTestsDedicatedLauncher</td>
<td>Executable</td>
</tr>
<tr>
<td>CryEditor</td>
<td>Build module for Lumberyard Editor project</td>
<td>Editor</td>
<td>Executable</td>
</tr>
<tr>
<td>CryEngineNonRCModule</td>
<td>Version of the CryEngineModule that does not attempt to create an RC file</td>
<td>CrySoundUnitTests, LyShine, AssetTaggingTools</td>
<td>Shared Library</td>
</tr>
<tr>
<td>CryEngineStaticModule</td>
<td>Build module to create static libraries</td>
<td>lua, md5, LZSS, Lzma, expat, DBAPI, zlib, lz4, PRT</td>
<td>Static Library</td>
</tr>
<tr>
<td>CryFileContainer</td>
<td>Build module that acts as a placeholder for source files</td>
<td>CryCommon, CryAudioCommon, EditorAudioControlsBrowser</td>
<td>Non</td>
</tr>
<tr>
<td>CryLauncher</td>
<td>Build module for game project launchers</td>
<td>FeaturesTestsLauncher</td>
<td>Executable</td>
</tr>
<tr>
<td>CryPipelineModule</td>
<td>Build module for pipeline components</td>
<td>CryTIFPluginCS4_11, CryExport2014, CryExport2015</td>
<td>Custom</td>
</tr>
</tbody>
</table>
Build Module | Description | Consumers | Project Type
--- | --- | --- | ---
CryExport2016, MayaCryExport22014, MayaCryExport22015, MayaCryExport22016
CryPlugin | Build module for Lumberyard Editor plugins | AssetTagging, CryDesigner, EditorDesc, EditorAnimation, EditorFbxImport, EditorGameDatabase, SchematycPlugin | Shared Library
CryPluginModule | Build module for Lumberyard Editor plugin modules | EditorCommon, PerforcePlugin | Shared Library
CryResourceCompiler | Build module for the resource compiler application | ResourceCompiler | Executable
CryStandAlonePlugin | Build module for Lumberyard Editor standalone plugins (does not link to any engine shared libraries) | EditorAudioControlsBrowser, EditorNoSound, EditorWwise, FBXPlugin, FFmpegPlugin, MetricsPlugin, PrototypeEditorPlugin, StateMachineEditorPlugin, UiEditor | Executable
CryUnitTestLauncher | Build module for unit test launchers | UnitTestLauncher | Executable

**Waf Default Settings (default_settings.json)**

The Waf default settings file includes the default values for configurable Waf options. These values are used if custom values are not entered in the command line or `user_settings.options` cache file.

**Waf User Settings (user_settings.options)**

Global Waf build system settings are specified in the `user_settings.options` file located in the `_WAF_ subfolder. This file is automatically generated from the `default_settings.json` file if it does not exist. Every build that is run will refer to this file to get the option values specific to the builds. Any of the values can be overridden at a command prompt using **Override Parameter** column value in the table below. When a value is overridden, it is not updated in the `user_settings.options` file.
The settings listed below can be modified in the file directly, or through the Lumberyard WAF Settings dialog. To invoke the Settings dialog, type `show_option_dialog` command into Waf as follows:

```bash
lmbr_waf show_option_dialog
```

The tabs shown represent each section in the `user_settings.options` file.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Projects</td>
<td></td>
<td>Comma-separated list of game projects to enable for compiling</td>
<td>GameSDK, SamplesProject, MultiplayerProject, FeatureTests</td>
</tr>
</tbody>
</table>

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## Waf User Settings (user_settings.options)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>use_incredibuild</td>
<td>-i --use-incredibuild</td>
<td>Use Incredibuild if available. This is a general flag; the specific platform value needs to be specified as per below.</td>
<td>False</td>
</tr>
<tr>
<td>use_incredibuild_win</td>
<td>--use-incredibuild-win</td>
<td>Use Incredibuild for Windows PC builds. This requires at a minimum the Make and Build tools package.</td>
<td>False</td>
</tr>
<tr>
<td>use_incredibuild_durango</td>
<td>--use-incredibuild-durango</td>
<td>Use Incredibuild for Durango builds. This requires at a minimum the Make and Build tools package and the Xbox One package.</td>
<td>False</td>
</tr>
<tr>
<td>use_incredibuild_orbis</td>
<td>--use-incredibuild-orbis</td>
<td>Use Incredibuild for Orbis builds. This requires at a minimum the Make and Build tools package and the PS4 package.</td>
<td>False</td>
</tr>
<tr>
<td>use_incredibuild_android</td>
<td>--use-incredibuild-android</td>
<td>Use Incredibuild for Android builds. This requires at a minimum the Make and Build tools package.</td>
<td>False</td>
</tr>
<tr>
<td>incredibuild_max_cores</td>
<td></td>
<td>Control the number of processes spawned by Incredibuild.</td>
<td>128</td>
</tr>
<tr>
<td>auto_update_incredibuild_settings</td>
<td></td>
<td>Option to automatically attempt to update the registry for Incredibuild if needed. These registry updates are needed to configure Incredibuild to work properly with the WAF build system.</td>
<td>False</td>
</tr>
</tbody>
</table>

### Build Options

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>version</td>
<td>--force-version</td>
<td>The version of the game project to embed in the game launchers.</td>
<td>0.0.0.0</td>
</tr>
<tr>
<td>generate_debug_info</td>
<td>--generate-debug-info</td>
<td>Option to generate debug symbols and .pdb files for the build.</td>
<td>True</td>
</tr>
<tr>
<td>generate_map_file</td>
<td>--generate-map-file</td>
<td>Generate a map file during linking if the platform supports it.</td>
<td>False</td>
</tr>
<tr>
<td>use_precompiled_header</td>
<td>--use-precompiled-header</td>
<td>Use a precompiled header for compilation where applicable.</td>
<td>True</td>
</tr>
<tr>
<td>use_uber_files</td>
<td>--use-uber-files</td>
<td>Use uber files for compilation.</td>
<td>False</td>
</tr>
<tr>
<td>uber_file_size</td>
<td>--uber-file-size</td>
<td>Maximum content size of auto-generated uber files.</td>
<td>307200</td>
</tr>
<tr>
<td>max_parallel_link</td>
<td>--max-parallel-link</td>
<td>Controls the number of C++ linking operations that happen in parallel.</td>
<td>2</td>
</tr>
<tr>
<td>gems_optional</td>
<td>--gems-optional</td>
<td>Allows building of projects without gems.json files.</td>
<td>False</td>
</tr>
</tbody>
</table>
## Lumberyard User Guide
### Waf User Settings (user_settings.options)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>use_debug_code_generator</td>
<td>--use_debug_code_generator</td>
<td>Uses the version of the code generator located in the \Bin64.Debug folder instead of the \Bin64 folder.</td>
<td>False</td>
</tr>
</tbody>
</table>

### Output Folder

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>out_folder_win64</td>
<td>--output-folder-win64</td>
<td>Absolute or relative Win64 build output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>Bin64</td>
</tr>
<tr>
<td>out_folder_durango</td>
<td>--output-folder-durango</td>
<td>Absolute or relative Xbox One (Durango target) platform build output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>BinDurango</td>
</tr>
<tr>
<td>out_folder_mac64</td>
<td>--output-folder-mac64</td>
<td>Absolute or relative Mac (Darwin target) platform build output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>BinMac64</td>
</tr>
<tr>
<td>out_folder_orbis</td>
<td>--output-folder-orbis</td>
<td>Absolute or relative PS4 (Orbis) target platform build output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>BinOrbis</td>
</tr>
<tr>
<td>out_folder_ios</td>
<td>--output-folder-ios</td>
<td>Absolute or relative iOS target platform build output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>BinIos</td>
</tr>
<tr>
<td>out_folder_android_armv7</td>
<td>--output-folder-android-armv7</td>
<td>Absolute or relative Android/Armv7 build target platform output path. May have configuration-based extensions to the name based on the additional options listed below.</td>
<td>BinAndroid</td>
</tr>
<tr>
<td>output_folder_ext_debug</td>
<td>--output-folder-ext-debug</td>
<td>The output folder name extension for debug builds. This will be appended to the corresponding output folder based on the target platform builds.</td>
<td>Debug</td>
</tr>
<tr>
<td>output_folder_ext_profile</td>
<td>--output-folder-ext-profile</td>
<td>The output folder name extension for profile builds. This will be appended to the corresponding output folder based on the target platform builds.</td>
<td>Performance</td>
</tr>
<tr>
<td>output_folder_ext_performance</td>
<td>--output-folder-ext-performance</td>
<td>The output folder name extension for performance builds. This will be appended to the corresponding output folder based on the target platform builds.</td>
<td>Performance</td>
</tr>
</tbody>
</table>
## Waf User Settings (user_settings.options)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>output_folder_ext_release</td>
<td>--output-folder-ext-release</td>
<td>The output folder name extension for release builds. This will be appended to the corresponding output folder based on the target platform builds.</td>
<td>Release</td>
</tr>
</tbody>
</table>

### Misc Options

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>max_cores</td>
<td>--max-cores</td>
<td>Number of parallel processes for local builds. A value of 0 indicates that as many cores as needed will be used. Set a specific value to limit the number of cores used.</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>bootstrap_tool_param</td>
<td>--bootstrap-tool-param</td>
<td>Optional parameters to pass to SetupAssistantBatch.exe as part of the bootstrap process.</td>
<td></td>
</tr>
<tr>
<td>bootstrap_third_partyOverride</td>
<td>--3rdpartypath</td>
<td>Optional parameter to pass the location of the \3rdParty folder as part of the bootstrap process.</td>
<td></td>
</tr>
</tbody>
</table>

### Visual Studio Project Generator

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>generate_vs_projects_automatically</td>
<td>--generate-vs-projects-automatically</td>
<td>Automatically generate Visual Studio solutions.</td>
<td>True</td>
</tr>
<tr>
<td>visual_studio_solution_name</td>
<td>--visual-studio-solution-name</td>
<td>Name of the generated Visual Studio solution.</td>
<td>LumberyardSDK</td>
</tr>
<tr>
<td>visual_studio_solution_folder</td>
<td>--visual-studio-solution-folder</td>
<td>Name of the folder in which the generated Visual Studio solution should be stored.</td>
<td>Solutions</td>
</tr>
<tr>
<td>specs_to_include_in_project_generation</td>
<td>--specs-to-include-in-project-generation</td>
<td>List of specs to include in Visual Studio solution generation.</td>
<td>all, game, game_and_engine, resource_compiler</td>
</tr>
<tr>
<td>msvs_version</td>
<td>--msvs-version</td>
<td>Version of the Visual Studio Solution to generate. For more information, see <a href="https://en.wikipedia.org/wiki/Microsoft_Visual_Studio">https://en.wikipedia.org/wiki/Microsoft_Visual_Studio</a>. (Don't include Without the decimal point).</td>
<td>12</td>
</tr>
</tbody>
</table>

### Android Project Generator

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>generate_android_projects_automatically</td>
<td>--android-projects-automatically</td>
<td>Automatically generates Android projects.</td>
<td>False</td>
</tr>
<tr>
<td>Attribute</td>
<td>Override Parameter</td>
<td>Description</td>
<td>Default</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------------</td>
<td>-------------</td>
<td>---------</td>
</tr>
<tr>
<td>android_projects_folder</td>
<td>--android-projects-folder</td>
<td>Name of the folder in which the generated Android projects should be stored.</td>
<td>Solutions/android</td>
</tr>
</tbody>
</table>

**Android Deploy**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>deploy_android</td>
<td>--deploy-android</td>
<td>Deploy to an Android device.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_android_clean</td>
<td>--deploy-android-clean</td>
<td>Removes any previous assets for the game project that were copied. If the deploy-android-executable option is specified as well then the package specified for deploy-android-package-name will also be uninstalled.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_android_executable</td>
<td>--deploy-android-executable</td>
<td>Deploys the executable .apk to the Android device.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_android_replace_apk</td>
<td>--deploy-android-replace-apk</td>
<td>When installing the .apk to the Android device use the -r option to force the replacement of the package.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_android_root_dir</td>
<td>--deploy-android-root-dir</td>
<td>Root folder to deploy the assets to on the Android device</td>
<td>/storage/emulated/legacy</td>
</tr>
</tbody>
</table>

