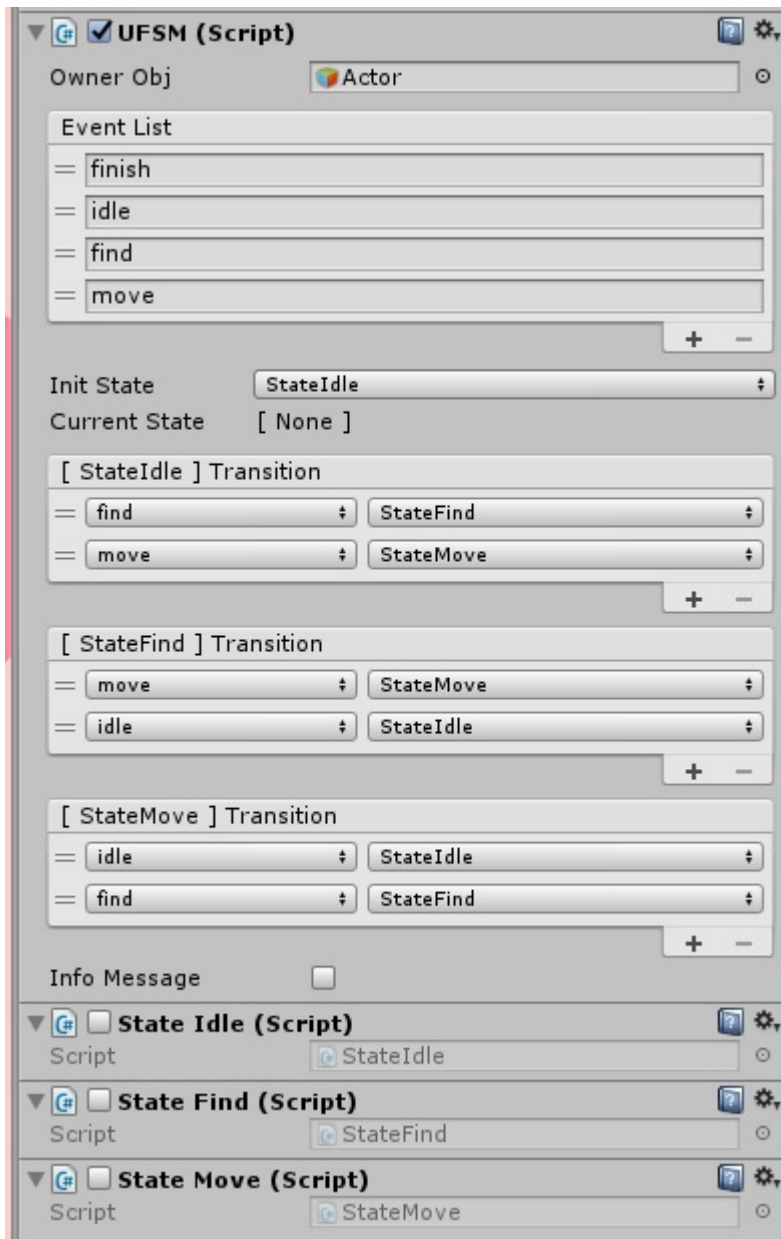


# uFSM usage instructions

A finite state machine that can be easily set up and used in the Inspector



## Characteristic

- Easy to use FSM in Inspector.
- There is no additional FSM Editor window to display.
- It has an intuitive interface.
- MonoBehaviour is a structure that utilizes components.

## uFSM

It is the core component that manages finite state machines

- Owner Obj: Specifies the GameObject to which the FSM applies. If it is null, it becomes itself.
- Event List: This is a list of all events for the transition occurrence.

- Init State: The State that will be started first.
- Current State: Indicates current State.
- [State] Transition
  - Transition bundle of State.
  - Event: Event causing the transition.
  - TargetState: State of the transition target.
  - When an event occurs, it will switch to TargetState.
- Info Message: The FSM information is output to the console window.

## BaseState

Base class of all states, all State must be derived from BaseState.

