

06: Character Control: Modifying Existing Event(s) (0:25)

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Modifying Existing Event - a MOVE_TO event is sent to soldier Movement State Machine whenever soldier reaches a way point. In this tutorial we add a boolean flag to specify if soldier should run or walk to target specified in the event. In Behavior State Machine, whenever Soldier reaches a way point and we are about to send a new MOVE_TO event to Movement State Machine, we randomly set the new boolean flag to true or false. Then we make sure we get the correct data in the movement state machine but don't do any action yet.

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



