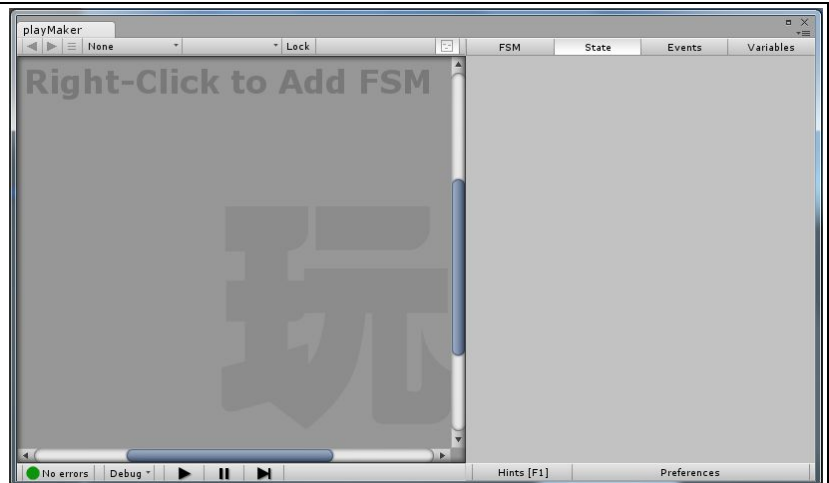


Playmaker Guide

1. States, Actions, & Events

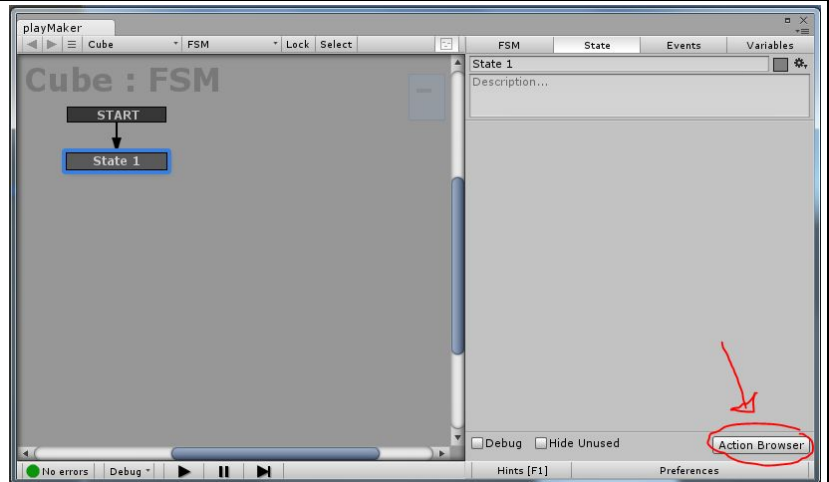
1. Adding an FSM

- Select an object in your scene
- Right-click in the empty space in Playmaker to create FSM



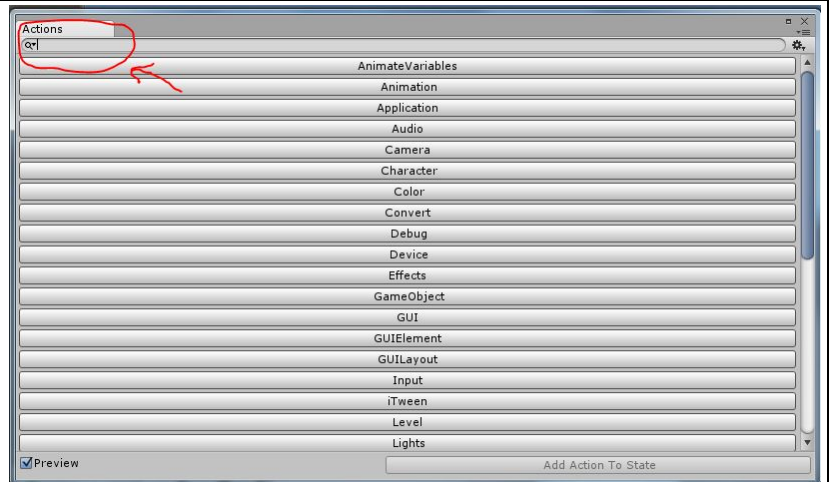
2. Make Stuff Happen

- Select the state you want to add an action to and click "Action Browser".



