# Levers, Buttons and Switches
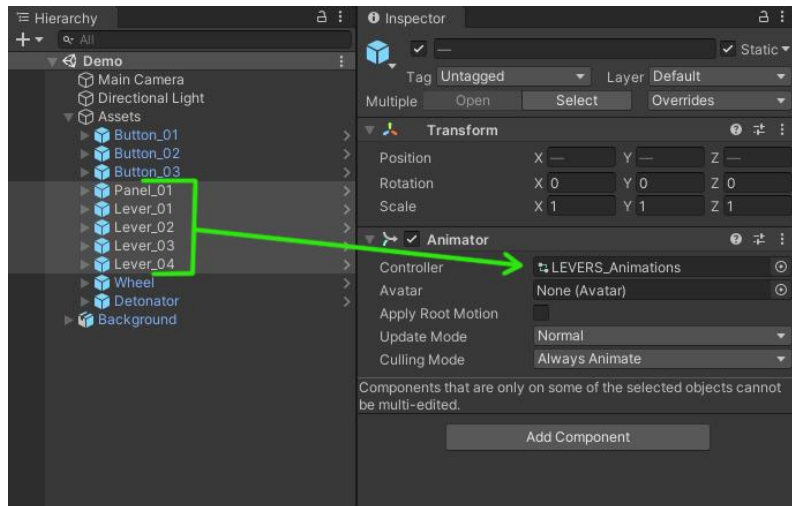
1. Launch the demo scene → Scenes/Demo.unity

2. Each prefab has an animation.
Several objects use the same animation and animator.

For example:
Animator Controller "*LEVERS_Animations*" is the same for prefabs→ *Levers_01, Levers_02, Levers_03, Levers_04* and *Panel_01*:
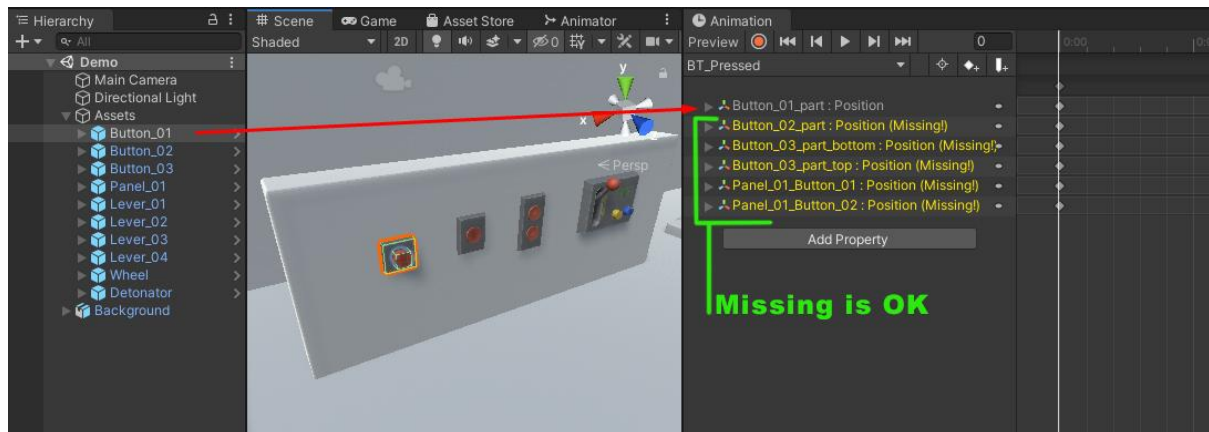


