Unity & PlayMaker: Mouse input and saving template

Mouse Over and Exit

Here we will take look at basic mouse functionality.
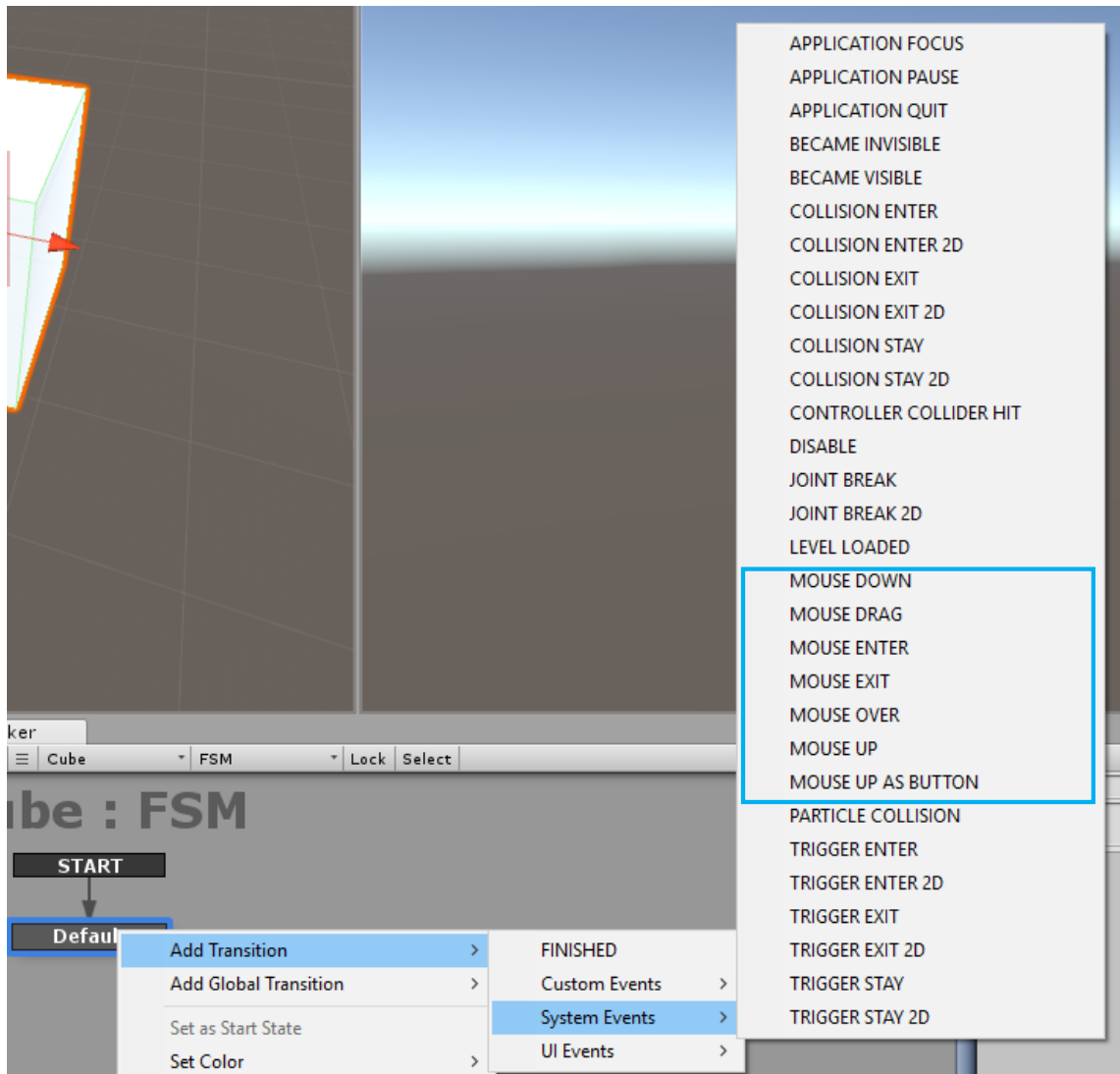
Mouse Over – when cursor goes over the object.

