

07: Character Control: Adding Event and Event Handler (0:35)

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to accommodate the updated MOVE_TO event received by Movement State Machine, we create a RUN event that is sent to Animation State Machine by movement state machine. We also create a event handler in Animation State Machine that activates a run animation upon reception of RUN event. At this point soldier will walk OR run to next waypoint randomly. (Behavior State Machine -> updated MOVE_TO (run = random()) -> Movement State Machine -> (RUN or WALK) -> Animations State Machine -> activate appropriate animation

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



