

## Overview

A "Graph Token" is a variable that is used for storing values and then re-using those values within the same graph.

These tokens can be used for performing simple logic manipulations and checks within the flow graph script.

## Graph Tokens in Action

Graph Tokens share many similarities with [Game Tokens](#). They can have the same types of variables set and even appear under the CVar command `gt_show=1` along with the rest of the gametokens.

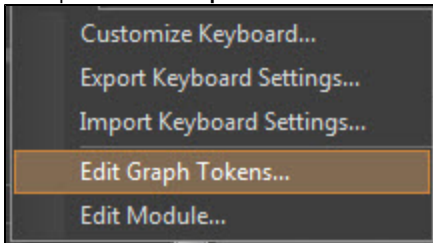
It's important to understand that unlike [Game Tokens](#), Graph Tokens can only be used locally to a single flow graph.

They are typically used to communicate different variables across a very large graph and to alleviate the need for extra flow node connections.

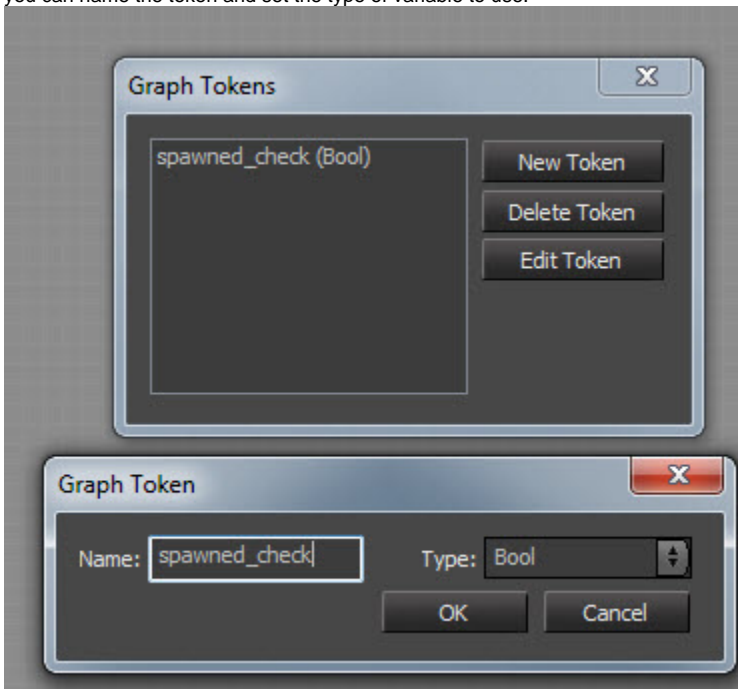
## Creating Graph Tokens and Accessing them in FlowGraph

In this tutorial we will create our own Graph Token that will check if we have spawned into the game or not. We will then use a check to see the value of the Graph Token and output that value to the screen.

1. First open the **Edit Graph Tokens** from the Flow Graph / Tools Menu:



2. In the Edit Graph Tokens interface create a New Token by pressing the **New Token** button and you will be presented with a new interface which you can name the token and set the type of variable to use:



3. Use the **Mission:GameTokenSet** (or other Mission flow nodes) to set/get/adjust the value on the graph token.



- **gt\_showPosY Value="0"** Where on the screen in Y (up down).
- Game Tokens Documentation: [GAMETOKENS](#)