

Welcome Stranger!

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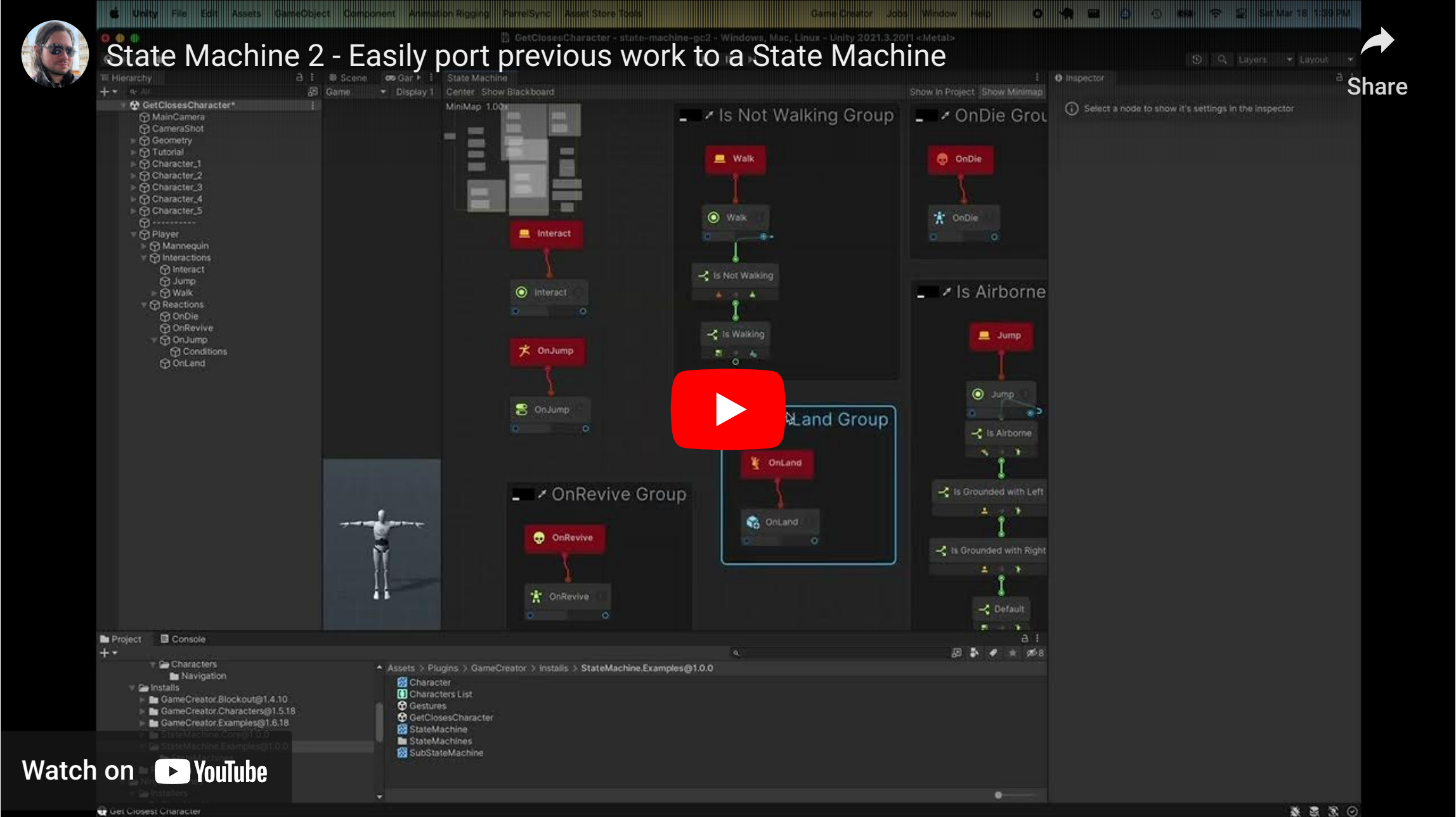
State Machine 2



Having troubles? Join our channel in Game Creator's [Discord server](#) for realtime discussions.

This module allows to create state machines with [Game Creator 2](#).

Keep things clean and organize your triggers, actions and conditions in a simple State Machine, easily re-use them with any type of game object.



Key features

- Node-Based Graph with amazing performance.
- Multiple types of Nodes (Triggers, Actions, Branch, Conditions, Sub-StateMachine)
- Re-use State Machines for any type of logic Game Modes, AI, Player Managers etc.
- Variables from all types for State Machine asset and Runner.
- Disable or Lock nodes
- MiniMap to easily navigate through the graph
- Group nodes
- Add Sticky Notes
- Easily Align Nodes
- Tons of Shortcuts
- Complete undo support
- Copy & Paste nodes between State Machines.
- Drag & Drop regular GC Actions, Conditions and Triggers to a StateMachine to easily port your previous work.
- Duplicate State Machines.
- Add as many Sub-State Machines as you need.
- Drag & Drop state machines inside other SM's to create Sub-State Machines.
- Easily export State Machines to share between projects or to other users.
- Use any type of triggers, actions and conditions inside a State Machine.
- Works with any other official or un-official Game Creator modules.
- Live Debug runtime states right in the Editor.
- Compatible with all modules.



