# How To Use Editor Flow

What is the Flow

Flow, is an avatar animation event flow composed of Blocky.

The user first selects a trigger event, and builds a set of animation flow by Blocky, and then puts the animation flow into the event, which is combined into an event to trigger the animation flow.

Using flow, we can build animations for avatars, so that our VTuber avatar is no longer limited to shaking heads and waving hands.

New Flow

The first step is to create a new Flow. Click on the New Flow box and name the Flow to create a new flow.
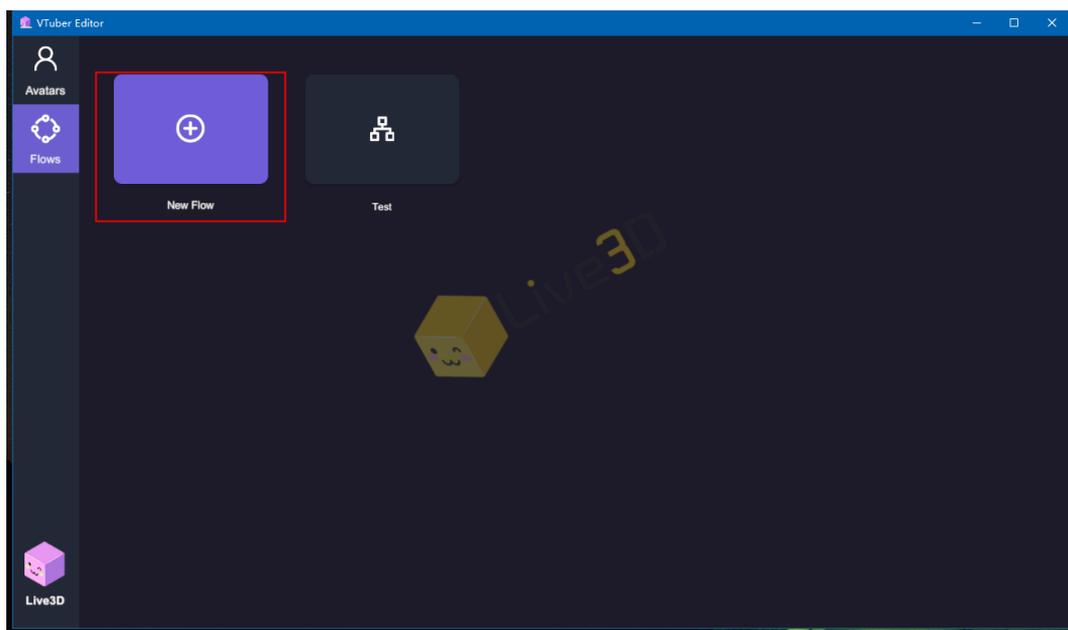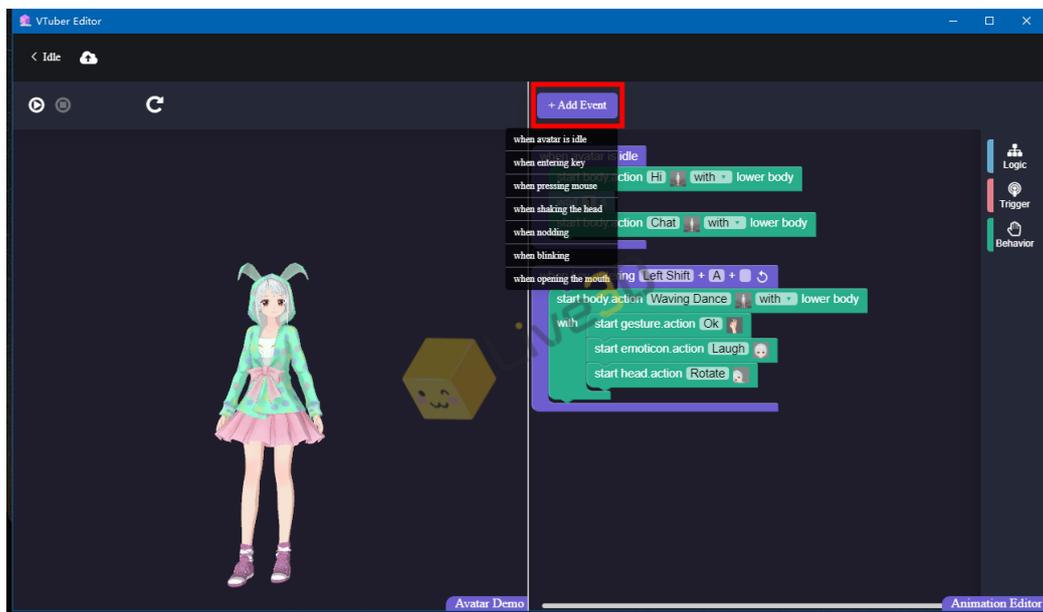