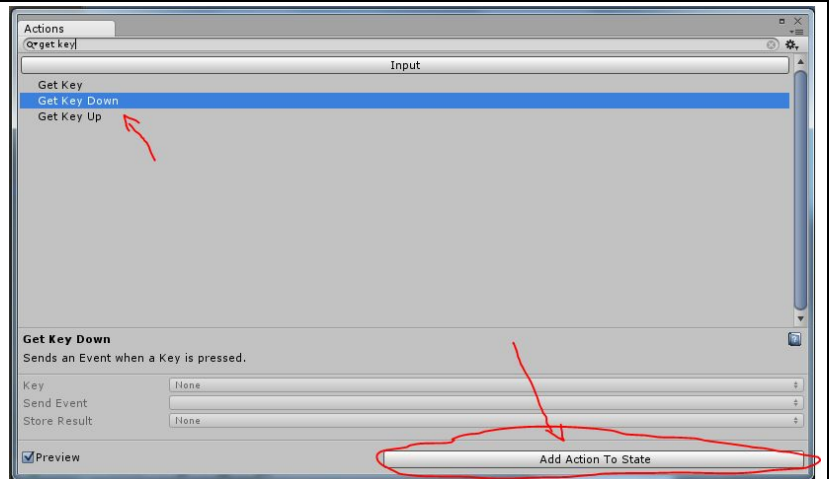
3. Finding an Action

- You can search for the type of action you're looking for. i.e. bool, int, float, get key, materials, etc...



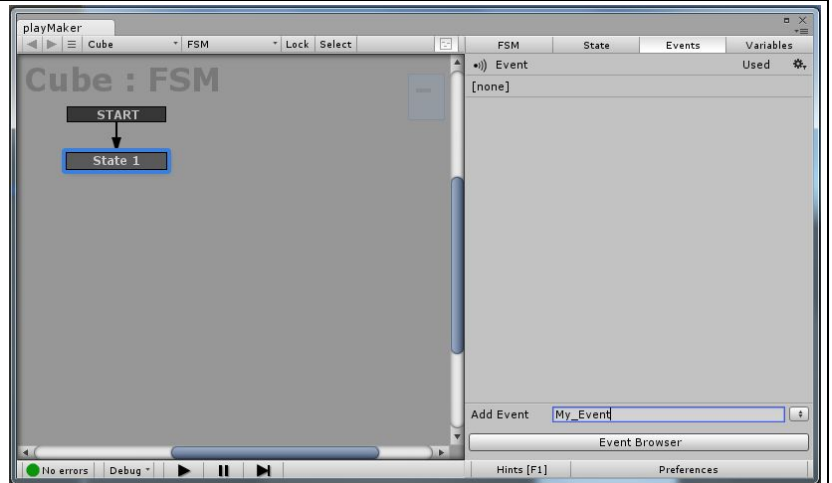
4. Adding an Action

- After you've found what you're looking for, select the action you want to add.
- You can either double click to add action or select "Add Action To State" at the bottom of the window.



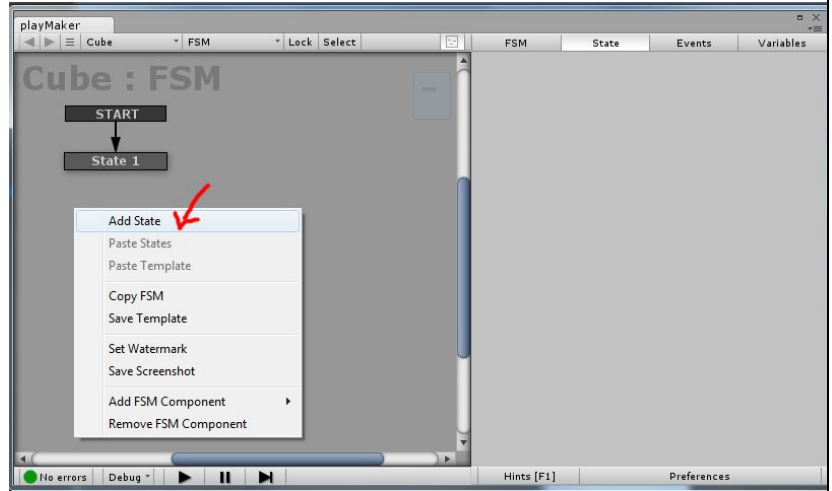
5. Creating Events

- Select the events tab.
- Type in the name of your event and press enter to apply add the event.