All actions and conditions are compatible with other Game Creator modules.

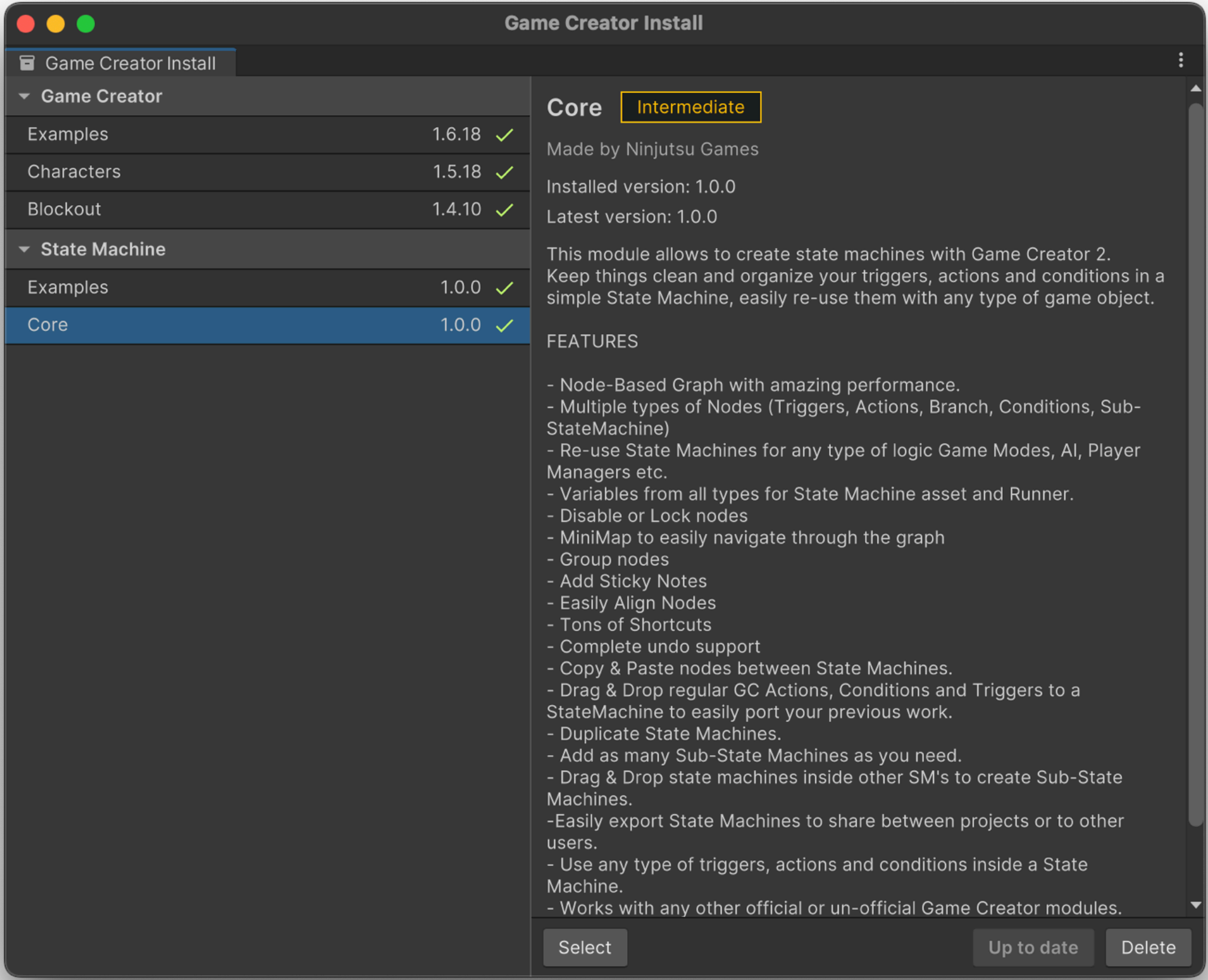
Setup

You'll first need to have Game Creator 2 installed.

The process is simple:

1. Install [Game Creator 2](#)
2. Install [State Machine 2](#)

Finally bring up the **Game Creator Install Window** select the **State Machine 2** package and install it.



This module requires [Game Creator 2](#) and won't work without it. Don't attempt to extract the package inside the Plugins/ folder as it will throw some errors.

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Key features

Setup



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Game Creator 2

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