Blocky

Event
Event Blocky can monitor status and input, quick and easy to control animation flows. The event is "Head Blocky", only the event is triggered, the Blocky queue will be executed in turn.
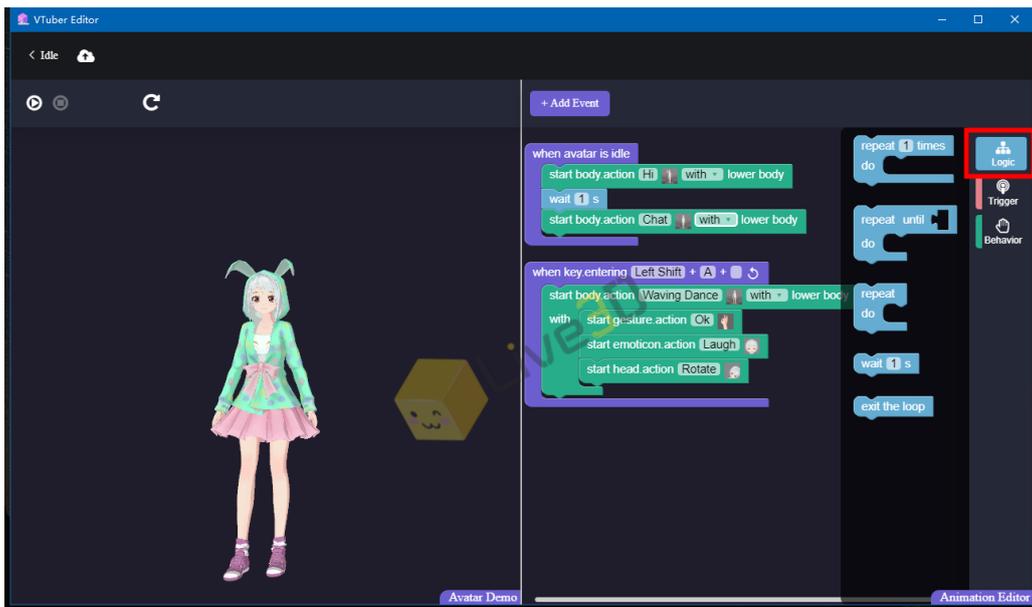
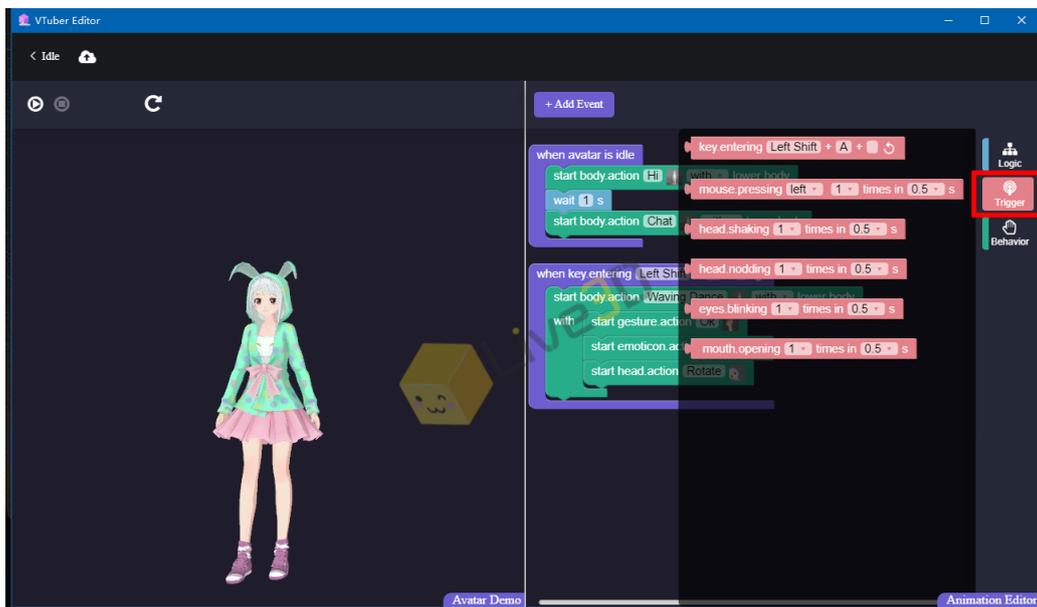| Blocky	Parameter	Description
when avatar is idle	N/A	Execute Flow when Avatar does not have any action to be executed
when key.entering ()+ ()+ ()	key/key/key	Execute Flow when certain keys are pressed at the same time on the keyboard
when mouse.pressing () () times in ()s	mouse button/ num/num	Execute Flow when the mouse button is pressed continuously for a period of time
when head.shaking ()times in ()s	num/num	Execute Flow when shaking the head several times for a period of time
when head.nodding ()times in ()s	num/num	Execute Flow when nodding the head several times for a period of time
when eyes.blinking ()times in ()s	num/num	Execute Flow when blinking the eyes several times for a period of time
when mouth.opening ()times in ()s	num/num	Execute Flow when opening the mouth several times for a period of time