Mouse Exit – when cursor leaves the object.

Mouse Down – when mouse is clicked down, but not released.

Mouse Up – when mouse click is released.

All of these functions and more are accessed by **right-clicking** a state and navigating to "**Add Transition/System Events/…**"
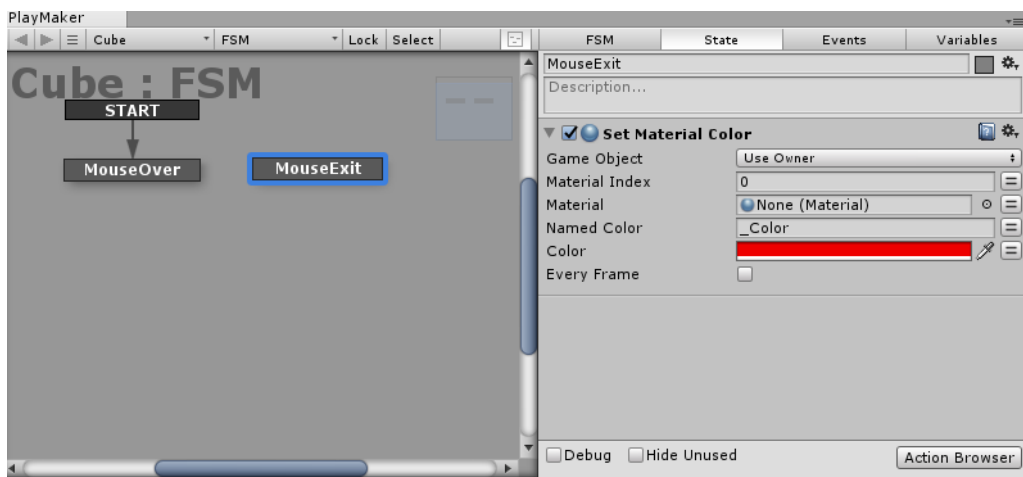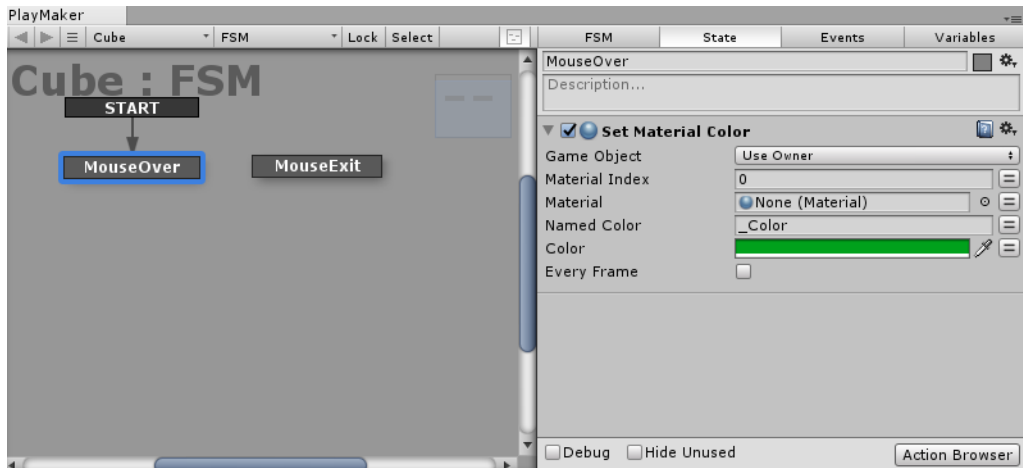

Add a cube to the scene.

