

# StateMachineGenerator

Generate **StateMachine** scripts skeletons with a few clicks.

## How to use

- Open the **StateMachineGenerator** window by browsing the menu **Window > StateMachineGenerator**.
- Add / remove / modify states names.
  - You can set some code-styling options like **regions** usage and methods grouping.
- Generate the script by clicking **Generate**.

The screenshot shows the 'StateMachine Generator' window with the following configuration:

- Naming parameters**
  - Prefix name: `Player`
  - Number of states: `4` (with '-' and '+' buttons)
  - State 0: `IDLE` (checked as Default)
  - State 1: `WALKING`
  - State 2: `RUNNING`
  - State 3: `JUMPING`
- Code styling parameters**
  - Use regions: ☐
  - Group by state: ☒
  - Group by phase: ☐
- Generate** button
- Message: The file `PlayerStateMachine.cs` will be generated