Logic

Logic, mainly Bolcky for performing action cycles, including repetition, waiting, exiting loop, and etc.

Blocky	Parameter	Description
repeat () times do	num	Repeat execution of the queue multiple times
repeat until () do	Trigger Blocky	Repeat execution of the queue until an action is triggered
repeat do	N/A	Repeat execution of the queue until the end of the event
wait ()s	num	Wait for a while
exit the loop	N/A	Exit the loop

Trigger

Trigger blocky can also monitor status and input. As a variable switch, the queue will determine the status of the Trigger to perform the next step.
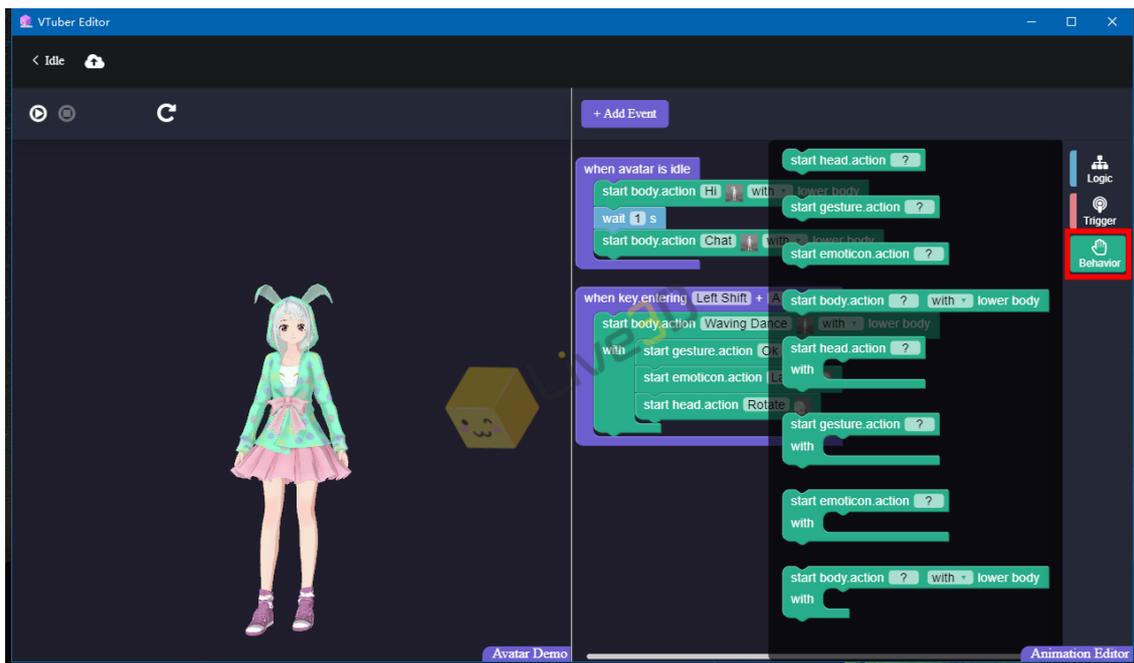