3. Select an object on the scene (e.g. *Button_02*)
In the Animation window (Window→ Animation) you will find animation for this object:
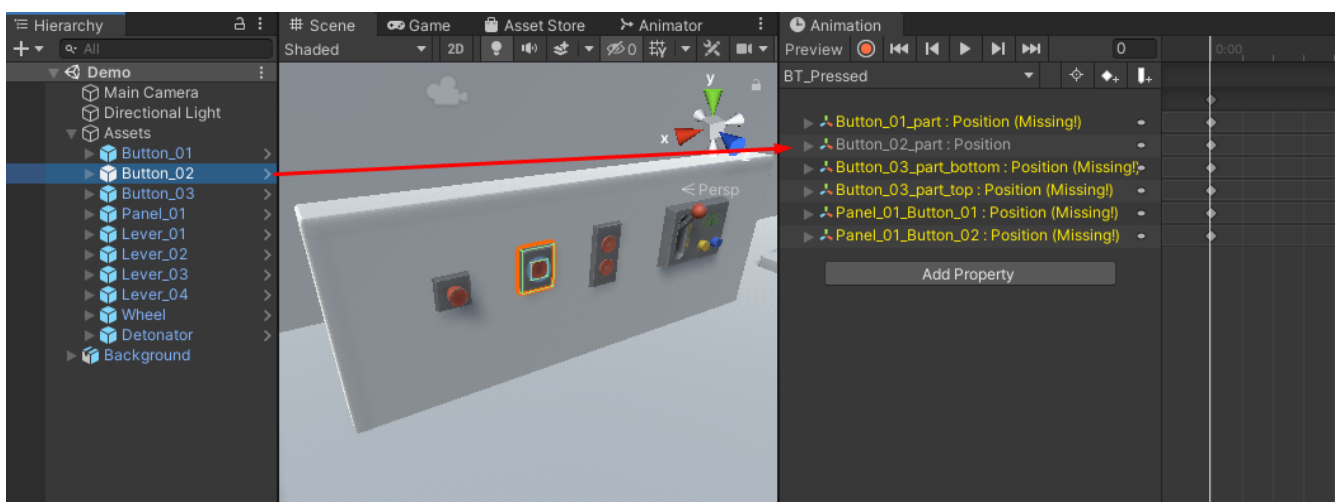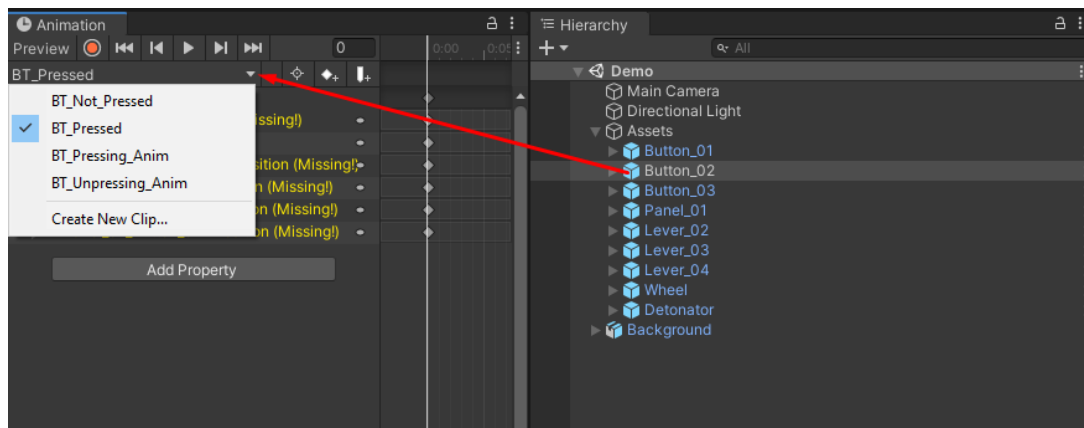
4. Other animations **display as Missing**. **That's ok**.
**Don't remove them** because they won't work in other objects that use the same Animation
Controller and associated animations:



5. In the Animator window  (Window → Animator) you will find animation states.

For example, in the *Lever_01* prefab, in the Animator window you will find the states:
   1. *Start_Position* - starting position of the lever (no movement)
   2. *Moving_to_other_side* - animation of the lever moving in the other direction and transition to the *Moved_to_other_side* state
   3. *Moved_to_other_side* -an animation that contains the position in which the lever stays after the movement in *Moving_to_other_side*
   4. *Moving_to Start* - movement of the lever to the starting position (the other way) and transition to the *Start_Position* state
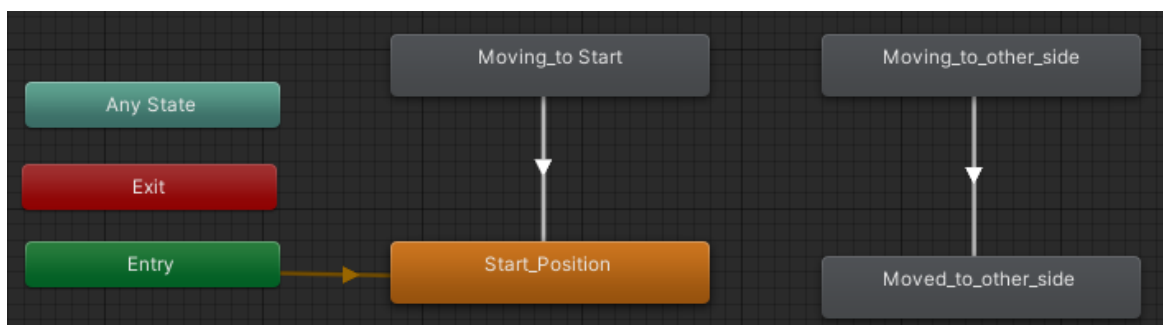


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