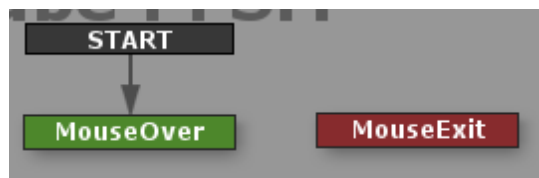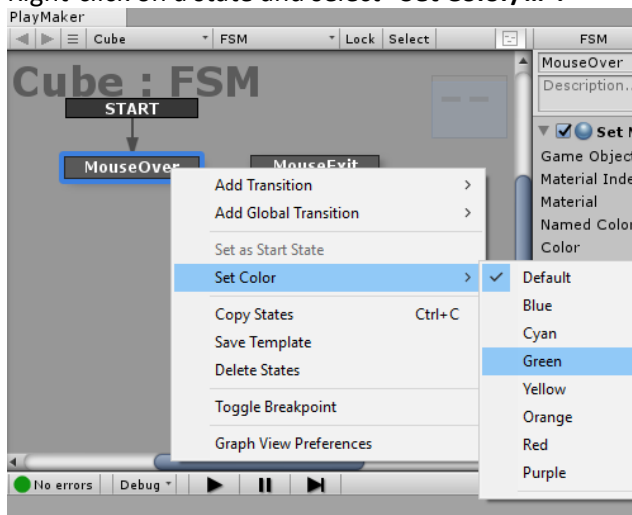And at two states "**MouseOver**" and "**MouseExit**".

To visualise transitions between states, we will change cube's material colour.
In the "**action browser**" add action "**Set Material Color**" to each of the states: green for mouse over and red for mouse exit.
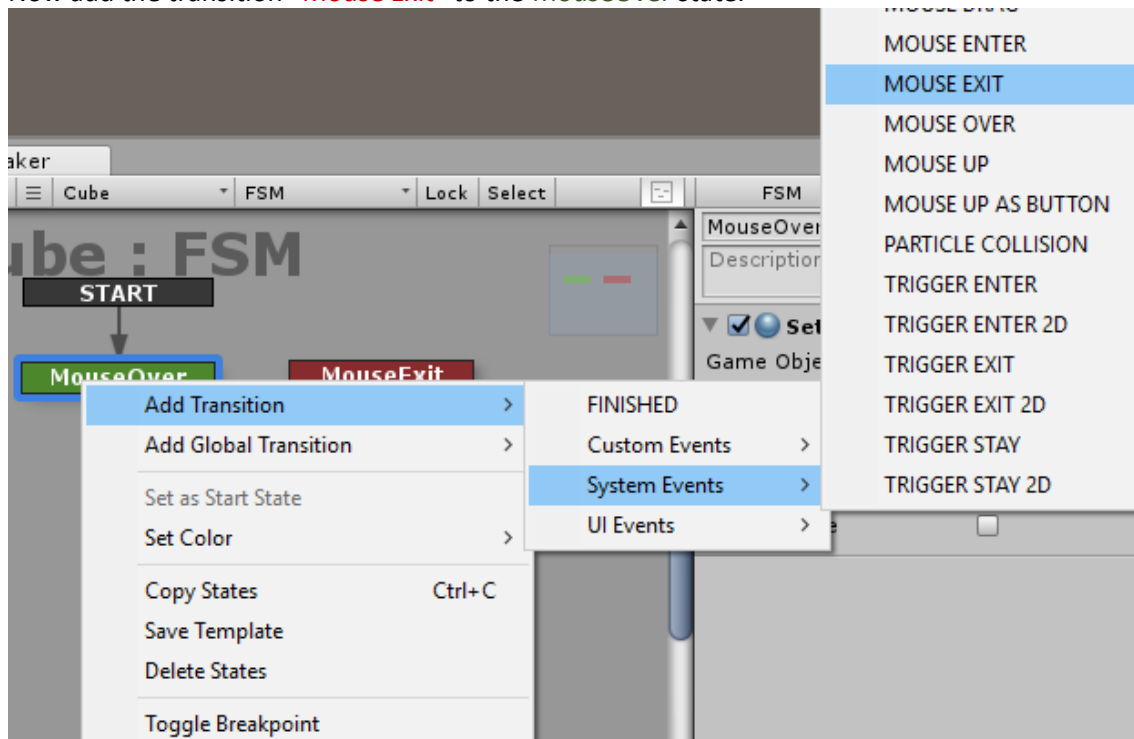

You can also change colour of the state icons.
Right-click on a state and select "**Set Color/…**".

