Pause Controller PlayMaker Support

      PlayMaker support is simple with Pause Controller. If you are needing PlayMaker support through the middle of your project, just drag the "PauseMakerFsmPause" to a any GameObject(though a one with PauseController might be a better idea). At the start of the level, the PauseMakerFsmPause component will find all the PauseController components and update them.

      If you are starting a project fresh with PlayMaker, simply create a PlayMaker Pause Controller inside the GameObject MenuItem and Pause Controller.

      You have objects that are being dynamically spawned and has a PauseController attached. No worries, just attach the PauseMakerFsmPause on that object and be sure the "AffectsThisGameObjectOnly" checkbox is check.

      There you have it. Enjoy!