**iOS Project Generator**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>generate_ios_projects_automatically</td>
<td>--generate-ios-projects-automatically</td>
<td>Automatically generates iOS projects.</td>
<td>True</td>
</tr>
<tr>
<td>ios_project_name</td>
<td>--ios-project-name</td>
<td>Name of the generated iOS project.</td>
<td>LumberyardiOSSDK</td>
</tr>
<tr>
<td>ios_project_folder</td>
<td>--ios-project-folder</td>
<td>Name of the folder in which the generated iOS projects should be stored.</td>
<td>Solutions</td>
</tr>
</tbody>
</table>

**Mac Project Generator**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>generate_mac_projects_automatically</td>
<td>--mac-projects-automatically</td>
<td>Automatically generates Darwin projects.</td>
<td>True</td>
</tr>
<tr>
<td>mac_project_name</td>
<td>--mac-project-name</td>
<td>Name of the generated project</td>
<td>LumberyardSDK</td>
</tr>
</tbody>
</table>
### Lumberyard User Guide

**Waf Commands and Options**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Override Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>mac_project_folder</td>
<td>--mac-project-folder</td>
<td>Name of the folder in which the generated Darwin projects should be stored.</td>
<td>Solutions</td>
</tr>
<tr>
<td>Durango Options</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>disable_durango</td>
<td>--disable-durango</td>
<td>Option to disable Durango.</td>
<td>False</td>
</tr>
<tr>
<td>deploy_durango_clean_target</td>
<td>--deploy-durango-clean-target</td>
<td>Clean up the Durango target before deploying.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_durango</td>
<td>--deploy-durango</td>
<td>Deploy to Durango.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_durango_kits</td>
<td>--deploy-durango-kits</td>
<td>Deploy to a list of Durango kits. Does not include the default kit by default.</td>
<td></td>
</tr>
<tr>
<td>durango_paks</td>
<td>--durango-paks</td>
<td>Forces .pak files to be built in non-release builds.</td>
<td>False</td>
</tr>
<tr>
<td>Orbis Options</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>disable_orbis</td>
<td>--disable-orbis</td>
<td>Disables Orbis.</td>
<td>False</td>
</tr>
<tr>
<td>deploy_orbis_clean_target</td>
<td>--deploy-orbis-clean-target</td>
<td>Clean up the Orbis target before deploying.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_orbis</td>
<td>--deploy-orbis</td>
<td>Deploy to Orbis.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_orbis_executable</td>
<td>--deploy-orbis-executable</td>
<td>Deploy the executable to the dev kit. This is not needed for debugging as the debugger downloads it when running. Disabling this improves debug iteration time, however if you want to run from the console without a debugger then you should leave this enabled.</td>
<td>True</td>
</tr>
<tr>
<td>deploy_orbis_kits</td>
<td>--deploy-orbis-kits</td>
<td>Deploy to a list of Orbis kits. Does not include the default kit by default.</td>
<td></td>
</tr>
<tr>
<td>orbis_paks</td>
<td>--orbis-paks</td>
<td>--orbis-paks</td>
<td>False</td>
</tr>
</tbody>
</table>

### Waf Commands and Options

Before building a project using Waf, you must run `configure` from the command line. The `configure` command recursively processes all of the `wscript` configuration files starting from the root directory and generates a Visual Studio solution file for the entire project. You can set an option to generate a solution file during the `configure` command.

**Note**
The Waf script automatically runs Lumberyard Setup Assistant to ensure the correct third-party libraries are available and the proper links are created to compile the game code, engine and asset pipeline, and editor and tools.
Waf Configuration

To run the Waf executable, run the following command at \engine_root\dev\ of your project: lmbr_waf configure

This command iterates through all the Waf project configuration files and sets up the project-specific settings in the Waf cache, which is used in subsequent build commands. It also uses the host environment to determine which platforms are available to build.

The following example shows the output of the lmbr_waf configure command:

```
[WAF] Executing 'configure'
Running SetupAssistant.exe...  
--- Lumberyard Setup Assistant ---  
SDK location: d:/lumberyard_engine/dev  
Third party location: d:/lumberyard_engine/dev/3rdParty  
Capabilities Available, [X] enabled - [ ] disabled:  
[ ] rungame - Run your game project  
[ ] runeditor - Run the Lumberyard Editor and tools  
[X] compilegame - Compile the game code  
[X] compileengine - Compile the engine and asset pipeline  
[X] compilesandbox - Compile the Lumberyard Editor and tools  
[ ] compileandroid - Compile for Android devices  
[ ] compileios - Compile for iOS devices  
Successfully executed  
[INFO] Configure "win_x64_vs2015 - [debug, profile, performance, release, debug_dedicated, profile_dedicated, performance_dedicated, release_dedicated]"  
[INFO] Configure "win_x64_vs2013 - [debug, profile, performance, release, debug_dedicated, profile_dedicated, performance_dedicated, release_dedicated]"  
[INFO] Configure "durango - [debug, profile, performance, release, debug_dedicated, profile_dedicated, performance_dedicated, release_dedicated]"  
[INFO] Configure "android_armv7_gcc - [debug, profile, performance, release, debug_dedicated, profile_dedicated, performance_dedicated, release_dedicated]"  
[WARN] Removing the following Android target platforms due to "Compile For Android" not checked in Setup Assistant.  
-- android_armv7_gcc, android_armv7_clang  
[WAF] 'configure' finished successfully (10.335s)  
[WAF] Executing 'generate_uber_files' in 'd:\ws\lyengine\dev\BinTemp'  
[WAF] 'generate_uber_files' finished successfully (2.177s)  
[WAF] Executing 'msvs' in 'd:\ws\lyengine\dev\BinTemp'  
```

The configure command uses the settings defined in the user_settings.options file that is located in the _WAF_ subfolder. You can edit this file in a text editor or by using the built-in settings editor: lmbr_waf show_option_dialog.

If you set the option to generate a Visual Studio solution to true, a solution file is created in the directory specified in the user_settings.option file. If you do not modify the user_settings.option file, the Visual Studio solution is in root_folder/Solutions/LumberyardSDK.sln by default.

Build Configuration

After configuring Waf, you can run the build command.

Here is an example showing syntax: lmbr_waf build_platform_configuration -p spec

The following commands and options are available:

- configure – Must be run before any clean or build command. Loads all modules, configs, and project specs; validates and sets up the working cached build Python file.
Lumberyard User Guide
Build Configuration

- **build_*** – Builds the specified project spec for the specified platform and configuration.
- **clean_*** – Cleans out intermediate and target files that were generated for the particular platform and configuration.

Here's an example of how to build release for Windows x64 using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_release -p all`

Here's an example of how to clean the build release for Windows x64 using Visual Studio 2013: `lmbr_waf clean_win_x64_vs2013_release -p all`

**Note**
Combining the `clean_*` and `build_*` commands is the equivalent of performing a rebuild.

### Configure command options

<table>
<thead>
<tr>
<th>Command</th>
<th>Command Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>build_* , clean_*</td>
<td><code>-p spec name --project-spec=spec name</code></td>
<td>The spec name to use to build or clean a project.</td>
</tr>
<tr>
<td></td>
<td><code>--targets = target1,target2,...</code></td>
<td>Optional flag to filter on which targets to build. The targets must be included in the project spec above in order for this to work</td>
</tr>
<tr>
<td>build_* , clean_* , configure</td>
<td>`--profile-execution = (True</td>
<td>False)`</td>
</tr>
<tr>
<td>build_*</td>
<td><code>--execsolution=VS_solution_path</code></td>
<td>This internally-generated command line is a Visual Studio solution that provides a way to build Waf commands invoked from the VS IDE to apply additional overrides that can be defined in the .vcxproj files themselves.</td>
</tr>
<tr>
<td>build_*</td>
<td><code>--file-filter=source_files</code></td>
<td>An option to pass in a comma-separated list of absolute paths to source files to filter the build on. This option is useful to build specific files.</td>
</tr>
<tr>
<td>build_*</td>
<td>`--show-includes=(True</td>
<td>False)`</td>
</tr>
<tr>
<td>build_*</td>
<td>`--show-preprocessed-file = (True</td>
<td>False)`</td>
</tr>
<tr>
<td>build_*</td>
<td>`--show-disassembly = (True</td>
<td>False)`</td>
</tr>
</tbody>
</table>
### Build Configuration

<table>
<thead>
<tr>
<th>Command</th>
<th>Command Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>configure</td>
<td>--update-settings = (True</td>
<td>False)</td>
</tr>
</tbody>
</table>

You can set the command options at build time. These options override the values set in the user_settings.option file. For more information, see Project Configurator (p. 1586).

Only modules that support each project configuration are built from the project spec. If a module is defined in the spec that only can be built in debug or profile, building in performance mode excludes that project from compilation.

#### Project configurations parameters

<table>
<thead>
<tr>
<th>Configuration</th>
<th>Asserts</th>
<th>Profiling</th>
<th>Optimization</th>
<th>Logging</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>debug</td>
<td>Yes</td>
<td>All</td>
<td>Minimum</td>
<td>Yes</td>
<td>Slowest – Focuses on debugging with asserts enabled, all profiling features enabled, and logging enabled.</td>
</tr>
<tr>
<td>profile</td>
<td>No</td>
<td>All</td>
<td>Medium</td>
<td>Yes</td>
<td>Fast – Strikes a balance between debugging and performance with all profiling features and logging enabled.</td>
</tr>
<tr>
<td>performance</td>
<td>No</td>
<td>Few</td>
<td>Maximum</td>
<td>No</td>
<td>Very fast – Performance similar to release but has some profiling features enabled; difficult to debug; no logging.</td>
</tr>
<tr>
<td>release</td>
<td>No</td>
<td>None</td>
<td>Maximum</td>
<td>No</td>
<td>Fastest – Highest performance; most difficult to debug; no profiling features; no logging.</td>
</tr>
</tbody>
</table>

#### Build command project spec options

<table>
<thead>
<tr>
<th>Spec</th>
<th>Platform</th>
<th>Configuration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td>win_x64_vs2015, win_x64_vs2013, darwin_x64</td>
<td>Debug, profile, performance, release</td>
<td>Configuration to build the engine, editor, plugins, and tools</td>
</tr>
<tr>
<td>game_and_engine</td>
<td>win_x64_vs2015, win_x64_vs2013, darwin_x64, linux_x64</td>
<td>Debug, profile, performance, release</td>
<td>Configuration to build the engine and game project</td>
</tr>
</tbody>
</table>
Multiplayer Configuration

Before you can build multiplayer information, you must build the dedicated server. This creates a directory called Bin64.Dedicated that includes the binaries directory and configuration files for dedicated server.

To build the dedicated server, run the following command:

```
llmbr_waf build_win_x64_vs2013_profile_dedicated -p dedicated_server
```

**Note**

Waf Supported Platforms and Compilers

This topic provides information about the platforms and compilers that Waf supports. For more information about supported configurations, see Waf Commands and Options (p. 1592)

**Supported platforms**

<table>
<thead>
<tr>
<th>Platform</th>
<th>Build Environment</th>
<th>Waf Short Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>64-bit Windows</td>
<td>MSBuild / Visual Studio 2013</td>
<td>win_x64_vs2013</td>
</tr>
<tr>
<td>64-bit Windows</td>
<td>MSBuild / Visual Studio 2015</td>
<td>win_x64_vs2015</td>
</tr>
</tbody>
</table>

The following compilers are supported based on the build platform.
Supported compilers

<table>
<thead>
<tr>
<th>Compiler</th>
<th>Windows 64-Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSVC 10.0 (Visual Studio 2010)</td>
<td>Yes (only for CryExport2014)</td>
</tr>
<tr>
<td>MSVC 11.0 (Visual Studio 2012)</td>
<td>Yes (only for CryExport2015)</td>
</tr>
<tr>
<td>MSVC 12.0 (Visual Studio 2013)</td>
<td>Yes (except for CryExport2014 and CryExport2015)</td>
</tr>
<tr>
<td>MSVC 14.0 (Visual Studio 2015)</td>
<td>Yes (except for CryExport2014 and CryExport2015)</td>
</tr>
<tr>
<td>GCC</td>
<td>No</td>
</tr>
<tr>
<td>Clang</td>
<td>No</td>
</tr>
</tbody>
</table>

Waf Project Settings

When defining a project's build settings (wscript), you can specify several different project settings for the build modules to configure the correct parameters for the project.

The following table provides the valid attributes for the different build modules.