Now add the transition "Mouse Exit" to the MouseOver state.
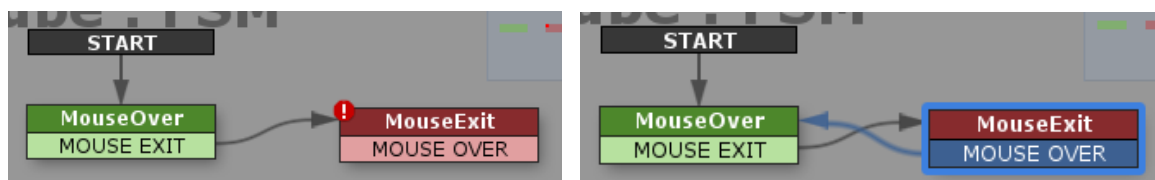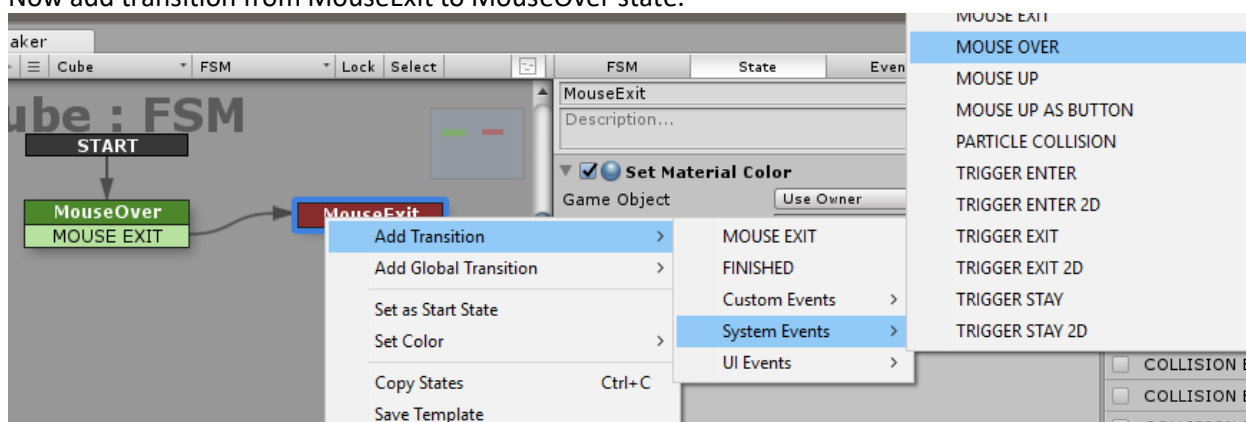

This will add a transition field under the state, click and drag from the transition event box "MOUSE EXIT" to the MouseExit state.

Run the game, the cube should change colour to red when you move your mouse away from it.

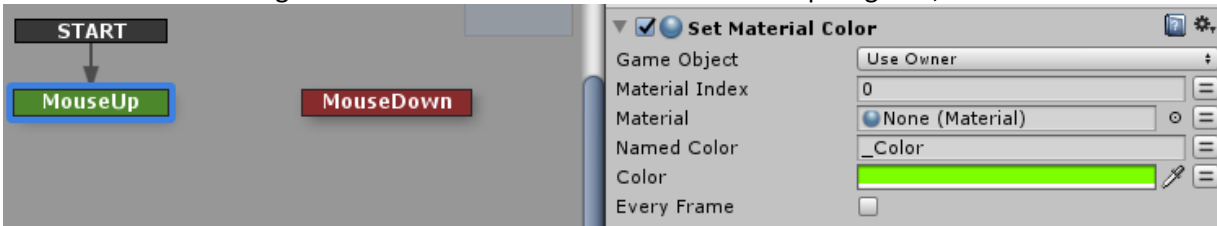Now add transition from MouseExit to MouseOver state.

