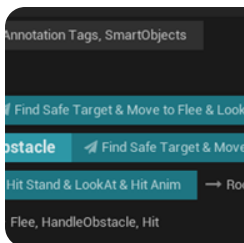# StateTree

StateTree is a general-purpose hierarchical state machine that combines the Selectors from behavior trees with States and Transitions from state machines.
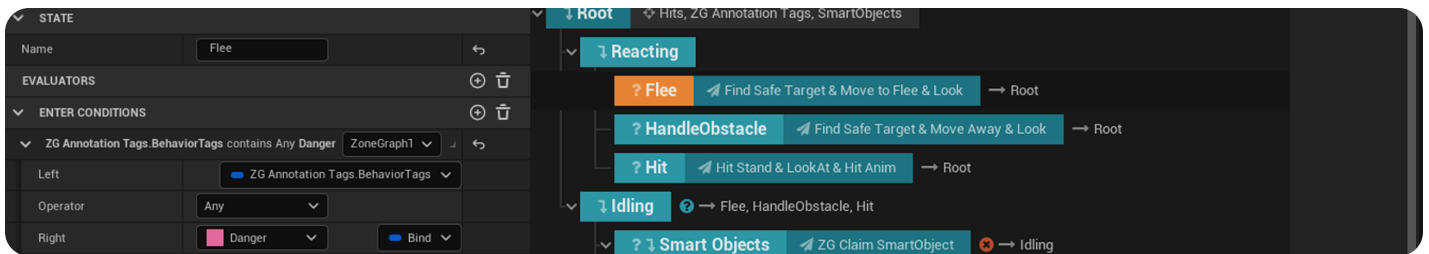

StateTree is a general-purpose hierarchical state machine that combines the **Selectors** from behavior trees with **States** and **Transitions** from state machines. With StateTree, you can create highly performant logic that stays flexible and organized.

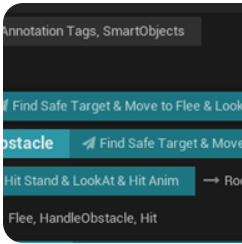Learn more about StateTree by going through the guides below.

StateTree Overview
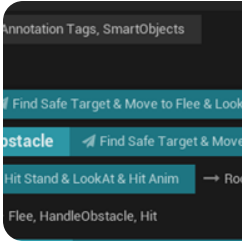
Overview of the StateTree system.
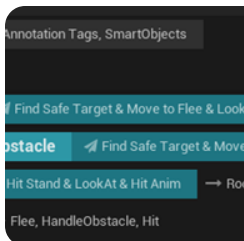
StateTree Quick Start Guide

Quickstart guide on using the StateTree system in Unreal Engine.

StateTree Debugger Quick Start Guide

Quick start guide of the StateTree Debugger in Unreal Engine.

External StateTree Quickstart Guide

Quickstart guide for External State Trees in Unreal Engine.