**Build attributes**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Target to Platform or Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>additional_manifests</td>
<td>Additional manifests to add to MSVC applications</td>
<td>Y</td>
</tr>
</tbody>
</table>
| additional_settings       | Container that groups compile settings and acts upon them recursively; useful for specifying options for particular files in a project For example, you can disable precompiled headers for a specific file using the following: ```

    additional_settings = Settings ( files = 'my_file.cpp', disable_pch=True )

``` | Y                                   |
<p>| build_in_dedicated        | True by default; if False, the module will not be built when building in dedicated server mode | N                                   |
| cflags                    | Additional C flags to pass to the compiler                                  | Y                                   |
| create_appdata            | (Durango) Creates and/or collects all resources to create a Durango application | N                                   |
| cxxflags                  | Additional CXX flags to pass to the compiler                               | Y                                   |</p>
<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Target to Platform or Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>defines</td>
<td>List of additional pre-processor defines for the project</td>
<td>Y</td>
</tr>
<tr>
<td>export_definitions</td>
<td>List of export definitions to export using the /DEF: compiler option</td>
<td>Y</td>
</tr>
<tr>
<td>features</td>
<td>Additional custom features to apply to the project during the build</td>
<td>Y</td>
</tr>
<tr>
<td>file_list</td>
<td>List of file specs that contain the files to include in the project</td>
<td>Y</td>
</tr>
<tr>
<td>files</td>
<td>List of files to include for the module</td>
<td>N</td>
</tr>
<tr>
<td>force_dynamic_crt</td>
<td>Forces the use of dynamic runtime CRT for the project</td>
<td>N</td>
</tr>
<tr>
<td>force_static_crt</td>
<td>Forces the use of static runtime CRT for the project</td>
<td>N</td>
</tr>
<tr>
<td>framework</td>
<td>(Darwin) Specifies the framework to use</td>
<td>Y</td>
</tr>
<tr>
<td>includes</td>
<td>Additional include paths for the module</td>
<td>Y</td>
</tr>
<tr>
<td>lib</td>
<td>Additional input libraries to link against</td>
<td>Y</td>
</tr>
<tr>
<td>libpath</td>
<td>Additional library paths for the module</td>
<td>Y</td>
</tr>
<tr>
<td>linkflags</td>
<td>Additional linker flags to pass to the linker</td>
<td>Y</td>
</tr>
<tr>
<td>meta_includes</td>
<td>Additional meta includes for WinRT using the /AI compiler option</td>
<td>Y</td>
</tr>
<tr>
<td>meta_includes</td>
<td>(Durango) Specifies the include path for Durango WinRT include files</td>
<td>Y</td>
</tr>
<tr>
<td>need_deploy</td>
<td>Hint to deploy the module before debugging in Visual Studio</td>
<td>N</td>
</tr>
<tr>
<td>output_sub_folder</td>
<td>Optional subfolder under the target output folder in which to copy the module binary</td>
<td>N</td>
</tr>
<tr>
<td>pch</td>
<td>Specifies the precompiled header (PCH) file, if in use</td>
<td>N</td>
</tr>
<tr>
<td>platforms</td>
<td>List of platforms to restrict the module to build on; if missing, a specific platform will not be targeted at the project definition level. Example: platforms = ['durango'],</td>
<td>N</td>
</tr>
<tr>
<td>priority_includes</td>
<td>Same as the includes paths, except this include list is added prior to the ones defined in the includes paths</td>
<td>N</td>
</tr>
<tr>
<td>Attribute</td>
<td>Description</td>
<td>Target to Platform or Configuration</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-------------------------------------</td>
</tr>
<tr>
<td>qt_to_moc_files</td>
<td>List of files for the QT5 moc processor to process; these files must reside in the file list specified by the file_list attribute (attribute required if the qt5 feature is applied to the module)</td>
<td>N</td>
</tr>
<tr>
<td>source</td>
<td>List of source files to add directly to the project</td>
<td>N</td>
</tr>
<tr>
<td>target</td>
<td>Project name of the target</td>
<td>N</td>
</tr>
<tr>
<td>use</td>
<td>List of static library modules that are part of the Waf build to which you can add dependencies and static links</td>
<td>Y</td>
</tr>
<tr>
<td>use_module</td>
<td>List of static library modules that are part of the Waf build to which you can add dependencies and static links</td>
<td>Y</td>
</tr>
<tr>
<td>vs_filter</td>
<td>Folder filter in the generated solution file where this project exists</td>
<td>N</td>
</tr>
</tbody>
</table>

**Platform and Configuration Targeting**

If allowed (refer to the third column in the table above), you can set an attribute value to apply only under certain target platforms and configurations. Each attribute can be universal for all builds or targeted specifically to a platform/configuration combination:

- `[Attribute]` – Applies to any target platform/configuration for the attribute
- `[target_platform]_[attribute]` – Applies to any configuration for a specific target platform for the attribute
- `[configuration]_[attribute]` – Applies to a specific configuration for any target platform for the attribute
- `[target_platform]_[configuration]_[attribute]` – Applies to a specific target platform and configuration for the attribute

**Features**

The Lumberyard Waf system allows the use of custom features to add functionality to a project's build pipeline.

**Build features**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>qt5</td>
<td>Passes files through the QT5 moc processor; if this feature is set for a project, you must also pass the qt_to_moc_files</td>
</tr>
<tr>
<td>generate_rc_file</td>
<td>Creates an RC file and copies the resources, such as the icon file; win_x64 only</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>wwise</td>
<td>Sets the following for building and linking against Wwise: environment, includes, libraries, and library paths</td>
</tr>
<tr>
<td>GoogleMock</td>
<td>Sets the following for building and linking against Google Mock: environment, includes, libraries, and library paths</td>
</tr>
<tr>
<td>AWSNativeSDK</td>
<td>Sets the following for building and linking against the AWS Native SDK library: environment, includes, libraries, and library paths</td>
</tr>
<tr>
<td>AWSGameLift</td>
<td>Sets the following for building and linking against the AWS GameLift library: environment, includes, libraries, and library paths</td>
</tr>
<tr>
<td>GridMate</td>
<td>Sets the following for building and linking against the GridMate library: environment, includes, libraries, and library paths</td>
</tr>
</tbody>
</table>

## Waf Extensions

### Compiling with Incredibuild

Waf supports Incredibuild 8.0.1 or later, and allows for distributed network builds for compiling larger projects.

You must have the appropriate package for your platform:

- **Windows** or **Android** – Incredibuild for Make and Build or Accelerated Dev Tools
- **Durango (Xbox One)** – Incredibuild for Xbox One
- **Orbis (PlayStation 4)** – Incredibuild for PlayStation 4

To verify which package is configured for your machine, run the following command (located in C:\Program Files (x86)\Xoreax\Incredibuild): `xgConsole.exe /QUERYLICENSE`

The following is output:

```
> xgConsole.exe /QUERYLICENSE

License details:
----------------
Registered to: My Game Company
Up to XX Agents allowed
Maintenance expires on XX/XX/XXXX

Packages installed:
-------------------
- Incredibuild for Make & Build Tools
```
### To do this

<table>
<thead>
<tr>
<th>Enable or disable IncrediBuild builds</th>
<th>Run this at a command line</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Run this at a command line</strong></td>
<td><strong>use_incredibuild</strong></td>
</tr>
<tr>
<td><strong>Instructs Waf to use incredibuild to distribute and parallelize the build, if possible. You need to specify the type of incredibuild package based on the platform.</strong></td>
<td><strong>For Win x64, you must add a --use-incredibuild-win parameter and install the Make and Build Tools package.</strong></td>
</tr>
<tr>
<td></td>
<td><strong>For Durango, you must add a --use-incredibuild-durango parameter and install the Xbox One Extension package.</strong></td>
</tr>
<tr>
<td></td>
<td><strong>For Orbis, you must add a --use-incredibuild-orbis parameter and install the Playstation Extension package.</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Adjust the maximum number of parallel tasks</th>
<th>Run this at a command line</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>incredibuild_max_cores</strong></td>
<td><strong>xgConsole.exe /QUERYLICENSE</strong></td>
</tr>
</tbody>
</table>

### Adjust the maximum number of parallel tasks

To enable IncrediBuild

1. Open the `user_settings.options` file located in `/WAF/`
2. In the `user_settings.options` file, under `[IncrediBuild Options]`, do the following:
   - Set the `use_incredibuild` flag to `true`.
   - Set the `use_incredibuild_win` flag to `true`.
3. Save your changes.

---

Waf requires certain packages and the Windows registry key settings below to run IncrediBuild. Run `lmbr_waf.bat` in **Administrator** mode to edit the registry.

Modify the settings in the Windows registry under the following key:

```
HKEY_LOCAL_MACHINE\Software\Wow6432Node\Xoreax\Incredibuild\Builder
```

### Registry Settings

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PdbForwardingMode</td>
<td>0</td>
<td>Controls the way IncrediBuild handles PDB files. Required for Waf.</td>
</tr>
<tr>
<td>MaxConcurrentPDBs</td>
<td>0</td>
<td>Controls how many files can be processed in parallel. This optimization is also useful for MSBuild.</td>
</tr>
<tr>
<td>AllowDoubleTargets</td>
<td>0</td>
<td>Controls whether or not remote processes can be restarted on the local machine when possible. This option is required to prevent any compiler crashes.</td>
</tr>
</tbody>
</table>
Compiling with QT

Waf supports compiling QT5 .moc Meta-Object-Compiler files. To enable or disable compiling of particular files, add the qt5 feature to your Waf Module (wscript) file and then add the list of files to be compiled.

The following example shows a Waf Module (wscript) file:

```python
# wscript relative path
QT_TO_MOC_FILES = [
    'MyQTFile.h',
    'MyOtherQTFile.h',
    ...
]
def build(bld):
    bld.CryPlugin(
        target = 'MyQTPlugin',
        vs_filter = 'Plugins',
        file_list = 'file_list.waf_files',
        features = ['qt5'], # add the QT5 moc feature to this Waf module
    )
```

Compiling with Visual Studio

Waf has limited support for the Visual Studio 2013 IDE. Once you run the configure command to generate a Visual Studio solution, you can invoke Waf through the IDE and open the solution file in Visual Studio 2013.

Waf creates a Visual Studio solution file along with the projects specified in the selected project specs. If more than one spec file includes the same project, only one project file is created to prevent duplicates. Waf uses the project specs to determine the projects, project filters, and possible build configurations. Waf uses the wscript files to identify individual project definitions.

To select the active solution configuration
2. Select Build, Configuration Manager.
3. In the Configuration Manager dialog box, select [All] Debug from the Active solution configuration drop-down list. This option builds all x64 modules in debug mode.
4. Click Close.

Once the active solution configuration is set, you can build the solution.

To build the solution in Visual Studio 2013
1. Select Build, Build Solution. This builds all modules defined in the all project spec.
2. Once the build is successful, you can choose different solution configurations based on your active projects. For example, if you are working on the game (game_and_engine spec), you wouldn't need to build everything. Or if you want to build a profile configuration of the build, you can use [All] Profile.
Using Waf

This topic demonstrates how you can use Waf the following ways:

- Adding a Game Project (p. 1603)
- Adding a Spec (p. 1606)
- Adding a Build Module (p. 1608)

Adding a Game Project

The simplest and recommended method to add a game project to the Lumberyard Waf build system is to use the Project Configurator. The Project Configurator is a standalone application for telling the Waf build system which game projects and assets to include in a game build. For more information, see Using the Project Configurator (p. 24).

You can also add a game project with the following steps:

- Create the project definition
- Create a game module
- Update the user settings to include the game

**Note**
You can build your game project by creating a game project first (see steps below) and then creating a spec for just the game (no modules, just basic spec values):

```json
{
   "description": "Configuration to build the My Game",
   "visual_studio_name": "My Game"
}
```

When the project is properly defined and all source files are in the correct locations, you can set the `enabled_game_projects` value in the `user_settings.options` file. Configuring this value limits the Visual Studio solution to the launcher projects and your game project.

Creating the Project Definition

In the following procedure you set `Code/MyGame` as the project source folder and `MyGame` as the project folder. The `code_folder` points to your game's module root and the `project_directory` points to the game-specific assets. You can define any number of game projects in this file and you can configure which ones to build.

**To create the project definition**

1. Navigate to the SDK root and locate the `Code` folder and `project` directory. Typically your game code folder should reside under these locations.
2. Determine the name for your project. For this example use `My Game`.
3. Add the definitions for the new game project to the `project.json` file (located in the game project folder under the `\dev` directory). For this example add `My Game` to the SDK:

```json
"project_name"      : "SamplesProject",
"product_name"      : "Samples Project",
"executable_name"   : "SamplesProjectLauncher",
"code_folder"       : "Code/SamplesProject",
```

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Creating a Game Module

You can create a game module after setting the game project definition. Game modules include wscript files, source files, and a waf_files configuration file. You must create separate folders for the game source code and for the resources. Both should reside under the code_folder specified earlier. For this example you create folders called GameSource and Resources under the Code/MyGame directory.

Create a wscript file

Because Waf searches for and discovers wscript files recursively through other wscript files, you must include a simple wscript file in the Code/MyGame folder that recurses to the GameSource folder.

Create a file with the following:

```python
SUBFOLDERS = ['GameSource']

def build(bld):
    bld.recurse(SUBFOLDERS)
```

Next you must create the source code in the GameSource folder. Include in this folder all of your source files and the corresponding Waf source file configuration (for example, MyGame.waf_files) to include your game files.

Create a wscript in the GameSource folder to define the build configuration for your game:

```python
def build(bld):
    bld.CryEngineModule(
        target = 'MyGame',
        vs_filter = 'Game/MyGame',
        file_list = 'MyGame.waf_files',
        pch = 'StdAfx.cpp',
        includes = ['.','..',
                    Path('Code/CryEngine/CryCommon'),
                    Path('Code/CryEngine/CryAction'),
                    Path('Code/CryEngine/CryNetwork')]
    )
```

Create source files

All game projects first need a source file. If you intend to use pre-compiled headers you must create standard StdAfx.h and StdAfx.cpp files. For this example you create a single C++ file and a corresponding header file (MyGameMain.cpp and MyGameMain.h).

Create a waf_files configuration file

You use the waf_files configuration file to include the source files into the game module. For this example you create a file called MyGame.waf_files and specify it for the project. This file includes the four files you created from the previous step.

Create a waf_files configuration file called MyGame.waf_files with the following:
Adding a Game Project

```
{
  "auto": {
    "Source Files": [
      "MyGameMain.cpp"
    ],
    "Header Files": [
      "MyGameMain.h"
    ]
  },
  "none": {
    "Root": [
      "StdAfx.h",
      "StdAfx.cpp"
    ]
  }
}
```

Updating the User Settings

The final step is to update enabled_game_projects to include or exclusively set the new game project. You can do this one of the following ways:

- **Hand edit the user_settings.options file (in \dev\_WAF\_) to set the value for the enabled_game_projects.** The following example sets MyGame as the only game project generated. You can use a comma-separated list to include multiple game projects in the final solution.

  ![Image showing the user_settings.options file](image)

  ```
  [Game Projects]
  enabled_game_projects = MyGame
  ```

- **Update game projects using the Lumberyard Waf GUI.** To run the GUI, type `lmbr_waf show_option_dialog` from a command window in the \dev\ directory. Click Game Projects in the Lumberyard Waf window, and select your new project. You can select more than one project.

- **Build the project during the build step.** Use `--enabled-game-projects=MyGame` to override every build command. This does not include the project in the generated solution, but it sets specific game projects to build during the build commands.

  ```
  lmbr_waf build_win_x64_vs2013_debug -p game_and_engine --enabled-game-projects=MyGame
  ```

**Note**


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Adding a Spec

The Waf spec system provides a template to create Visual Studio solutions and describes a build filter that determines which modules to build for particular platforms and configurations. The nature of the generic Waf build system is to be all projects that are defined through the wscript system, which acts recursively on the root directory structure. If no spec is specified when you execute a build or clean command, the Waf build system attempts to build all modules that are supported by the selected target platform and configuration. The platform and configuration support is defined in each of the module’s wscript definitions. For more information, see Adding a Build Module (p. 1608).

Project spec files are a collection of modules and definitions for a specific build pipeline. These files are useful for including existing modules or adding new ones as part of the build dependencies for your game project.

When you build in debug or profile configurations and their _dedicated counterparts, a spec file is not required. This is because these two configurations build out of Lumberyard as modular shared components. In performance and release configurations, however, all the modules that are marked as CryEngineModules are built monolithically, which means that they are built into a single executable. This causes problems with similar modules that support the same platform and configuration. Currently, the spec file is required for this scenario in order to target specific modules to build into the monolithic .exe files.

Adding a project requires these steps:
- Creating a New Project Spec JSON File (p. 1606)
- Adding the Spec File to the Visual Studio Solution Generator (p. 1607)
- Building the Spec (p. 1607)

Creating a New Project Spec JSON File

In the following example a spec file called my_game includes the game engine modules as a base as well as custom modules for Windows. The spec file also sets a custom #define for Windows builds.

You need to configure the values for the modules that you want to include in the spec file (and optionally the target platform and configuration). The spec file can isolate target_platform modules for multiplatform builds.

Create a spec file called my_game.json with the following:

```json
{
    "description" : "Configuration to build the Woodpecker",
    "visual_studio_name" : "Woodpecker",
    "comment" : "This is meant to only compile tools on Windows.",
    "disable_game_projects" : true,
    "platforms" : ["win"],
    "configurations" : ["debug","profile"],

    "modules" : [
            "AzCore",
            "AzFramework",
            "AzToolsFramework",
            "GridMate",
            "LuaIDE",
            "Profiler"
        ]
}
```
The spec files are located in the \_WAF\specs directory and have the .json file extension. For more information on Waf spec files, see Waf Spec Files (*.json) (p. 1582).

<table>
<thead>
<tr>
<th>Spec</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all.json</td>
<td>Configuration for all targets.</td>
</tr>
<tr>
<td>dedicated_server.json</td>
<td>Configuration to build dedicated servers for the enabled projects.</td>
</tr>
<tr>
<td>external_sdks.json</td>
<td>Configuration to build externally distributed binary-only libraries.</td>
</tr>
<tr>
<td>game_and_engine.json</td>
<td>Configuration to build the engine and game projects.</td>
</tr>
<tr>
<td>pipeline.json</td>
<td>Configuration to build Pipeline Only for building Resource Compiler, and also Maya, 3ds Max, and Photoshop plugins if Visual Studio 2010 and 2012 are installed. Build only in Profile or Debug mode (Release mode is only for the 3ds Max plugin)</td>
</tr>
<tr>
<td>resource_compiler.json</td>
<td>Configuration to build only the Resource Compiler.</td>
</tr>
<tr>
<td>shadercachegen.json</td>
<td>Configuration to build only the shadercache generator.</td>
</tr>
<tr>
<td>tools.json</td>
<td>Configuration to build nonessential tools.</td>
</tr>
</tbody>
</table>

Adding the Spec File to the Visual Studio Solution Generator

Adding the spec file to the Visual Studio solution is optional.

To add the spec file to the Visual Studio solution

1. Edit the specs_to_include_in_project_generation value in the user_settings.options file to add your spec file to the Visual Studio solution:

   ```
   [Visual Studio Project Generator]
   generate_vs_projects_automatically = True
   visual_studio_solution_name = LumberyardSDK
   visual_studio_solution_folder = Solutions
   specs_to_include_in_project_generation = MySpec1, MySpec2, MySpec3
   ```

2. Regenerate the Visual Studio solution by running the following command: `lmbr_waf.bat configure`

Building the Spec

After saving the new spec, do one of the following:

- Build the spec using Visual Studio (if you followed the steps above to add the spec to Visual Studio).
- Build the spec from the command line by running the following command: `lmbr_waf.bat build_win_x64_vs2013_profile -p MySpec`

**Note**


The build command builds the game project specified in the user_settings, even if the module is not defined in the spec. The exception is if the option disable_game_projects is set to True.
Adding a Build Module

You can create a custom build module in the Lumberyard Waf build system. You can use predefined build modules to add any shared library or plugin into the Lumberyard engine SDK.

The default Waf system defines modules and methods that will take various keywords into Waf commands to build applications and shared and static libraries as well as serving as a project container for files. There cryengine_modules.py file defines functions that wrap these modules with additional keywords and logic to extend the behavior of standard Waf into a system that supports the requirements of Lumberyard. In addition to providing standard Waf build functionality, the functions in the various modules add support for precompiled headers (.pch), content file support (.waf_files), monolithic build capability, uber file support, and Microsoft Visual Studio (msvs) generation.

Creating a module requires the following steps:

1. Create the source folder and script
2. Create a basic wscript module
3. Create the .waf_files content file
4. Specify additional include paths and external library linking
5. Add a project dependency

Creating a New Module

You can create and add the following types of modules to the Lumberyard Waf build system:

<table>
<thead>
<tr>
<th>Build Module</th>
<th>Description</th>
<th>Project Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CryEngineModule</td>
<td>Modules that are dynamically loaded at runtime as part of the lumberyard engine module system. For Performance and Release configurations, all projects that are built using these modules are included monolithically to the final build output. If the libraries are not linked in, the source from these modules is included in the build.</td>
<td>Shared Library (Non-Release), Static Library Performance (Performance, Release)</td>
</tr>
<tr>
<td></td>
<td>For Debug and Profile configurations, these modules are built as shared libraries. For the Windows platform, versioning information is injected as defined in the waf_branch_spec.py file located in the root folder. As such, a Windows resource (.rc) file as needed as part of the waf_files content.</td>
<td></td>
</tr>
<tr>
<td>CryEngineSharedLibrary</td>
<td>To define a shared library that any other module can use inside Waf. Provided they are located in the same directory</td>
<td>Shared Library</td>
</tr>
<tr>
<td>Build Module</td>
<td>Description</td>
<td>Project Type</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td></td>
<td>path as the dependent project, these modules are included as a dependency to other modules by use of the use keyword.</td>
<td></td>
</tr>
<tr>
<td>CryEngineStaticLibrary</td>
<td>used to define a static library that can be used by any other module inside Waf. Provided they are located in the same folder path as the dependent project, these modules are included as a dependency to other modules by use of the use keyword.</td>
<td>Static Library</td>
</tr>
<tr>
<td>CryLauncher</td>
<td>Used to define the build definition for launchers, which are created for each game project defined per supported platform. All supported launchers that can be generated based on availability against the current platform are located in the CodeLauncher subfolder. If an additional platform is included, a new launcher project would be added in this subfolder and use the CryLauncher build module.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryDedicatedServer</td>
<td>Similar to the CryLauncher module, except used for dedicated server projects.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryConsoleApplication</td>
<td>Used to build console applications. On the Windows platform, it builds a console application instead of a Windows application.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryBuildUtility</td>
<td>Used to define build utility projects, such as AZCodeGenerator. Build utilities are separated into a build_utilities group that are built before the regular build group.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryFileContainer</td>
<td>Used to set a file container for projects.</td>
<td>None</td>
</tr>
<tr>
<td>CryEditor</td>
<td>Used by Lumberyard Editor projects.</td>
<td>Executable</td>
</tr>
<tr>
<td>LumberyardApp</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Build Module

<table>
<thead>
<tr>
<th>Build Module</th>
<th>Description</th>
<th>Project Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>CryEditorUiQt</td>
<td>Used by the CryEditorUI_QT plugin.</td>
<td></td>
</tr>
<tr>
<td>CryPlugin</td>
<td>Used by Lumberyard Editor plugin projects. It is automatically placed in the \EditorPlugins subfolder and automatically loaded by Lumberyard Editor at runtime.</td>
<td>Shared Library</td>
</tr>
<tr>
<td>CryStandAlonePlugin</td>
<td>Used by Lumberyard Editor plugin projects. The difference between this module and CryPlugin is that it does not import any SANDBOX or EDITOR_COMMON imports, RTTI is enabled, and nodefaultlib:/ is set to libcmt.</td>
<td>Shared Library</td>
</tr>
<tr>
<td>CryPluginModule</td>
<td>Used to define shared libraries that can be used by a Lumberyard Editor plugin. Plugins that need to link to a Cryengine plugin module use the use feature of Waf.</td>
<td>Shared Library</td>
</tr>
<tr>
<td>CryResourceCompiler</td>
<td>Used by the Resource Compiler to implicitly set the target name to rc and the subfolder to \rc under the \configure output folder.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryResourceCompiler</td>
<td>Used by the Resource Compiler to implicitly set the target name to rc and the subfolder to \rc under the \configure output folder.</td>
<td>Shared Library</td>
</tr>
<tr>
<td>CryPipelineModule</td>
<td>Used to define pipeline modules such as for the 3ds Max and Maya exporters.</td>
<td>Custom</td>
</tr>
<tr>
<td>CryQtApplication</td>
<td>Used to define Qt 5 applications that can be launched by Lumberyard Editor, such as the Asset Processor.</td>
<td>Executable</td>
</tr>
<tr>
<td>CryQtConsoleApplication</td>
<td>Used to define Qt 5 console applications that can be launched by Lumberyard Editor, such as the Asset Processor batch file.</td>
<td>Executable</td>
</tr>
</tbody>
</table>

In this topic's example you create a CryEngineModule.
Build Module Keywords

The following describes the general keywords that are supported by the build modules. The listed targetable keywords can be specific to a platform or a configuration. The keyword by itself is used for all supported platforms and configurations, but if you need keywords that are specific to a platform or configuration, you must include the name of the platform or configuration in the name.

Other things to consider:

- The general pattern for platform plus configuration-specific values is `<platform>_<configuration>_<keyword>`.
- The general pattern for platform-specific values is `<platform>_<keyword>`
- The general pattern for configuration-specific values is `<configuration>_<keyword>`

You can use the following keyword macros to reduce the verbosity of wscript files:

autod_uselib

This macro is used in conjunction with the uselib keyword and adds a D to the suffix of all of the uselib names in the list. This eliminates the need to duplicate the same debug versions of the lib for every configuration. This only works for uselib modules that use a trailing D suffix to distinguish between debug and nondebug version.

<platform>_ndebug_<keyword>

This macro eliminates the need to repeatedly specify certain nondebug flags. Lumberyard has one debug configuration and three nondebug configurations.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
<th>Targetable?</th>
</tr>
</thead>
<tbody>
<tr>
<td>target</td>
<td>Name of the target project.</td>
<td></td>
</tr>
<tr>
<td>platforms</td>
<td>The list of platforms to restrict this module to. If not specified, then</td>
<td>No</td>
</tr>
<tr>
<td></td>
<td>defaults to all, which assumes all supported target platforms on the current</td>
<td></td>
</tr>
<tr>
<td></td>
<td>host.</td>
<td></td>
</tr>
<tr>
<td>configurations</td>
<td>The list of configurations to restrict this module to. If not specified,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>then defaults to all.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>In addition to the standard configurations (debug, profile, and release),</td>
<td></td>
</tr>
<tr>
<td></td>
<td>configurations can be specific to a particular platform. This is done by</td>
<td></td>
</tr>
<tr>
<td></td>
<td>appending the platform name with a colon separator in front of the</td>
<td></td>
</tr>
<tr>
<td></td>
<td>configuration. For example, if a module supports only debug and profile for</td>
<td></td>
</tr>
<tr>
<td></td>
<td>the iOS platform, then the configuration list would include the values</td>
<td></td>
</tr>
<tr>
<td></td>
<td>ios:debug and ios:profile.</td>
<td></td>
</tr>
<tr>
<td>Keyword</td>
<td>Description</td>
<td>Targetable?</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>file_list</td>
<td>The <code>.waf_files</code> JSON file that contains the file list definition for the project.</td>
<td>Yes</td>
</tr>
<tr>
<td>pch</td>
<td>The name of the precompiled header. If present, then precompiled headers are enabled.</td>
<td></td>
</tr>
<tr>
<td>use</td>
<td>Additional projects to link as a use dependency.</td>
<td>Yes</td>
</tr>
<tr>
<td>uselib</td>
<td>Additional libraries to use.</td>
<td>Yes</td>
</tr>
<tr>
<td>defines</td>
<td>Additional preprocessor defines for the project.</td>
<td>Yes</td>
</tr>
<tr>
<td>includes</td>
<td>Additional include paths.</td>
<td>Yes</td>
</tr>
<tr>
<td>cflags</td>
<td>Additional C flags.</td>
<td>Yes</td>
</tr>
<tr>
<td>cxxflags</td>
<td>Additional C++ flags.</td>
<td>Yes</td>
</tr>
<tr>
<td>lib</td>
<td>Additional libraries to link to.</td>
<td>Yes</td>
</tr>
<tr>
<td>libpath</td>
<td>Additional library include path.</td>
<td>Yes</td>
</tr>
<tr>
<td>stlib</td>
<td>Boolean flag that indicates a static library module.</td>
<td>Yes</td>
</tr>
<tr>
<td>stlibpath</td>
<td>Lib path for static libs (generally the same for any lib).</td>
<td>Yes</td>
</tr>
<tr>
<td>linkflags</td>
<td>Additional link flags during the linker phase.</td>
<td>Yes</td>
</tr>
<tr>
<td>export_definition</td>
<td>Export definition filename (.def file).</td>
<td>Yes</td>
</tr>
<tr>
<td>features</td>
<td>Any additional features to tag this project to.</td>
<td>Yes</td>
</tr>
<tr>
<td>output_file_name</td>
<td>An output file name used to override the default output file based on the target.</td>
<td>Yes</td>
</tr>
<tr>
<td>framework</td>
<td>Additional frameworks (Darwin).</td>
<td>No</td>
</tr>
<tr>
<td>frameworkpath</td>
<td>Additional framework paths (darwin).</td>
<td>No</td>
</tr>
<tr>
<td>export_defines</td>
<td>Additional preprocessor defines that are added to any module that uses the current module as a project dependency.</td>
<td>No</td>
</tr>
</tbody>
</table>
### Adding a Build Module

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Description</th>
<th>Targetable?</th>
</tr>
</thead>
<tbody>
<tr>
<td>export_includes</td>
<td>Additional library include paths that are added to any module that uses the current module as a project dependency.</td>
<td>No</td>
</tr>
<tr>
<td>additional_settings</td>
<td>Additional settings added for specific files.</td>
<td>Yes</td>
</tr>
<tr>
<td>meta_includes</td>
<td>Meta includes for WinRT.</td>
<td>Yes</td>
</tr>
<tr>
<td>files</td>
<td>Another way to pass in files for processing a build project.</td>
<td>Yes</td>
</tr>
<tr>
<td>winres_includes</td>
<td>Additional include paths for the winres compiler.</td>
<td>No</td>
</tr>
<tr>
<td>winres_defines</td>
<td>Additional defines for the winres compiler.</td>
<td>No</td>
</tr>
<tr>
<td>enable_rtti</td>
<td>Flag to enable rtti settings for a project.</td>
<td>Yes</td>
</tr>
<tr>
<td>rpath</td>
<td>Additional relative library paths (Darwin).</td>
<td>No</td>
</tr>
</tbody>
</table>

### Creating a Basic Wscript Module

The wscript file specifies the name of the module (target), .waf_files content file (file_list), Visual Studio filter (vs_filter), and precompiled headers (pch).

Create a wscript module with the following:

```python
def build(bld):
    bld.CryEngineModule(
        target      = 'MyEngineModule',
        vs_filter   = 'LyEngine',
        file_list   = 'myenginemodule.waf_files',
        pch         = 'StdAfx.cpp'
    )
```

In order for the Lumberyard Waf build system to pick up the new folder and script, you must add the new folder to the list of subfolders to recurse. Because you are adding this project under `root_folder/Code/CryEngine/MyEngineModule`, you need to update the wscript located in the parent `root_folder/Code/CryEngine` folder.

Update the wscript located in the `root_folder/Code/CryEngine` folder with the following:

```python
SUBFOLDERS = [
    'CryInput',
    'Cry3DEngine',
    ...
    'MyEngineModule',
]

def build(bld):  
    # Recursive into all sub projects
```
Lumberyard User Guide
Adding a Build Module

bld.recurse(SUBFOLDERS)

Creating the .waf_files Content File

In the example wscript, you specified a file called myenginemodule.waf_files as the project content file. The project content file can be one of the following:

- A single file that defines the source files for the project
- A list of files that define the source files for the project
- Platform/configuration, where certain files are included only for a particular platform (for example, console-specific files)

The following myenginemodule.waf_files example demonstrates a simple module with six files:

```json
{
  "NoUberFile": {
    "Root": [
      "StdAfx.cpp",
      "StdAfx.h"
    ],
  },
  "myenginemodule_uber_0.cpp": {
    "Root": [
      "myenginecore.cpp",
      "myenginecore.h",
      "myengineextras.cpp",
      "myengineextras.h"
    ]
  }
}
```

Specifying Additional Include Paths and External Library Linking

To configure the module to link to external modules, you need to update the wscript to specify the include path and link related project settings flags such as includes, lib, libpath, and linkflags.

In this example, you add the following to your module:

1. Google mock libraries for Win x64
2. Preprocessor DEFINE called USE_GMOCK to inject into the compile based on the platform Win x64
3. Link-time code generation flag to enable instrumentation (/LTCG:PGOOPTIMIZE)

Add the following to your wscript module:

```python
def build(bld):
    bld.CryEngineModule(
        target          = 'MyEngineModule',
        vs_filter       = 'LyEngine',
        file_list       = 'myenginemodule.waf_files',
        pch             = 'StdAfx.cpp',
    )
```
Adding User Settings to Waf

You can add a new user setting to the `default_settings.json` file in the Waf folder located at the root. Use the standards established in this file and customize as needed. After you have added a user setting, you need to add a minimum of three utility functions for the GUI and console to validate your new setting.

To define utility functions, add the following to `default_settings.py`:

- **Getter** – Retrieves the value of your new setting and performs necessary transformations
- **Validator** (optional) – Validates new values
- **Hinter** (optional) – Tells GUI the available options

See the sections below for more information about these functions.
You can also add these functions to any new .py file as long as you add the module during build and configure. Be sure to load the file using the following command:

```
(opt.load('<YOUR PYTHON NAME>', tooldir='<DIRECTORY WHERE ITS STORED>'))
```

**Getter Function**

Waf calls the getter function to retrieve the value of your new setting and perform any necessary transformations.

Follow these guidelines:

- Implement the `@register_attribute_callback` function for your type.
- Use the same name for your function as your property name that’s defined in the `default_settings` file. For example, if your property name is called `my_setting`, the function must be called `my_setting()`.
- Choose attribute names that are unlikely to conflict.

In the example below of a getter/setter function, the current value is the input and the return value is the value with any validation and transformations applied. We expect a list of comma-separated values. The first half of the function returns the value quickly and the second half is where Waf runs in interactive or GUI mode.

```python
@register_attribute_callback
def enabled_game_projects(ctx, section_name, option_name, value):
    ''' Configure all Game Projects enabled by user'''
    if ctx.options.execsolution or not ctx.is_option_true('ask_for_user_input'):
        return value
    if LOADED_OPTIONS.get('enabled_game_projects', 'False') == 'False':
        return ''
    info_str = [  
        'Specify which game projects to include when compiling and generating project files.'
    ]
    info_str.append('Comma separated list of Game names, from the project.json root (SamplesProject, MultiplayerProject) for example')
    # GUI
    if not ctx.is_option_true('console_mode'):
        return ctx.gui_get_attribute(section_name, option_name, value, '
').join(info_str)
    # Console
    info_str.append('
Quick option(s) (separate by comma):')
    project_list = ctx.game_projects()
    project_list.sort()
    for idx, project in enumerate(project_list):
        output = '   %s: %s: ' % (idx, project)
        while len(output) < 25:
            output += '
        output += ctx.get_launcher_product_name(project)
        info_str.append(output)
        info_str.append('(Press ENTER to keep the current default value shown in [])
)'
    Logs.info('
'.join(info_str))
    while True:
        projects = _get_string_value(ctx, 'Comma separated project list', value)
        projects_input_list = projects.replace(' ', '').split(',')
        # Replace quick options
        options_valid = True
        for proj_idx, proj_name in enumerate(projects_input_list):
            if proj_name.isdigit():
                option_idx = int(proj_name)
```
try:
    projects_input_list[proj_idx] = project_list[option_idx]
except:
    Logs.warn('[WARNING] - Invalid option: "%s" % option_idx)
    options_valid = False
if not options_valid:
    continue
projects_enabled = ','.join(projects_input_list)
(res, warning, error) = ATTRIBUTE_VERIFICATION_CALLBACKS['verify_enabled_game_projects'](ctx, option_name, projects_enabled)
if error:
    Logs.warn(error)
    continue
return projects_enabled

In the example below, the function is simpler because it's a simple string entry and there are no enumerations like bool and no validation.

@register_attribute_callback
def out_folder_linux64(ctx, section_name, option_name, value):
    """ Configure output folder for linux x64 ""
    if not _is_user_input_allowed(ctx, option_name, value):
        Logs.info('
User Input disabled.
Using default value "%s" for option: "%s"' % (value, option_name))
        return value
    # GUI / console mode
    if not ctx.is_option_true('console_mode'):
        return ctx.gui_get_attribute(section_name, option_name, value)
    return _get_string_value(ctx, 'Linux x64 Output Folder', value

Validator Function

Waf only requires the getter function; however, to validate input or provide the GUI with more than raw strings, you'll need to implement other functions like the validator.

Follow these guidelines:

• Implement the @register_verify_attribute_callback function and name it verify_(your_option_name).
• Pass into the function the value parameter, which is the current raw value.
• Return a tuple of Bool, String, ErrorString. The first bool specifies whether or not validation is okay.

In the example below of a validator function, we make sure not to trigger the duplicate check (for example with a list like "SamplesProject,SamplesProject,SamplesProject") or provide a list that won't be accepted (for example with a list like "ASDASUIDIASJDA").

# register_verify_attribute_callback
def verify_enabled_game_projects(ctx, option_name, value):
    """ Configure all Game Projects which should be included in Visual Studio ""
    if not value:
        return True, "", "" # its okay to have no game project
    if (len(value) == 0):  
        return True, "", ""
    if (value[0] == ' ' and len(value) == 1):
        return True, "", ""
project_list = ctx.game_projects()
project_list.sort()
project_input_list = value.strip().replace(’, ’).split(’,’)
# Get number of occurrences per item in list
num_of_occurrences = Counter(project_input_list)
for input in project_input_list:
    # Ensure spec is valid
    if not input in project_list:
        error = ' [ERROR] Unknown game project: %s.' % input
        return (False, '', error)
    # Ensure each spec only exists once in list
    elif not num_of_occurrences[input] == 1:
        error = ' [ERROR] Multiple occurrences of %s in final game project value:' % input
        return (False, '', error)
return True, '',

Hinter Function

Waf uses the optional hinter function to provide the GUI with a list of available options. For example, you might want to use the hinter function if you have a string list that can have multiple or single values that must be specific (enums).

Follow these guidelines:

• Implement the @register_hint_attribute_callback function and name it hint_(your_option_name).
• Ignore the value parameter passed, which is the current value.
• Return a tuple of display value list, actual value list, help text list, multi or single. All three input lists should be the same length. The values in these lists are what’s displayed in the GUI, the values to set if selected, and the text to display as extra information for an option, respectively.

The example below is for a hinter function.