Run the game, when the mouse is over the cube, it should become green, and when it's away from the cube it should become red.
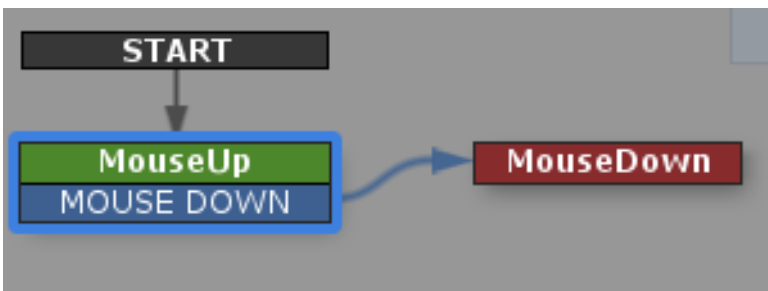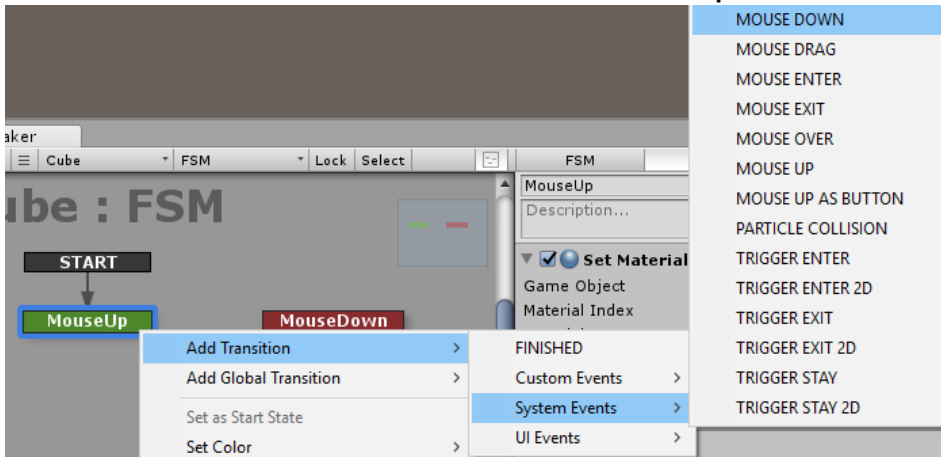
Mouse Down and Up

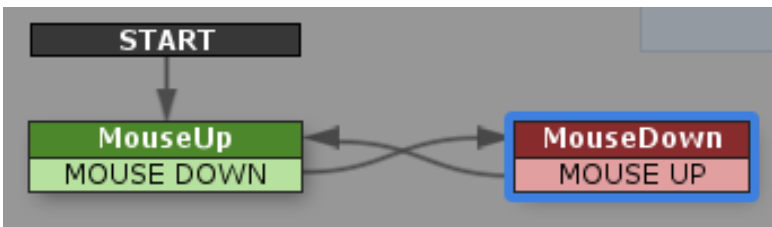Create a new cube.

Give it 2 states: "**MouseUp**" and "**MouseDown**".

Each state should change the material colour of the cube. "MouseUp" - green, "MouseDown" – red.

Now add a transition event "MOUSE DOWN" from **MouseUp** to **MouseDown** state.