Blocky	Parameter	Description
key.entering ()+ ()+ ()	key/key/key	Return true when certain keys are pressed at the same time on the keyboard
mouse.pressing () () times in ()s	mouse button/ num/num	Return true when the mouse button is pressed continuously for a period of time
head.shaking ()times in ()s	num/num	Return true when shaking the head several times for a period of time

|		
head.nodding ()times in ()s	num/num	Return true when nodding the head several times for a period of time
eyes.blinking ()times in ()s	num/num	Return true when blinking the eyes several times for a period of time
mouth.opening ()times in ()s	num/num	Return true when opening the mouth several times for a period of time

Behavior

Behavior is a Blocky that performs animation, which allows characters to make actions, expressions or special effects.

| Blocky	Parameter	Description
start head.action ()	material	Execute the selected head.action
start gesture.action ()	material	Execute the selected gesture.action
start emotion.action ()	material	Execute the selected emotion.action
start body.action () (with or without) lower body	material/option	Execute the selected body.action.(optional execution of lower body action)
start head.action () with	material	Execute the selected head.action with other behaviors high priority
start gesture.action () with	material	Execute the selected gesture.action with other behaviors high priority
start emotion.action () with	material	Execute the selected emotion.action with other behaviors high priority
start body.action () (with or without) lower body with	material/option	Execute the selected body.action.(optional execution of lower body action) with other behaviors high priority

Avatar Demo
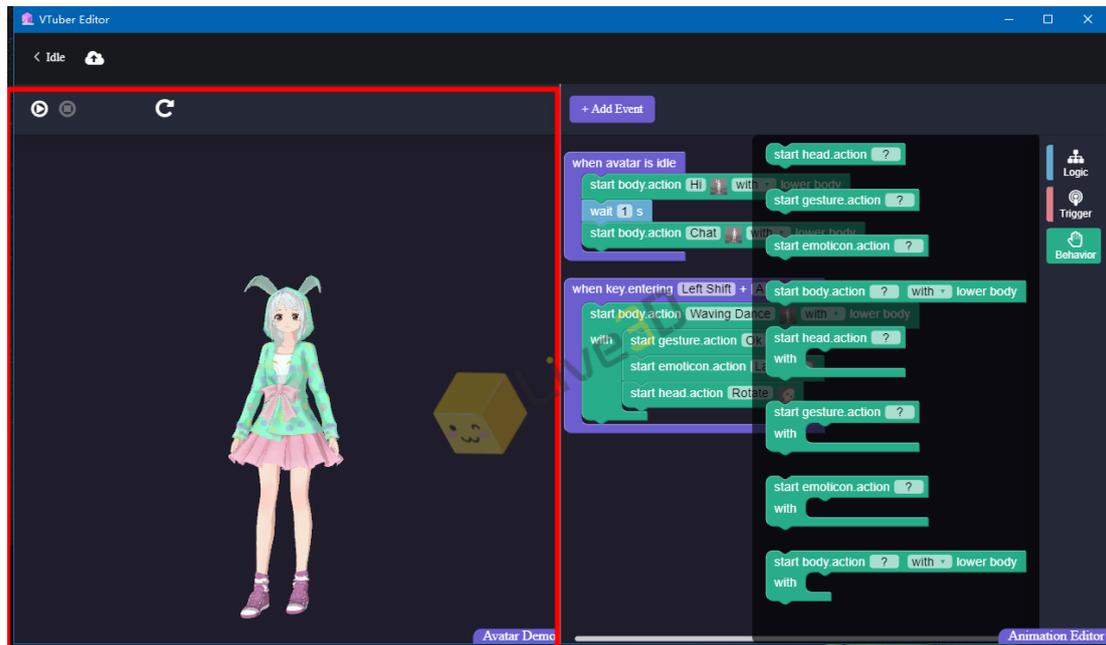
Click " [icon] " to control the start and stop of Flow demo.