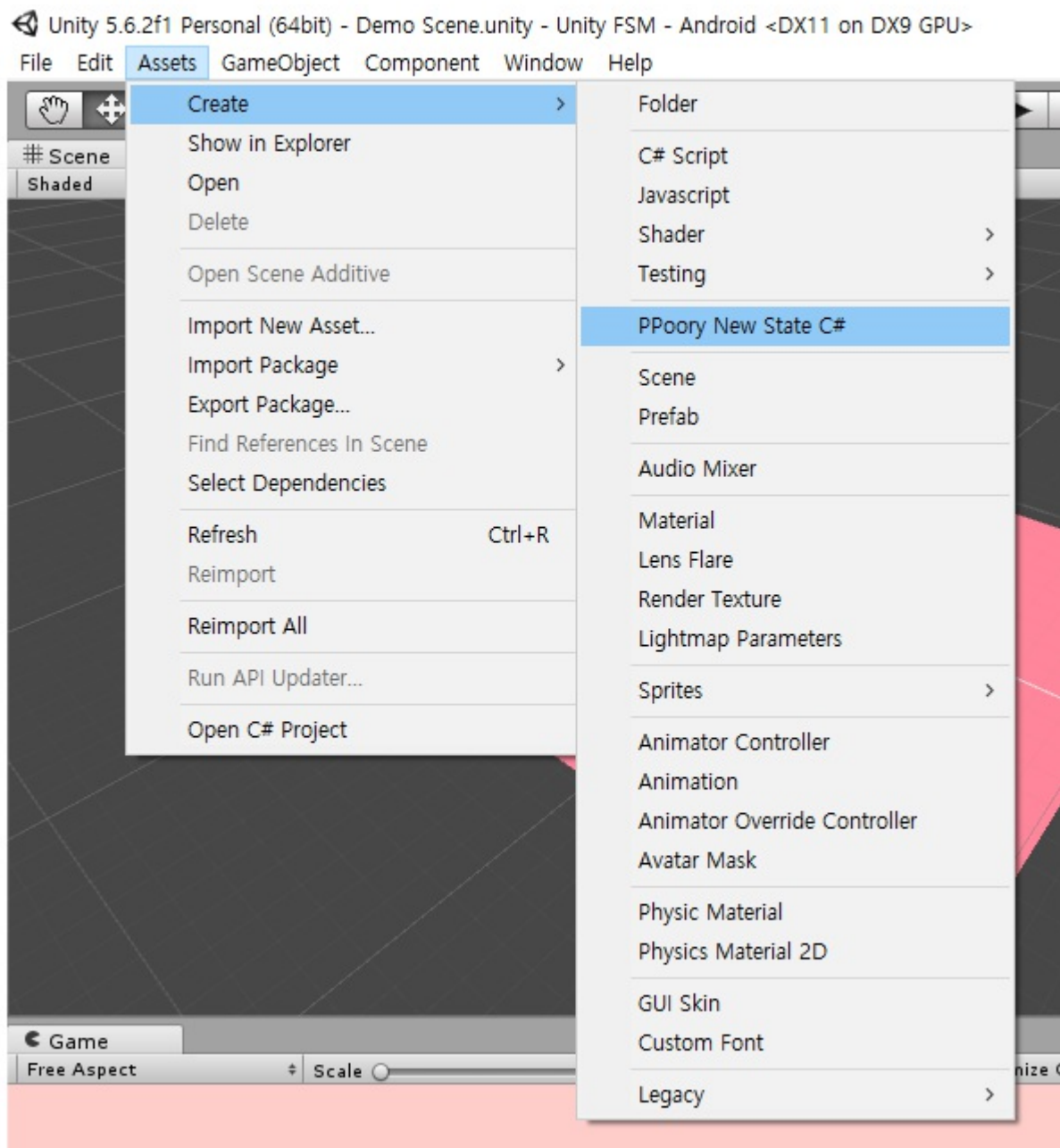
Derived from MonoBehaviour, you have full access to MonoBehaviour.

## State

Class derived from BaseState. You create and use State components yourself.

When you add State to a GameObject with uFSM attached, FSM and State are automatically linked.

- OnEnter (): Function to be called when state is entered
- OnExit (): function that is called when the state is exited
- Can call any other MonoBehaviour function
- State C# Script Template Function



## Event

Raises the transition. Add to uFSM and use.

## Transition

State is changed by Event.

```
` fsm.Event ("move"); `
```

## Demo Description

Actor is an environment that searches for Cube according to Play / Stop button.  
We configured it using uFSM.

### Actor

- StateIdle: idle state
- StateFind: Cube looking state
- StateMove: Moving towards the found Cube

#### **Cube**

- StateCubeIdle: idle state
- StateCubeDance: Activity state that is color changed and scaled

#### **SceneManager**

- StateScenePlay: Actor activity state
- StateSceneStop: Actor is inactive stop state

#### **GuiButton**

- StateBtnPlay: State when the button is Play
- StateBtnStop: State of button display is Stop

## **question**

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