

Q Director Documentation

Quick Reference

リファレンス / 早見表

▼ 日本語版はこのドキュメントの後半にあります（下へスクロール）。 The Japanese edition follows in the second half, further below.

A quick reference for Q Director's API, asset placement, and data model (the type list). For how-to detail, see the Designer / Programmer guides.

1. API cheat sheet

Purpose	Call (one line)
Play animation	QDirectorPlayer.Play("name")
Stop animation	QDirectorPlayer.Stop("name") / StopAll()
Reverse	QDirectorPlayer.PlayReverse("name")
Play sequence	QSequencePlayer.Play("name")
Stop sequence	QSequencePlayer.Stop("name") / StopAll()
Play BGM	QDirectorMusic.Play("key")
BGM control	Stop() / Next() / Pause() / Resume()
BGM volume	QDirectorMusic.SetVolume(0..1)
Click action	QInteractionRunner (component, no code)
Subscribe events	QDirectorPlayer.OnAnimEvent += (name, ev) => ...
Await completion	yield return QDirectorPlayer.Play(...)

2. Where assets live

Location	Type	Call name
Resources/Animations/	QAnimationAsset	animationName
Resources/Sequences/	QSequenceAsset	sequenceName
Resources/Interactions/	QInteractionAsset	(by reference)
Resources/Music/QMusic.asset	QMusicAsset	QMusicEntry.key

3. Enums

enum	Values
QPropertyType	PositionX/Y/Z, Alpha, ScaleX/Y, RotationZ, OrderInLayer
QEndMode	ReturnToBase, StayAtEnd, CustomEnd
QNodeType	PlayAnim(Async), StopAnim, PlaySequence(Async), StopSequence, Wait, LoadScene, SetActive, Toggle, SetToggle
QTriggerType	OnClick, OnPointerEnter/Exit/Down/Up, OnEnable
QMusicMode	Sequential, Random

4. Animation types

QKeyframe (struct)

float time ... time on the timeline (seconds)
float value ... offset from the base value (relative)
QEasingType easing ... easing for this segment
(holds cubic-Bezier control points cp1x..cp2y for Custom)

QEasingType (enum)

0..5 fixed: Linear / EaseIn / EaseOut / EaseInOut / Spring / Bounce
the full easings.net set appended after, Custom last.
Evaluation is centralized in QEasing.Evaluate / EvaluateSegment.

QPropertyType (enum)

PositionX / PositionY / PositionZ / Alpha / ScaleX / ScaleY /
RotationZ / OrderInLayer

QTrack (class)

QPropertyType property
GameObject targetObject ... uses the default target when null
List<QKeyframe> keyframes
DeepCopy() ... always copy before editing

QAnimationAsset (ScriptableObject)

string animationName, description; List<string> tags; Color color;
float duration; QEndMode endMode; bool isLooping; bool linkScaleXY;
List<QTrack> tracks; List<QBaseValue> baseValues;
List<QTargetEntry> targetEntries;
List<QAnimEvent> events; List<QSoundCue> soundCues; List<QEffectCue> effectCues;
GetBaseValue(property, go) / SetBaseValue(property, go, value)

QEndMode (enum): ReturnToBase / StayAtEnd / CustomEnd

5. Sequence types

QSequenceAsset (ScriptableObject)

string sequenceName, description; List<string> tags; Color color;
float duration; QEndMode endMode; bool isLooping;
List<QSequenceLayer> layers;
List<QSequenceAudioClip> audioClips;
List<QAnimEvent> events;
EffectiveDuration (its value if duration>0, else the max end time)
GetActiveClips(time)

QSequenceLayer: target object + List<QSequenceClip> clips

QSequenceClip : reference to a QAnimationAsset + startTime (placement time)

QSequenceAudioClip (sequence audio; no GameObject binding)

string audioName; AudioClip clip; float startTime;
bool loop; ... repeat until the sequence's (next loop's) end
bool playToEnd; ... let a non-loop sound finish after the sequence ends (ignored when loop)
float volume; float pitch;
Duration / EndTime

6. Interaction types

QInteractionAsset (ScriptableObject)

List<QInteractionChain> chains ... trigger-rooted node chains
* assigned by object reference, not a name string
(QInteractionRunner.interactionAsset)

QNodeType (enum)

PlayAnim / PlayAnimAsync / StopAnim /
PlaySequence / PlaySequenceAsync / StopSequence /
Wait / LoadScene / SetActive / Toggle / SetToggle

QTriggerType (enum)

OnClick / OnPointerEnter / OnPointerExit / OnPointerDown / OnPointerUp / OnEnable

7. Music types

QMusicAsset (ScriptableObject, Resources/Music/QMusic.asset)

bool autoPlayByScene ... on = scene-owned BGM (default on)
List<QMusicEntry> playlists
Find(key) ... look up a playlist by exact key (for Play)
FindForScene(sceneName) ... scene-owned resolution: explicit scenes > key match (null if none)

QMusicEntry (playlist)

string key ... call name (QDirectorMusic.Play(key))
List<AudioClip> tracks
QMusicMode mode ... Sequential / Random (Random avoids repeating the last)
bool loop ... repeat the list (off = stop after one pass)
float volume ... this playlist's volume (multiplied by master)
List<string> scenes ... scene names that auto-play this (empty = key is the scene name)
bool keepPlayingWhenNoMatch ... keep playing even when moving to an unassigned scene

QMusicMode (enum): Sequential / Random

日本語版 / Japanese

本書は、Q Director の API ・ アセット配置 ・ データモデル（型の一覧）をすばやく参照するための早見表です。詳しい使い方はデザイナー／プログラマー向けガイドを参照してください。

