

# 05: Character Control: Engineering Overview(0:45)

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SoldierNPC class, 3 layered state machines: Behavior State Machine (In charge of behavior patrol vs stop, talks to Movement State Machine), Movement State Machine (move parent component's scene node and talks to Behavior State Machine and Animation State Machine), Animation State Machine triggers animations. Overview of the events sent by state machines and event handlers

Note: AnimationStateMachine now inherits from PE::Components::DefaultAnimationSM and is passed as an argument in a constructor of SkinInstance. This doesn't change anything really, but something to be aware of. When this video was made, a SkinInstance didn't need anim SM argument. If none is passed in, a default animation state machine is created. Basically each skin has some animation state machine.

The "Highlight" tool in PyClient might not work properly. It is not essential to the tutorial so don't worry about it if it doesn't work.

[Video Doc \(You can download the video and watch at faster speeds with VLC player\)](#)