Click the right mouse button and drag the mouse to control the rotation of the avatar.

Click " [icon] " to make the avatar face front

Save Flow
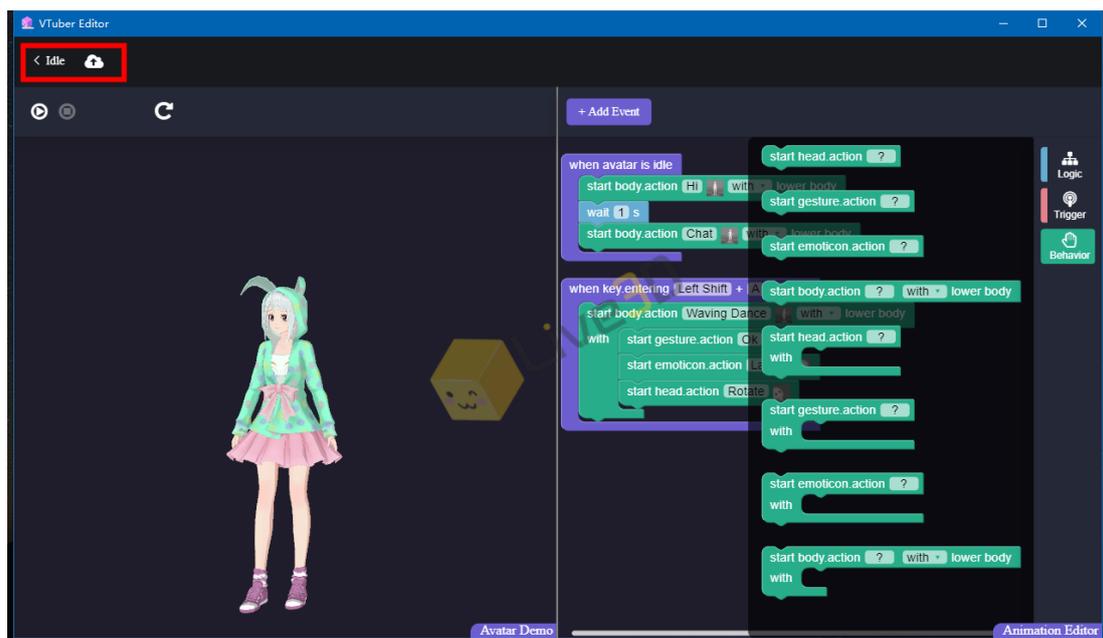
Remember to click" [icon] "to save the project before exiting to avoid wasting previous work！！

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Welcome to the official website of Live3D: https://live3d.io/

For more flow example references, please visit our Steamcommunity

Welcome to join our Discord community

If you have other cooperation, please contact us by email: service@live3d.io