View

A **View** is a hierarchically higher concept than a Scene. You can treat a single Scene as one screen, or combine multiple Views into a single screen state (**Composite View**). Each View represents a logical unit that defines what content is displayed and how on a specific screen, and is identified by a dedicated identifier type called **ViewIdentifier** on the engine side.

To use a Scene directly as a View, set the Scene's **IsView** property to **true**. A Scene with **IsView=true** can be referenced as is — as the transition target of **Jump to View**, as a component of a **Composite View**, and as a View output target during asset generation. The following two types are candidates that can be referenced as a **View**:

- **Composite View**: A structured View that combines multiple Views, created explicitly from the context menu of the Solution Explorer
- **Scene with IsView=true**: A Scene treated as a standalone View

The system handles View show/hide automatically as internal processing, so you do not need to configure display control elements directly. In the **View Tree**, you define the transition structure of multiple Views as a tree, and the system outputs that information as a Global State Machine asset.

By combining the **Action Chain Editor** with the **Condition Editor**, you can design screen transitions and event logic per View based on input devices or solution states.

By introducing **Views** in this way, you can separate Scene-level layout definitions from screen-level transition and control logic, and organize and maintain the entire solution's screen composition consistently at the View level.

Creating a View (Using a Scene Directly as a View)

To use a Scene as a View on its own, set the Scene's **IsView** property to **true**. This makes the Scene referenceable as a View without going through a separate View object.

1. In the Solution Explorer, select the target Scene.
2. In the **Scene** category of the Properties panel, select the **IsView** checkbox.
   - The Scene becomes referenceable as a **Jump To View** target, as a component of a **Composite View**, and as a View output target during asset generation.
   - The Scene name is used as the **View Identifier** as is.

With this method, the Scene itself is treated as a View. Because the Scene name and the View name match, you can keep the entire solution's namespace tidy.

Creating a View (Composite View)

To create a new **Composite View** that combines multiple Views, first create an empty View item, and then add the component Views inside the **View Definition Editor**.

1. In the Solution Explorer, open the context menu anywhere and select **Add > New Item**.
2. In the left menu of the dialog, select **View**.
3. After configuring the required settings, click **OK**.
4. A new View is created in the Solution Explorer.
5. Double-click the created View to open the **View Definition Editor**, and add **Scenes with IsView=true** or other Views as components.

A Composite View created this way is a screen-level View that bundles multiple display elements, and can be referenced from the View Tree and Action Chain Editor.

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