```
@register_hint_attribute_callback
def hint_enabled_game_projects(ctx, section_name, option_name, value):
    """ Hint list of specs for projection generation """
    project_list = ctx.game_projects()
    project_list.sort()
    desc_list = []
    for gameproj in project_list:
        desc_list.append(ctx.get_launcher_product_name(gameproj))
    return (project_list, project_list, desc_list, "multi")
```

You can also see how Waf uses hinting by engaging Waf in GUI mode and entering the following command: lmbr_waf.bat show_option_dialog

This displays an options dialog box that you can review to determine hinting.

Adding Qt 5 Content to Waf

You can add Qt 5 content into the Waf build system. Typically you use an IDE (integrated development environment) tool such as Qt Designer to create and edit the Qt source file. As with all files that are processed through the Waf build system, the Qt source file must be included in the corresponding *.waf_files file for each project.
Intermediate files that need additional compilation such as the .rcc file from the .qrc compiler do not need to be specified explicitly in these files or any other source file. In addition, intermediate .rcc files are never included in any uber files (if the uber file option is enabled) since they are not compatible with uber files in general.

**MOC (Meta-Object Compiler) Files**

When header files need to be processed by the Meta-Object Compiler (MOC) as part of the build process, the build system identifies them by including their MOC output file inside the source .cpp file. For example, if foo.h is a file that is to be processed by MOC, then the source foo.cpp file also needs to include the corresponding #include for the .moc file that is generated.

For example:

```cpp
...
#include "foo.h"
...
#include <foo.moc>
```

The #include for the .moc file requires angled brackets because the generated .moc file does not reside in the local project directory but rather is located in an intermediate directory. Also, the include path that is added to the project is based on the mirrored project base in the intermediate directory. If the header file exists in a relative subdirectory, that subdirectory needs to be included in the #include for the .moc, regardless of where the .cpp file is located.

For example, if foo.h and foo.cpp are moved into the \test subdirectory, the result looks like the following:

```cpp
...
#include "foo.h"  // This can still be relative to the current source file
...
#include <test/foo.cpp>  // This needs to be relative to the base path for the project in the intermediate directory.
```

**QRC (QT Resource Collection) files**

Qt resource collection (.qrc) files are processed by the Qt .qrc compiler. The output file has the same source name but with an .rcc extension. The resulting .rcc file is stored in the projects intermediate directory relative to its location in the project.

For example, if the file foo.qrc is located in the \test subdirectory, the generated .rcc file is stored in the \test subdirectory under the project's intermediate directory structure. There is no need to explicitly include the generated .rcc file into any source file as it is added as a build task for the project.

**UI Files**

Designer UI files are processed by the Qt UIC (user interface compiler). The output file has an .h header extension to it, and ui_ is also added to the name of the source. The resulting header file is created in the project's intermediate directory relative to its location in the project.
For example, if the file `foo.ui` is located in a `\test` subfolder, the generated `ui_test.h` file will be located in the `\test` subfolder under the project's intermediate folder structure.

When including the generated header file, using the same rule as the moc include applies as follows:

```cpp
#include "foo.h"
#include <test/ui_foo.h>  // Path is relative to the project root
```

## Qt Linguist (TS) files

Qt Linguist files (.ts) are processed by Qt and output as .qm files. The .qm files are automatically included into a single .qrc file specified by the `langname` attribute in the wscript file. The .qrc file is automatically added as a build task like other .qrc files for the project.

The following example demonstrates adding the required `langname` attribute to a wscript file:

```python
... def build(bld):
    bld.CryPlugin(
        ...
        langname = 'en-us',
        ...
    )

The .qm files are loaded using the QTranslator module, and the Qt resource directory is the same relative to the source directory. For example, if there a `foo_en-us.ts` file in a `\test` subdirectory, then that is the same directory that you use when loading the resource, as shown in the following example:

```cpp
#include <QTranslator>
...
...
void main() {

    QTranslator* translator = new QTranslator();
    translator->load("foo_en-us.qm",":/test");
    ...
}
```

## Using Uber Files

Uber files combine multiple C and CPP files into a single compilation unit, which is intended to reduce input/output impact on compilation time and help accelerate build time.

The code in uber files must meet the following coding standards:

- No global statics in the global namespace
- No global ‘using namespace’ declarations

Waf compile jobs include files from the *.waf_files lists. These files have the following format:
Valid values for `uber_file` are:

- **none** – Files in this list are banned from uber files. If you want your module to use precompiled headers, you must include them in this list.
- **auto** – Files in this list are combined into modules that are optimized for compile time by Waf. Files that are automatically combined are sorted by absolute path and then combined until the file size limit is reached. The combination must be deterministic given the same input files and file size limit.

File size limits vary depending on the compilation:

- **200K** – Suggested for compiling remotely using Incredibuild
- **300K** – Default setting and suggested for compiling locally using an SSD
- **400-500K** – Suggested for compiling using an HDD

You can specify the file size by updating the `uber_file_size` value in the `user_settings` file or by running the following command: `--uber-file-size`

- **somefilename.cpp** – Files in this list are combined into `somefilename.cpp`. This action is useful when certain files can only be combined together or when you want to combine platform-specific code.

Most `waf_files` lists should include one none section with the precompiled header and an auto section with everything else.

## Configuring Waf

To help obtain the most optimal compile times, use the following:

- **use_uber_files** = True
- **max_parallel_link** = 4
- **use_incredibuild** = True
- **use_incredibuild_win** = True
- **incredibuild_max_cores** = 128

## Debugging Waf

If you encounter issues that are not related to configuration, it is important to debug the internal Waf library. For a Python callstack, you typically need to debug either in `Code/Tools/waf-#.##/waflib` or `Code/Tools/waf-#.##/crywaflib`.

Using PyCharm, an IDE for Python development, you can browse to a file where you are having problems, set a breakpoint, and click the bug icon to start debugging. Execution time may be slower when running PyCharm.

Opening the root directory creates file indexing. You can use PyCharm to specify folders to exclude from the project structure, as shown in the example image.
You can also debug the way you would any native Visual Studio solution-based project. Right-click the project you want to debug and select **Set as Startup Project**. Continue the debugging process as you normally would. If you receive a warning saying the \_WAF\_ project is outdated but your project is already up-to-date, click **No** to build.
Troubleshooting

When using multiple jobs (for example, --jobs=12), Waf can be difficult to debug. Try using --jobs=1 to disable multi-threading.

When using IncrediBuild, the debugger won't properly execute all break points. Try disabling IncrediBuild when debugging Waf.
Game Builds

You can create a variety of different game builds, including a release build. Following are definitions for the different build mode types:

**Profile mode builds for developers, designers, and artists**
- Provides an optimized build meant for development
- Contains performance instrumentation and debugging output
- Can compile shaders and textures
- Communicates with the Asset Processor and compiles as needed
- Has logging, crash reporting, metrics, and other developer features

**Debug mode builds for developers**
- Provides a nonoptimized version of profile mode meant for debugging
- Has additional memory checks and tests
- Contains obfuscated code that may be hard to follow

**Release mode builds for customer previews, demos, and launches**
- Can only load from .pak files, so assumes these have been created using the Asset Processor and packed from a build script
- Can't compile shaders, so assumes you've already built them
- Can't use VFS or remote asset access
- Doesn't communicate with the Asset Processor as this developer tool doesn't ship with the game
- Strips all logging, instrumentation, profiling, and other measurement metrics
- Strips all developer features, such as console usage, cheat commands, command-line parsing, and batch mode processing
- Combines everything into a single executable file instead of DLLs
- May enable other release features

Topics
- [Compiling Game Code (p. 1625)]
- [Creating Release Builds for PC (p. 1625)]
- [Creating Minimal Release Builds (p. 1627)]
Compiling Game Code

If you choose the **Compile the game code** option in Lumberyard Setup Assistant, you must create a game spec file that includes the configuration to build your game project.

**To compile game code**

1. In Lumberyard Setup Assistant, select **Compile the game**. Follow the instructions on each page. For more information, see Running Lumberyard Setup Assistant (p. 17).
2. On the **Summary** page, click **Configure project** to create your game project using Project Configurator. For more information, see Using the Project Configurator (p. 24).
3. In a command line window, run the following to generate the Visual Studio solution: `lmbr_waf configure`
4. Build your project by doing one of the following:
   - In Visual Studio, select one of the **[Game]** specs from the **Build Configuration** drop-down menu. You can use **[Game] Profile** to start.
   - In a command line window, type one of the following:
     - If you are using Visual Studio 2013: `lmbr_waf build_win_x64_vs2013_profile -p game`
     - If you are using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_profile -p game`

Creating Release Builds for PC

You can create a release build of your game for multiple platforms, including PC, iOS, and Android. This topic describes how to create a PC build; however, other platforms follow a similar process with slight alterations to the batch files.

There are two options for creating a release build:

- Create a standalone image of your game in a directory.
  
  This option allows you to generate a complete image of your game in a directory that can be deployed without requiring the Asset Processor or other files. This image will not contaminate your build or source.

- Create a formal, shippable release build.
  
  This option requires you to use the shader compiler server and shader builder to build a list of shaders from a file. You can then use an automated batch file to pack up the generated shaders directory into a .pak file called `shadercache.pak`. Shaders must be packed because release builds cannot load loose shader files. For more information, see Compiling Shaders for Release Builds (p. 1628).

**To create a release build for PC**

1. In a command line window, navigate to `\dev` in the directory where you installed Lumberyard.
2. Generate all tools, including the Asset Processor and Resource Compiler. You will need these tools in the following steps to process and package the assets.
   
   To generate all tools in profile mode, type one of the following:
• If you are using Visual Studio 2013: `lmbr_waf build_win_x64_vs2013_profile -p all`
• If you are using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_profile -p all`

Alternatively, you can use Visual Studio to build all in profile mode.

3. Build `game_and_engine` in release mode by typing one of the following:

• If you are using Visual Studio 2013: `lmbr_waf build_win_x64_vs2013_release -p game_and_engine`
• If you are using Visual Studio 2015: `lmbr_waf build_win_x64_vs2015_release -p game_and_engine`

**Note**

Alternatively, you can use Visual Studio to build `game_and_engine` in release mode. This builds the actual release version into `Bin64.Release` and copies all required `.dll` files.

4. Run `BuildSamplesProject_Paks_PC.bat` (located in the `\dev` directory). Alter the path as needed to reference your game if you do not want to include SamplesProject. The `.bat` file generates a `\samplesproject_pc_paks` directory that includes all files required to run your game, excluding shaders and executables.

5. (Optional) If you are shipping profile or debug mode executables, edit the `bootstrap.cfg` file (located in the `\samplesproject_pc_paks` directory to change the `connect_to_remote` value from 1 to 0. This prevents the Asset Processor from starting. The Asset Processor is not required because all necessary assets have been packaged and preprocessed.