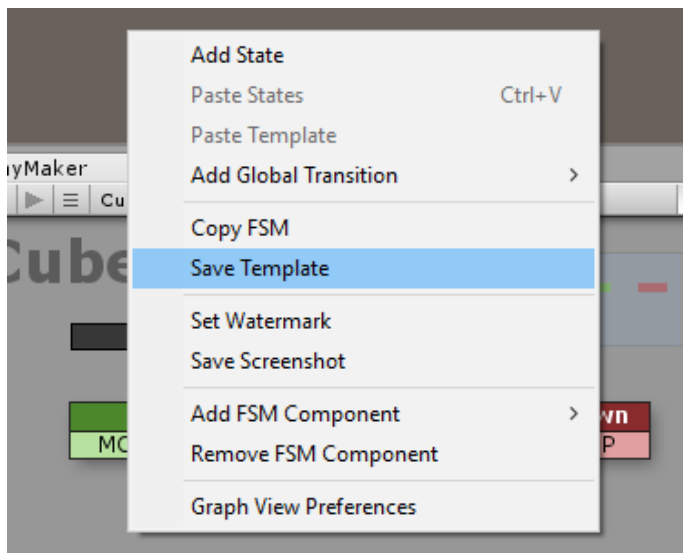Then add "MOUSE UP" from **MouseDown** to **MouseUp** state.

Run the game.

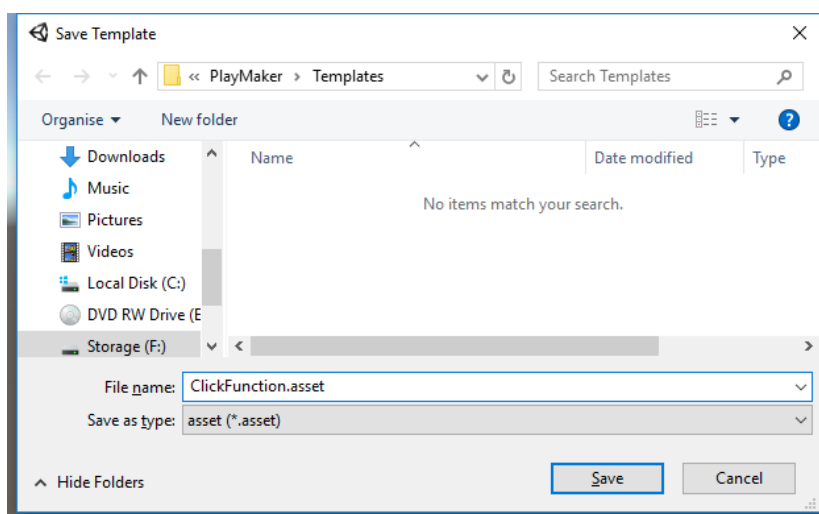When you click on the cube it should become red, and when you release the mouse it should become green.

Saving the template

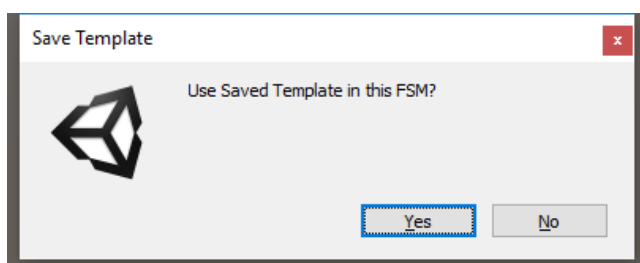Once you have created a FSM you can save it and apply it to other objects.

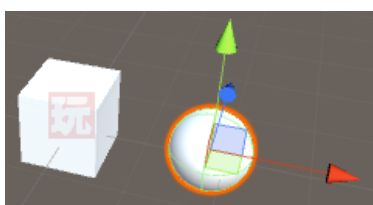To save your FSM, right-click in the grey area of the window, and select "**Save Template**".

