# **Godot Engine (Actions)**



The information is relevant for version 2.9.42.100 and later.

Description of Godot Engine module's Actions.

# **Godot Action**

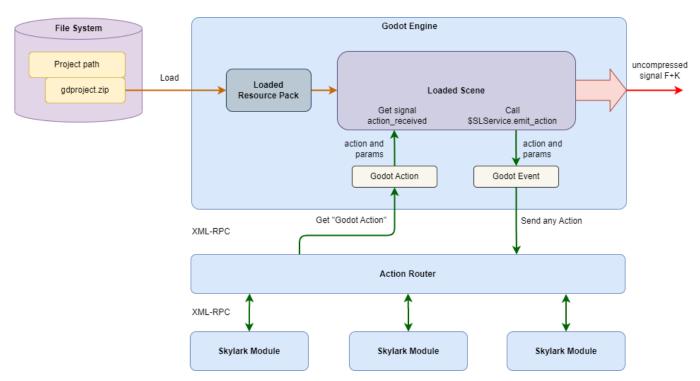
Allows you to pass commands and parameters to the running Godot scene. This Action calls the action\_received signal in the SLService node.

#### Parameters

- Param1 random name of the command to be processed on the scene script side.
- Param2-Param10 parameters sent to the scene.

### **Command Sending Scheme**

The image shows an example of interaction between software modules when sending commands to the scene.



### **Adding Handler**

1. Add the SLService node to the project.

- 2. Add a handler function to the action\_received signal.
- 3. Describe the commands in the handler function body.

8		skylark_demo_streamplayer (DEBUG)			
Scene Project Debug Editor Help		다 2D 14 3D 🞜 Script 🕁 AssetLib		▶ II 🗉 😳 🛱 For	
Scene Import :	🛿 skylark_demo_streamplayer 🗙 🕂				
+ 🖉 Filter Nodes 🔍 🎜 🗄			Conline Docs 👷 Search Help 🕻 🔾	১ Signals 🖬 Groups	
√∑ CanvasLayer		<pre>4  # Called when the node enters the scene tree for the first time. c 5  vfunc_ready(): 6  % get_tree().get_root().set_transparent_background(true) 7 8 9  # Called every frame. 'delta' is the elapsed time since the previous fi c 10  vfunc_process(delta): 11  % pass 12  % 13  % -014  vfunc_on_st_service_action_received(name, parans): 3 15  % print("action received") 16  % print(name)</pre>	Lous frame.	Filter Signals     Q       Image: Signals     Image: Signals       Image: Signals     Image: Signals <th></th>	
FileSystemproce	_ready 19 ×	<pre>&gt;&gt; \$PIPNain/AnimationPlayer.play("pipmain_in") &gt;&gt; \$PIPLive/AnimationPlayer2.play("piplive_in")</pre>			
会 export_presets.cfg	SLYideoStreamPlayback: opening "shm Capture_1/, rate=48000, hps:0, channe' SLService is starting up SLYideoStreamPlayback: opening "shm Capture_1/, rate=48000, hps:10, channe Capture_1/, rate=48000, hps:10, channe - DBubgging process stopped Filter Messages	<pre>(is2, aidth=1920, hsight=1880, frame_time=0.04, san=16x0, san_conv=" pai:// (is2, aidth=1920, hsight=1880, frame_time=0.04, san=16x0, san_conv=" pai:// (is2, aidth=1920, hsight=1880, frame_time=0.04, san=16x0, san_conv=" pai://</pre>		а Попивация Windows нобы активировать Windows, перейдите в хомпонент панели правления "Система".	
	Output • Debugger (6) Search Results	Audio Animation Shader Editor	-# 4.0.1.rc 🖬	t C	Connect

### **Parameter Passing Example**

In the scene script, the command and parameters are received via the action\_received (name: String, params: PackedStringArray) signal:

```
func _on_sl_service_action_received(name, params):
    print("action received");
    if name == "Label" :
        $Label.set_text(params[0]);
```

12 13	Status Execute Action
<pre>→114  func _on_sl_service_action_received(name, params): 15  print("action received");</pre>	Manage Transfer License Param 1 Label
16 ∨ >> if name == "Label" : 17 >> >> \$Label.set_text(params[0])	Users Param 2 Lorem Ipsum
17 A \$Labet.set_text(params[0]), 18 19	Files     Param 3       Logs     Param 4

### Load Scene

Loads a scene from a pre-loaded Resource Pack to Godot Engine. Multiple scenes from one or more Resource Packs can be loaded simultaneously. Scenes loaded later are rendered later (closer to the viewer). If you use any output layer overrides, such as z-buffer or z-index for 2D, the output will look different from the simple output order.

#### Parameters

- Param1 name of the scene to load.
- **Param2** optional parameter. The list of parameters passed to the scene to be loaded. A Dictionary object (associative array) with the passed key-value pairs will be created on the scene side. The field value can look like element@value, where element is the name of the key in the array and value is the value to be substituted. If over one key-value needs to be transferred, they must be separated with @. For example: param1@val1@param2@val2.

### **Unload Scene**

Unloads a pre-loaded scene from Godot Engine.

#### Parameters

\* **Param1** - name of the pre-loaded scene.

## Load Resource Pack

Loads Resource Pack from a \*.zip or \*.pck file. The file must be located in the directory specified in the Project Path setting. Multiple Resource Packs can be loaded simultaneously.

#### Parameters

\* Param1 - Resource Pack name with file extension (e.g., test.zip).

# **Unload Resource Pack**

Unloads Resource Pack from Godot Engine. The scene pre-loaded from the Resource Pack will continue to function until unloaded, unless it loads new files from that Resource Pack.

#### Parameters

\* Param1 - name of the pre-loaded Resource Pack (must match the name used when loading).

From: http://wiki.skylark.tv/ - wiki.skylark.tv

Permanent link: http://wiki.skylark.tv/api/actions/godot\_engine

Last update: 2023/08/01 13:25