1. API 早見表

用途	呼び出し（1 行）
アニメ再生	QDirectorPlayer.Play("名前")
アニメ停止	QDirectorPlayer.Stop("名前") / StopAll()
逆再生	QDirectorPlayer.PlayReverse("名前")
シーケンス再生	QSequencePlayer.Play("名前")
シーケンス停止	QSequencePlayer.Stop("名前") / StopAll()
BGM 再生	QDirectorMusic.Play("key")
BGM 制御	Stop() / Next() / Pause() / Resume()
BGM 音量	QDirectorMusic.SetVolume(0..1)
クリック演出	QInteractionRunner（コンポーネント割当・コード不要）
イベント購読	QDirectorPlayer.OnAnimEvent += (name, ev) => ...
完了待ち	yield return QDirectorPlayer.Play(...)

2. アセットの置き場所

置き場所	型	呼び出し名
Resources/Animations/	QAnimationAsset	animationName
Resources/Sequences/	QSequenceAsset	sequenceName
Resources/Interactions/	QInteractionAsset	（参照で割当）
Resources/Music/QMusic.asset	QMusicAsset	QMusicEntry.key

3. enum 一覧

enum	値
QPropertyType	PositionX/Y/Z, Alpha, ScaleX/Y, RotationZ, OrderInLayer
QEndMode	ReturnToBase, StayAtEnd, CustomEnd
QNodeType	PlayAnim(Async), StopAnim, PlaySequence(Async), StopSequence, Wait, LoadScene, SetActive, Toggle, SetToggle
QTriggerType	OnClick, OnPointerEnter/Exit/Down/Up, OnEnable
QMusicMode	Sequential, Random

4. アニメーション系

QKeyframe (struct)

float time … タイムライン上の時間 (秒)
float value … 基準値からのオフセット (相対値)
QEasingType easing … この区間のイーザング
(Custom 用に三次ベジェ制御点 cp1x..cp2y を保持)

QEasingType (enum)

0..5 固定 : Linear / EaseIn / EaseOut / EaseInOut / Spring / Bounce
以降に easings.net 準拠の全種を末尾追加、最後に Custom。
評価は QEasing.Evaluate / EvaluateSegment に一元化。

QPropertyType (enum)

PositionX / PositionY / PositionZ / Alpha / ScaleX / ScaleY /
RotationZ / OrderInLayer

QTrack (class)

QPropertyType property
GameObject targetObject … null なら既定対象を使う
List<QKeyframe> keyframes
DeepCopy() … 編集前に必ずコピー

QAnimationAsset (ScriptableObject)

string animationName, description; List<string> tags; Color color;
float duration; QEndMode endMode; bool isLooping; bool linkScaleXY;
List<QTrack> tracks; List<QBaseValue> baseValues;
List<QTargetEntry> targetEntries;
List<QAnimEvent> events; List<QSoundCue> soundCues; List<QEffectCue> effectCues;
GetBaseValue(property, go) / SetBaseValue(property, go, value)

QEndMode (enum) : ReturnToBase / StayAtEnd / CustomEnd

5. シーケンス系

QSequenceAsset (ScriptableObject)
string sequenceName, description; List<string> tags; Color color;
float duration; QEndMode endMode; bool isLooping;
List<QSequenceLayer> layers;
List<QSequenceAudioClip> audioClips;
List<QAnimEvent> events;
EffectiveDuration (duration>0 ならその値、0 なら最大終了時間を自動)
GetActiveClips(time)

QSequenceLayer : 対象オブジェクト + List<QSequenceClip> clips
QSequenceClip : QAnimationAsset への参照 + startTime (配置開始時間)

QSequenceAudioClip (GameObject バインド不要のシーケンス音声)
string audioName; AudioClip clip; float startTime;
bool loop; ... シーケンス (次ループ) 終端まで繰り返す
bool playToEnd; ... 非ループ音をシーケンス終了後も最後まで鳴らし切る (loop時無効)
float volume; float pitch;
Duration / EndTime

6. インタクション系

QInteractionAsset (ScriptableObject)
List<QInteractionChain> chains ... トリガー起点のノードチェーン群
※ 名前文字列ではなくオブジェクト参照で割り当てる (QInteractionRunner.interactionAsset)

QNodeType (enum)
PlayAnim / PlayAnimAsync / StopAnim /
PlaySequence / PlaySequenceAsync / StopSequence /
Wait / LoadScene / SetActive / Toggle / SetToggle

QTriggerType (enum)
OnClick / OnPointerEnter / OnPointerExit / OnPointerDown / OnPointerUp / OnEnable

7. 音声系

QMusicAsset (ScriptableObject・Resources/Music/QMusic.asset)
bool autoPlayByScene ... ON でシーン所有 BGM (既定 ON)
List<QMusicEntry> playlists
Find(key) ... key 完全一致でプレイリストを引く (Play 用)
FindForScene(sceneName) ... シーン所有解決: scenes 明示割当 > key 一致 (無ければ null)

QMusicEntry (プレイリスト)
string key ... 呼び出し名 (QDirectorMusic.Play(key))
List<AudioClip> tracks
QMusicMode mode ... Sequential / Random (Random は直前と同じを回避)
bool loop ... リストを繰り返す (OFF は一巡で停止)
float volume ... このプレイリストの音量 (マスター音量に乗算)
List<string> scenes ... 自動再生する対象シーン名 (空欄なら key をシーン名に)
bool keepPlayingWhenNoMatch ... 割当の無いシーンへ移っても停止せず継続

QMusicMode (enum) : Sequential / Random