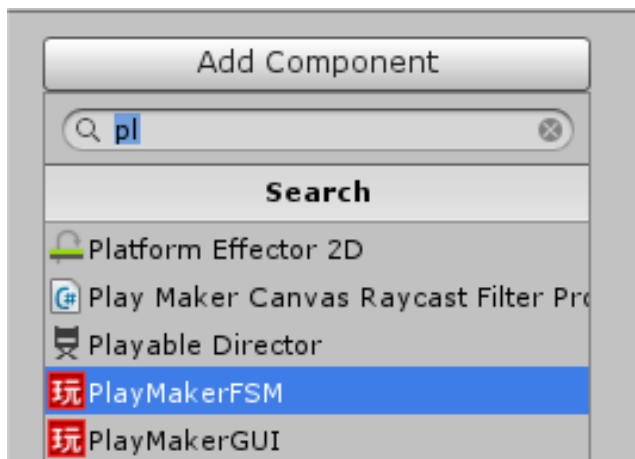Give it a name (for example "ClickFunction"), and save it.
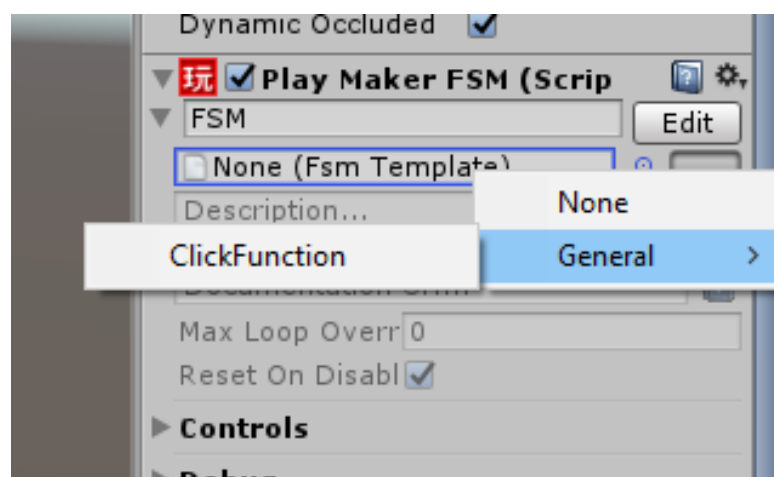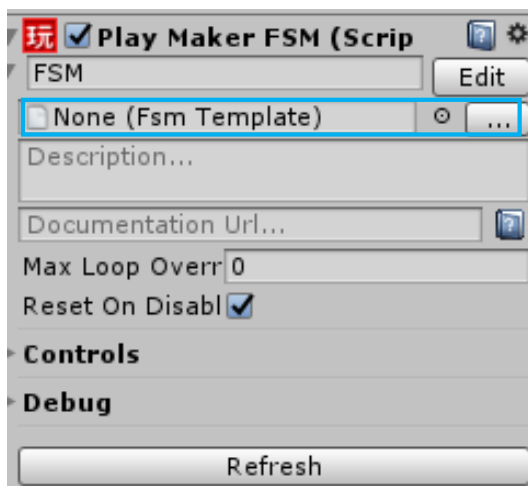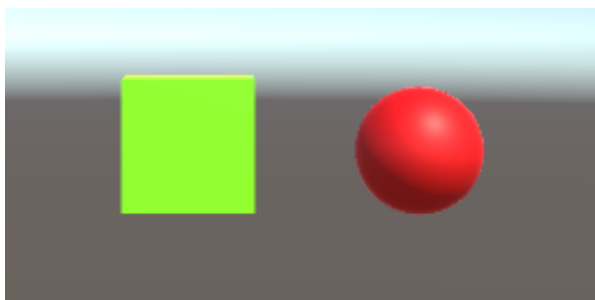

Click, yes.

Now add a sphere to the scene.

In the Inspector, click "**Add Component**", and select "**PlayMakerFSM**".

This Component will be added to your object, add your FSM template to the object.

Press play, and you should be able to click on both objects and change their colour.

If you will make changes to the state machine, it will make changes across all objects that using this state machine.