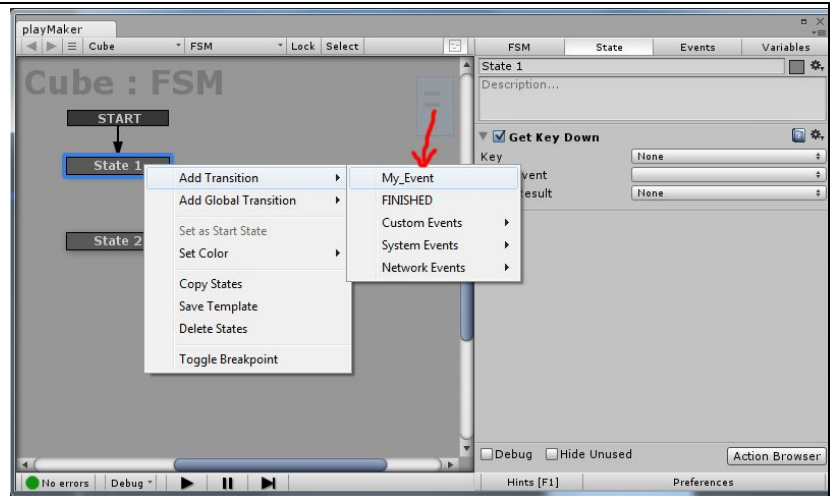
6. Creating States

- Right-click in the empty area of the FSM and select "Add State".



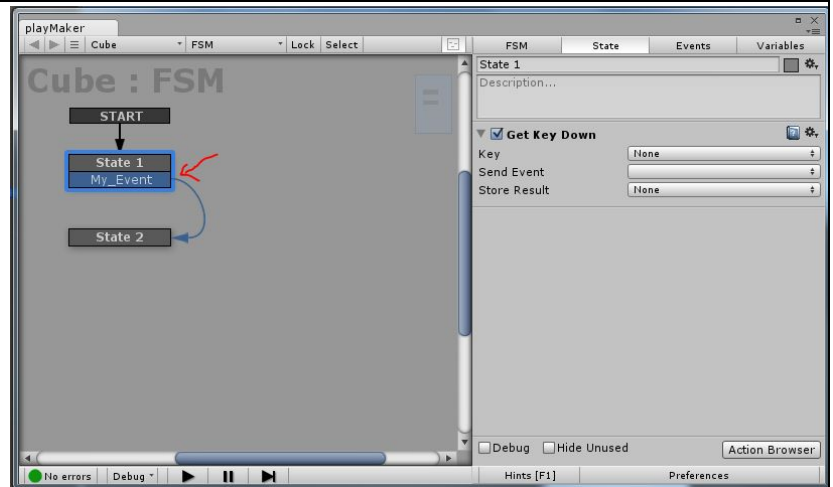
7. Adding Transitions/Events

- Right-click the state that you want to add an event to.
- Hover your mouse over "Add Transition".
- Select the event you created.