6. Build and pack the shaders by doing one of the following:

• Use a shader compiler server to obtain the shader list from the `shaderlist.txt` file.
• Generate the shader list by opening Lumberyard Editor and navigating through the levels that you want to ship while in game mode until all the shaders are generated. Then close Lumberyard Editor.

7. Run `BuildShaderPak_DX11.bat` (located in the `\dev` directory). Note the following:

• If you use Lumberyard Editor to generate the shader list, the batch file looks in `Cache\SamplesProject\PC\user\cache\shaders\shaderlist.txt`.
• If you use the `shaderlist.txt` file from the shader compiler server, you must specify the path as the first parameter in the batch file. For example, `BuildShaderPak_DX11 f:\shader_compiler_server\shaderlist.txt`.
• If the `7za.exe` file is missing from your `dev\Tools` directory, you can download and install the 7-Zip Extra (standalone console version) tool from the 7-Zip website.

8. Copy the resulting `.pak` files (the batch file output will specify where they are located) to the SamplesProject directory located in the `samplesproject_pc_paks` directory with the rest of the `.pak` files.

9. Copy the `Bin64.Release` directory to the `samplesproject_pc_paks` directory such that it has its own `Bin64.Release` directory. Optionally rename this directory.

Alternatively, you can create a directory junction (symlink) from `samplesproject_pc_paks` folder\`Bin64.Release` to Lumberyard_root_folder\`Bin64.Release` by typing the following in a command line window: `mklink /j D:\source_folder\samplesproject_pc_paks\Bin64.Release D:\destination_folder\Bin64.Release`

10. You have now created a `samplesproject_pc_paks` directory that contains a standalone release build of your game. This standalone release build does not require the Asset Processor, Lumberyard, or Lumberyard Editor to run.
To run the standalone release build

1. Navigate to the samplesproject_pc_paks directory (or the name of your game directory) that contains the standalone release build of your game.
2. Run the game executable.
3. Because the console does not work properly in a release build, you must add `+map (MAPNAME)` to the command line parameters for launching the executable. Add it manually or create a Windows shortcut, batch file, or `autoexec.cfg` file that contains the line, if your game has no menu or other code.

   **Note**
   If the build does not run, please check the `dev.log`, `user.log`, `log.log`, or `game.log` files for more information.
4. Release builds require a player login method. Write your own solution or use the provided sample code in the User Login: Default Gem (located in the `\dev\Gems\UserLoginDefault` directory at the root of your Lumberyard installation).

### Running a Build from Visual Studio

Before you can run a release build from Visual Studio, you must change the following debugging properties for the project (using SamplesProject as an example):

- **Command** to `\lumberyard_root_folder\samplesproject_pc_paks\Bin64.release\SamplesProjectLauncher.exe`
- **Command Arguments** to `+map (MAPNAME)`
- **Working Directory** to `\lumberyard_root_folder\samplesproject_pc_paks\Bin64.release`

**Note**
`Bin64.release` is generated for release builds. For profile builds, you must use `Bin64`.

### Creating Minimal Release Builds

In the Creating Release Builds for PC (p. 1625) topic, you don't need to copy the entire `\Bin64` directory when creating the release build. However, you do need a `\Bin64` directory (or subfolder containing your binaries) that includes the following:

- Your game executable file
- `D3DCOMPILER_47.DLL`
- `AWS-CPP-SDK-*.DLL`
- (Optional) `DBGHELP.DLL` (without which call stacks are not available if dumping crashes)

You should end up with a directory structure like this:

```
\samplesproject_pc_paks (contains engine bootstrap files)
  \bin64 (contains your executable DLLs)
  \gems
    \gem folders (each containing only gem.json)
  \samplesproject
    (pak files)
  \user
    \cache
    \shaders
```
Any other folders can be removed.

If you want to package the shaders instead of keeping them loose, zip the user\cache directory, rename it shadercache.pak, and place it with the rest of the .pak files in the \SamplesProject directory. This .zip file, if correctly formed, would contain a \Shaders folder at the root directory. Again, for a release build, you need to use the shader compiler server method.

Using Visual Studio

In order to run the release build from Visual Studio using the above method, you must change some of the debugging properties of the launcher project. Specifically, you must change the following, using SamplesProject as the example:

- Change command to engine_install_location/samplesproject_pc_paks/Bin64/SamplesProjectLauncher.exe
- Change Command Arguments to +map (MAPNAME)
- Change Working Directory to engine_install_location/samplesproject_pc_paks/Bin64/

Compiling Shaders for Release Builds

Shaders for release builds of projects that are built using Lumberyard should be compiled (packaged) into .pak files.

**Console and mobile platforms** – On console and mobile platforms, runtime shader compilation is not supported for release builds. Shaders will compile at runtime only if you are running in profile mode or debug mode and can connect to a shader compiler server.

**Windows DirectX platform** – On Windows builds that use the DirectX module, runtime shader compilation is supported for release builds. Nevertheless, it highly recommended that you compile shaders into .pak files for performance reasons. Compiling shaders at runtime can cause unwanted frame rate fluctuations. In addition objects that use shaders compiled at runtime may fail to appear until the shaders have been successfully compiled.

The following shader .pak files are required for release builds:

- Shaders.pak – Only required if you want to support runtime compilation. Source shaders are located in the dev\Engine\Shaders\ directory.
- ShaderCache.pak – Compiled shaders of all possible combinations used by Lumberyard.
- ShaderCacheStartup.pak – Compiled shaders that are used during startup.

During development, it is more convenient to use a shader compiler server or to compile shaders locally.

**Generating Shader .pak Files**

To generate shader .pak files use the following tools:

- **Shader Compiler** – The shader compiler server generates the ShaderList.txt file that contains the list of all shaders used by the game. This server can run locally or on a remote PC. For more information, see Remote Shader Compiler (p. 1174).
- **ShaderCacheGen.exe** – Used to populate the local shader cache folder with all the shaders contained in the ShaderList.txt file. For more information, see ShaderCache.pak File Generation (p. 1179).
Adding Custom Game Icons

You can add a custom icon that appears in the top left title bar window of your game.

To add a custom game icon

1. Create an icon and name it default_icon. You can save it in .tif, .png, .tga, or .bmp format.
2. Save the icon file to your game's \textures directory.

Universal Remote Console

You can use Console commands to modify and configure the Lumberyard run-time application. On a PC, the Console is available from Lumberyard Editor or the game. But for mobile platforms you must use a separate Windows-based application called the Universal Remote Console. With the Universal Remote Console you can use the IP address of the machine running the Lumberyard game to connect to a remote instance of Lumberyard.

Universal Remote Console requires the use of a PC and works with both Android and iOS. Your mobile device and the PC will need to be on the same network and your firewall should be configured to allow traffic through port 4600.

To start the Universal Remote Console

1. Run Lumberyard_root_folder\dev\Tools\RemoteConsole\RemoteConsole.exe
2. To see output from the Lumberyard logging system, click the Full Log tab.

To connect to a Lumberyard game on a mobile device

1. Click Targets on the toolbar.
2. Type the IP address of the device under Custom IP.

If your network allows you to assign fixed IP addresses per device, you can edit the params.xml file and add the new target devices, as illustrated in the following example. This file is located in the same directory as Universal Remote Console, and you can edit it with the application running.

```xml
<Targets>
    <Target name="PC" ip="localhost" port="4600"/>
    <Target name="Android" ip="192.168.1.247" port="4600"/>
</Targets>
```

This lets you select from a list of devices instead of entering the IP address each time. Once successfully connected, the status indicator in the lower right corner will turn green.

Issuing Commands

In the Type a command box at the bottom of the window, type a command like the ones that follow. This control features autocomplete and, for certain commands (like map), can also detect available options.

Commands include the following:

- `cl_DisableHUDText` – Disables HUD text
- `g_debug_stats` – Enables gameplay events debugging
- `r_DisplayInfo` – Displays rendering information
- `r_ProfileShaders` – Displays profiling information for the shaders
Glossary

actor | A specialized entity (p. 1633) that is the basis for characters in a game.
additive animation | An animation that can be attached to a base animation to extend its behavior.
agent | An autonomous entity used in artificial intelligence (AI) that uses sensors to observe its environment and directs its activity towards achieving one or more goals.
aim pose | Part of a collection of parametric-blended poses for making a character take aim at specified points in the game.
alpha channel | An extension of RGB color values for specifying the opacity of an object. A value of 0.0 indicates fully transparent while a value of 1.0 indicates fully opaque.
Amazon GameLift | A fully managed AWS (p. 1631) service for deploying, operating, and scaling session-based multiplayer game servers in the cloud.
archetype entity | A special type of entity (p. 1633) with linked instances. If a parameter of the archetype entity is changed, all other instances of that entity parameter are automatically updated.
asset | Any art, texture, 3D model, sound effect, or other digital data that is presented to the user in the game.
attachment | A hierarchical object that is attached to characters, respond to real-world physics, and can be attached, detached, or replaced at runtime in the game. Character attachments include clothing, weapons, tools, or entire body parts such as heads or hands.
AWS | Amazon Web Services, an infrastructure web services platform in the cloud for companies of all sizes. See Also http://aws.amazon.com.
baked | Performs and stores all calculations for a scene element so that the element does not need to be processed or rendered in real time in the game. Often used for lighting or physics. Also referred to as prebaked.
bind pose | The pose that a character has when you bind the mesh (skin) to the skeleton. The skeleton determines the pose.
blend shape | Method that stores a deformed version of a mesh as a series of vertex positions. In each keyframe of an animation, the vertices are interpolated between these stored positions. Also known as morph target animation or per-vertex animation.
blend space  Animation blending that is treated as geometry. A character’s kinematic, physical, and other high-level motion-related parameters are mapped onto corresponding features that are stored in animation clips. By storing such motion as parameters, controllable interactive animations are possible. Specifically, an animation is associated with a 1D, 2D, or 3D location in the blend space. Also known as a bspace.

bloom  Effect that reproduces an imaging artifact of real-world cameras. The effect appears as fringes or feathers of illumination bleeding from the border of a bright area in an image, which gives the illusion of a bright light overwhelming the camera.

boids  Entities that mimic living animals and that have simulated group behavior and obstacle avoidance.

brush  A simple 3D shape that is tied to an entity, and that provides a specific appearance. Brushes are used for static objects.

bspace  See blend space.

bump map  A grayscale image that allows more realistic rendering of an object by introducing small displacements of its surface without changing its geometry. This is done by perturbing the surface normals of a rendered object during lighting. The amount of perturbation is specified by the values in the bump map.

Cloud Canvas  A tool for building connected gameplay by using the Lumberyard flow graph and AWS services, such as Amazon Cognito, Amazon DynamoDB, AWS Lambda, Amazon S3, Amazon SNS, and Amazon SQS.

collision proxy  A simplified geometric shape for approximating a more complex piece of geometry for purposes of a fast first-pass collision detection.

cubemap  A set of six squares that represent reflections from the environment. The six squares form the faces of an imaginary cube that surrounds an object.

cutscene  A noninteractive cinematic game sequence that is typically used to promote plot during gameplay.

damping  The gradual reduction of movement, vibration, or intensity.

DCC  Digital content creation; related to a third-party product such as Autodesk 3ds Max or Autodesk Maya for creating digital assets.

decal  A 2D texture placed on a piece of flat geometry.

detail map  An image for adding up-close surface details to an object.

diffuse map  An image for defining the base color and pattern of an object's surface.

displacement map  A type of heightmap (p. 1633) that modifies the position of vertices of a surface by a specified amount.

DOF  Depth of field. The degree to which distant objects are in focus relative to closer ones.