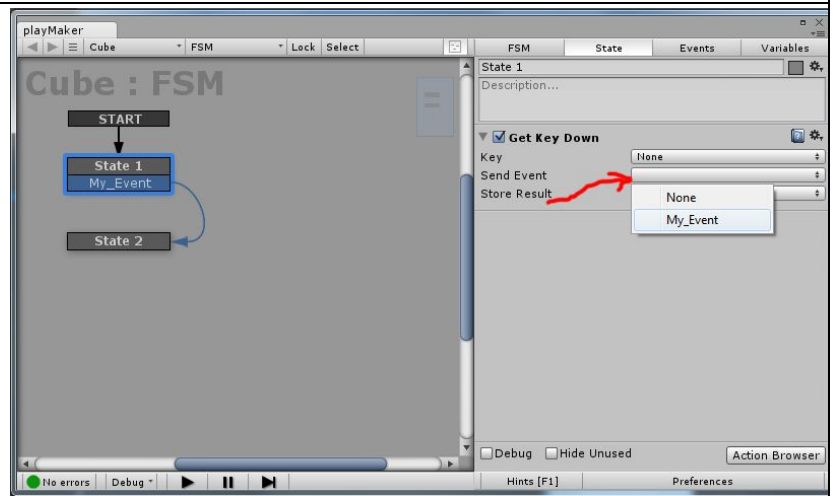
8. Creating States

- Click and hold from your event to the state you want to transition to.



9. Sending Events

- Don't forget to send the event in the action you added to your state.



2. Variables

What is a **variable**?

A **variable** is something that holds information.

For example: `MyInt = 7; MyBool = False; MyFloat = 3.67;`

What is an **Integer**?

An integer is any *Whole* number.

Example: -1234, 1234

What is a **Float**?

A float is *Any* number.

Example: 1.234, -0.455

What is a **Bool**?

A bool is a value that is either *True* or *False*.

Example: True, False

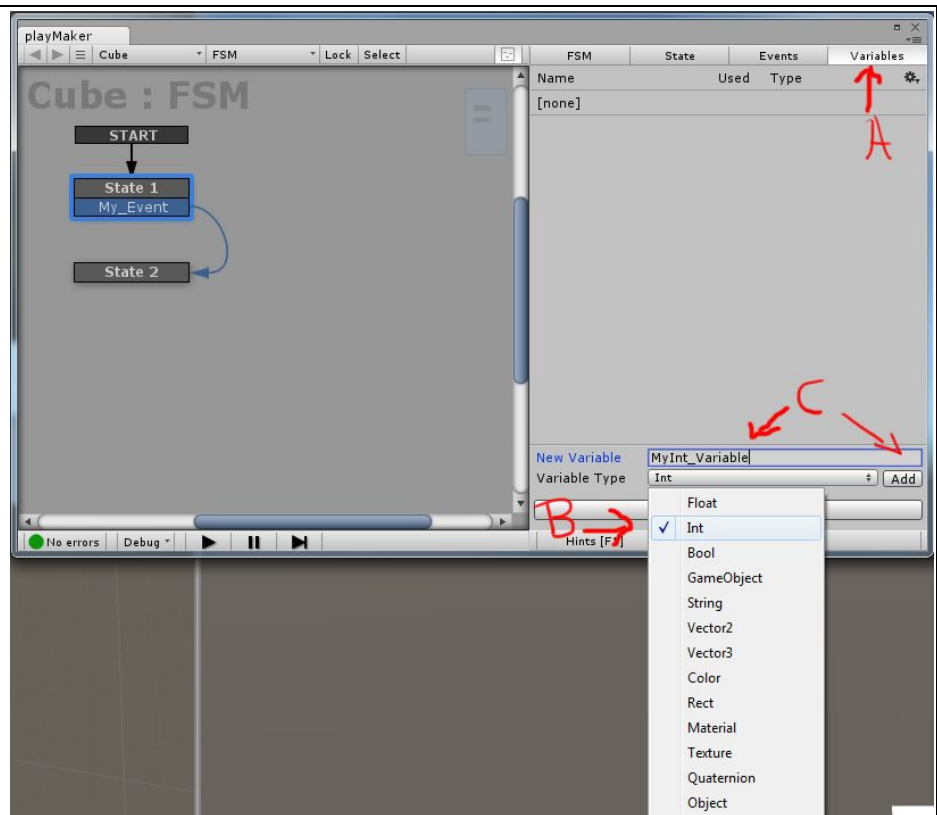
What is a **String**?

A string is a value of text.

Example: "I am text", "1 2 3 4", "The number you chose is 8"

1. Creating a Variable

- Click on the variables tab.
- Select what type of variable you want to add.
- Name the variable and click "Add".



2. Using a Variable

- You must use an action that is the same as your variable.
- i.e. if you have an *int* variable you must use actions in the int category to use them.