EBus  A modular message dispatch system that enables components, entities, and other types of objects to communicate with one another with few or no interdependencies. Because Ebuses are decoupled from each other, you can more easily build high performing and modular game systems. Also known as event bus.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>emitter</td>
<td>An entity that specifies the location from which particles are emitted.</td>
</tr>
<tr>
<td>entity</td>
<td>A game object with one or more components that provide some behavior or functionality. An entity consists of a unique ID and a container.</td>
</tr>
<tr>
<td>environment probe</td>
<td>A technique that uses cube maps to provide a game level or location with realistic ambient lighting.</td>
</tr>
<tr>
<td>Gem</td>
<td>A package that contains code and assets used to provide a single feature or multiple, tightly scoped functions.</td>
</tr>
<tr>
<td>gloss map</td>
<td>An image that represents the microscale roughness of a surface. The gloss map is located in the alpha channel of the normal map.</td>
</tr>
<tr>
<td>heightmap</td>
<td>A grayscale image used to modify vertex positions of a surface. Lumberyard uses heightmaps to store terrain surface height data. White areas represent the high areas while black areas represent the low areas of the terrain.</td>
</tr>
<tr>
<td>HDR tone mapping</td>
<td>The process of converting the tonal values of an image from a high dynamic range (HDR) to a lower range.</td>
</tr>
<tr>
<td>helper</td>
<td>Visual icons attached to objects in the Lumberyard Editor that provide object-specific functionality.</td>
</tr>
<tr>
<td>IK</td>
<td>Inverse kinematics. The use of kinematics equations to calculate the positions and orientations of joints of a character's skeleton so that a specific part of the skeleton (the end effector) reaches a defined target point.</td>
</tr>
<tr>
<td>IBL</td>
<td>Image-based lighting. A rendering technique that involves capturing lighting information, storing it in an environment probe, and projecting it onto a scene.</td>
</tr>
<tr>
<td>imposter</td>
<td>Procedurally created 2D sprites that are rendered to look like 3D objects. In essence, imposters are 2.5D objects.</td>
</tr>
<tr>
<td>keyframe</td>
<td>An animation frame that specifies exact positions and orientations of geometry affected by the animation. Animation frames that exist between keyframes are interpolated based on animation curves.</td>
</tr>
<tr>
<td>Legacy</td>
<td>A designation for Lumberyard tools that are no longer being advanced and will eventually be removed.</td>
</tr>
<tr>
<td>level</td>
<td>A world or map that represents the space or area available to the player during the course of completing a discrete game objective. Most games consist of multiple levels.</td>
</tr>
<tr>
<td>locomotion locator</td>
<td>The Y vector of the character root joint quaternion, which is typically the direction in which the character is facing. The locomotion locator is needed for motions that translate in nonuniform ways, such as stop or start transitions that have changes in acceleration.</td>
</tr>
<tr>
<td>LOD</td>
<td>Level of detail. A technique for increasing performance and reducing draw calls by displaying progressively less-detailed objects the farther they are from the camera.</td>
</tr>
<tr>
<td>look pose</td>
<td>Part of a collection of parametric-blended poses for making a character look at specified points in the game.</td>
</tr>
<tr>
<td>mesh</td>
<td>A collection of vertices that define the surface of an object.</td>
</tr>
<tr>
<td>minimap</td>
<td>A miniature map placed at a screen corner in the game to aid players in orienting themselves in the world.</td>
</tr>
<tr>
<td>Term</td>
<td>Definition</td>
</tr>
<tr>
<td>----------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>mipmap</strong></td>
<td>A precalculated, optimized sequence of textures, each of which is a progressively lower resolution representation of the same image. Used in conjunction with LOD (p. 1633) processing.</td>
</tr>
<tr>
<td><strong>morph target</strong></td>
<td>A snapshot of vertex locations for a specific mesh that have been deformed in some way.</td>
</tr>
<tr>
<td><strong>morph target animation</strong></td>
<td>See blend shape.</td>
</tr>
<tr>
<td><strong>navmesh</strong></td>
<td>A navigation mesh, or navmesh, defines the areas of an environment in which a character can move freely without obstructions such as trees, lavas, or other environmental barriers.</td>
</tr>
<tr>
<td><strong>normal</strong></td>
<td>The vector that is orthogonal to a surface defined by a set of vertices.</td>
</tr>
<tr>
<td><strong>normal map</strong></td>
<td>An image whose pixel values are interpreted as the normal vectors for each point on the surface to which the image is mapped.</td>
</tr>
<tr>
<td><strong>null bone</strong></td>
<td>The character bone associated with a null or root object.</td>
</tr>
<tr>
<td><strong>parallax mapping</strong></td>
<td>A technique that is used to create detail in a texture adding the illusion of depth. This depth perception changes based on perspective.</td>
</tr>
<tr>
<td><strong>PBR</strong></td>
<td>Physically based rendering. PBR uses real-world physical rules and properties to define how light interacts with the surface of objects. Used by the Lumberyard rendering system.</td>
</tr>
<tr>
<td><strong>per-vertex animation</strong></td>
<td>See blend shape.</td>
</tr>
<tr>
<td><strong>POM</strong></td>
<td>Parallax occlusion mapping. POM uses a displacement map to encode surface detail information in a texture. In this way self-occlusion and self-shadowing of an object is possible without changing the surface geometry.</td>
</tr>
<tr>
<td><strong>prebaked</strong></td>
<td>See baked.</td>
</tr>
<tr>
<td><strong>prefab</strong></td>
<td>A game object template that stores an asset or a group of assets and all associated properties.</td>
</tr>
<tr>
<td><strong>Preview</strong></td>
<td>A designation for Lumberyard tools that may be missing key features but are still stable and usable. The user experience is high quality, functional, and consistent where it exists but may be unfinished. APIs are subject to change.</td>
</tr>
<tr>
<td><strong>procedural vegetation</strong></td>
<td>A technique used to automatically cover a large area of terrain with vegetation objects using texture layers.</td>
</tr>
<tr>
<td><strong>project</strong></td>
<td>The collection of levels, assets, and code that make up a game.</td>
</tr>
<tr>
<td><strong>ragdoll</strong></td>
<td>Physical rules used to simulate the realistic movement of a skeletal character.</td>
</tr>
<tr>
<td><strong>rigging</strong></td>
<td>The process of building a skeleton hierarchy of bone joints for a character mesh.</td>
</tr>
<tr>
<td><strong>rope</strong></td>
<td>Used for attaching cloth, hair, or ropes to a character so that the objects can dangle and move realistically against the character.</td>
</tr>
<tr>
<td><strong>retargeting</strong></td>
<td>Applying animations that were created for one model to another.</td>
</tr>
<tr>
<td><strong>shadow map</strong></td>
<td>A technique for controlling how shadows are added to a scene. You can use multiple, cascaded shadow maps to control how sun shadows look at varying distances.</td>
</tr>
<tr>
<td><strong>skinning</strong></td>
<td>The process of binding bone joints to a model's mesh (skin).</td>
</tr>
<tr>
<td>Term</td>
<td>Definition</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>skybox</td>
<td>A cube without the bottom side that contains the environment around a scene. Usually viewed from the inside of the cube.</td>
</tr>
<tr>
<td>slices</td>
<td>Cascaded data management system for entities. Similar to the capability of prefabs, slices are reusable, easily updatable component entity templates.</td>
</tr>
<tr>
<td>socket</td>
<td>A pivot point on a character where attachments are connected. Attachments dangle or move according to the properties of the socket.</td>
</tr>
<tr>
<td>specular map</td>
<td>An image that determines the shininess of each area of a surface.</td>
</tr>
<tr>
<td>SPOM</td>
<td>Silhouette parallax occlusion mapping. SPOM is similar to POM (p. 1634), but affects the silhouette of a mesh similar to tessellation, without the object actually being tessellated.</td>
</tr>
<tr>
<td>sprite</td>
<td>A 2D bitmap image. Multiple sprites can be grouped into a single image known as a sprite sheet.</td>
</tr>
<tr>
<td>SSBO</td>
<td>Screen Space Directional Occlusion is a method for approximating real time global illumination (GI).</td>
</tr>
<tr>
<td>SSS index</td>
<td>Subsurface scattering index. SSS is used to simulate the diffusion and scattering of light transmitted through translucent objects.</td>
</tr>
<tr>
<td>tessellation</td>
<td>The deformation of a surface using one or more geometric objects with no overlaps or gaps. Tessellation increases the geometry count of the mesh by subdividing polygons into smaller polygons before it gets displaced.</td>
</tr>
<tr>
<td>texture mapping</td>
<td>The application of an image to a surface.</td>
</tr>
<tr>
<td>TOD</td>
<td>The time of day in a level. TOD is used to simulate the changing lighting conditions as the sun crosses the sky.</td>
</tr>
<tr>
<td>UV mapping</td>
<td>The projection of texture coordinates onto a 3D surface.</td>
</tr>
<tr>
<td>vertex color</td>
<td>A method for adding variety, depth, and color variations to an object surface.</td>
</tr>
<tr>
<td>virtual reality</td>
<td>Technology that replicates the gaming environment and simulates a user's presence in it, allowing the player to feel as if they are in the game world as they interact with the environment, characters, and objects.</td>
</tr>
<tr>
<td>voxel</td>
<td>A volumetric point in a 3D space, similar to a pixel in a 2D space.</td>
</tr>
<tr>
<td>Waf</td>
<td>Game build system that allows you to automatically compile a game that targets all supported platforms.</td>
</tr>
<tr>
<td>white point</td>
<td>The reference value used to indicate true white in an image or level.</td>
</tr>
<tr>
<td>z-fighting</td>
<td>Phenomenon in 3D rendering that occurs when two or more primitives have similar or identical values in the z-buffer. Also called stitching.</td>
</tr>
</tbody>
</table>
Lumberyard Blog, Forums, and Feedback

As we continue to improve Lumberyard, we want to thank everyone in our developer community. Without your participation in the forums, your messages, and your bug reports, Lumberyard wouldn't be as strong as it is.

- Keep sending your feedback to <lumberyard-feedback@amazon.com>.
- If you haven't spoken up on the forums yet, we would love to have you.
- You can also keep up with new changes on our blog and leave comments to let us know what you think.
The Amazon Lumberyard engine, integrated development environment, and related assets and tools are licensed as "Lumberyard Materials" under the terms and conditions of the AWS Customer Agreement and the Lumberyard Service Terms. Please see these terms and conditions for details.

Topics

- Lumberyard Redistributables (p. 1637)
- Alternate Web Services (p. 1639)

Lumberyard Redistributables

For purposes of the Lumberyard Service Terms, the Lumberyard materials in the directories listed below are designated as "Lumberyard Redistributables." Unless subdirectories of a directory are specified, all files in the directory listed are deemed Lumberyard Redistributables.

**Note**
Restrictions on use and distribution of the Lumberyard materials, including in source code form, are specified in the Service Terms.

Lumberyard

- `\3rdParty\GameLift`
- `\dev\_WAF_`
- `\dev\Bin64`
- `\dev\CloudGemSamples`
- `\dev\Code\CloudGemSamples`
- `\dev\Code\CryEngine`
- `\dev\Code\Framework`
- `\dev\Code\Launcher`
- `\dev\Code\MultiplayerProject`
- `\dev\Code\SamplesProject`
- `\dev\Code\Sandbox`
- `\dev\Code\Tools`
- `\dev\Code\Tools\AssetTagging`
- `\dev\Code\Tools\ClangReflect`
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- `\dev\Code\Tools\CryCommonTools`
- `\dev\Code\Tools\CryD3DCompilerStub`
- `\dev\Code\Tools\CrySCompilerServer`
- `\dev\Code\Tools\CryXML`
- `\dev\Code\Tools\DBAPI`
- `\dev\Code\Tools\GemRegistry`
- `\dev\Code\Tools\HLSLCrossCompiler`
- `\dev\Code\Tools\LUARemoteDebugger`
- `\dev\Code\Tools\PRT`
- `\dev\Code\Tools\RC`
- `\dev\Code\Tools\ShaderCacheGen`
- `\dev\Code\Tools\SphericalHarmonics`
- `\dev\Code\Tools\AssetProcessor`
- `\dev\Code\Tools\waf-1.7.13`
- `\dev\Editor`
- `\dev\Engine`
- `\dev\FeatureTests`
- `\dev\Gems`
- `\dev\MultiplayerProject`
- `\dev\ProjectTemplates`
- `\dev\SamplesProject`
- `\dev\Tools\lmbr_aws\AWSResourceManager\default-project-content`
- `\dev\AssetProcessorPlatformConfig.ini`
- `\dev\bootstrap.cfg`
- `\dev\editor.cfg`
- `\dev\engineroot.txt`
- `\dev\lmbr_aws.cmd`
- `\dev\lmbr_waf.bat`
- `\dev\lmbr_waf.exe`
- `\dev\SetupAssistantConfig.json`
- `\dev\system_BuildShaderPak_DX11.cfg`
- `\dev\system_BuildShaderPak_GL4.cfg`
- `\dev\system_windows_pc.cfg`
- `\dev\waf_branch_spec.py`
- `\dev\wscript`

**Asset Collection – Woodland**
- All directories

**Asset Collection – Beach City**
- All directories

**Legacy Sample (GameSDK)**
- All directories
Alternate Web Services

For purposes of the Lumberyard Service Terms, "Alternate Web Service" means any non-AWS compute, database, storage, or container service that is similar to or can act as a replacement for the following services: Amazon EC2, Amazon Lambda, Amazon DynamoDB, Amazon RDS, Amazon S3, Amazon EBS, Amazon EC2 Container Service, or Amazon GameLift.