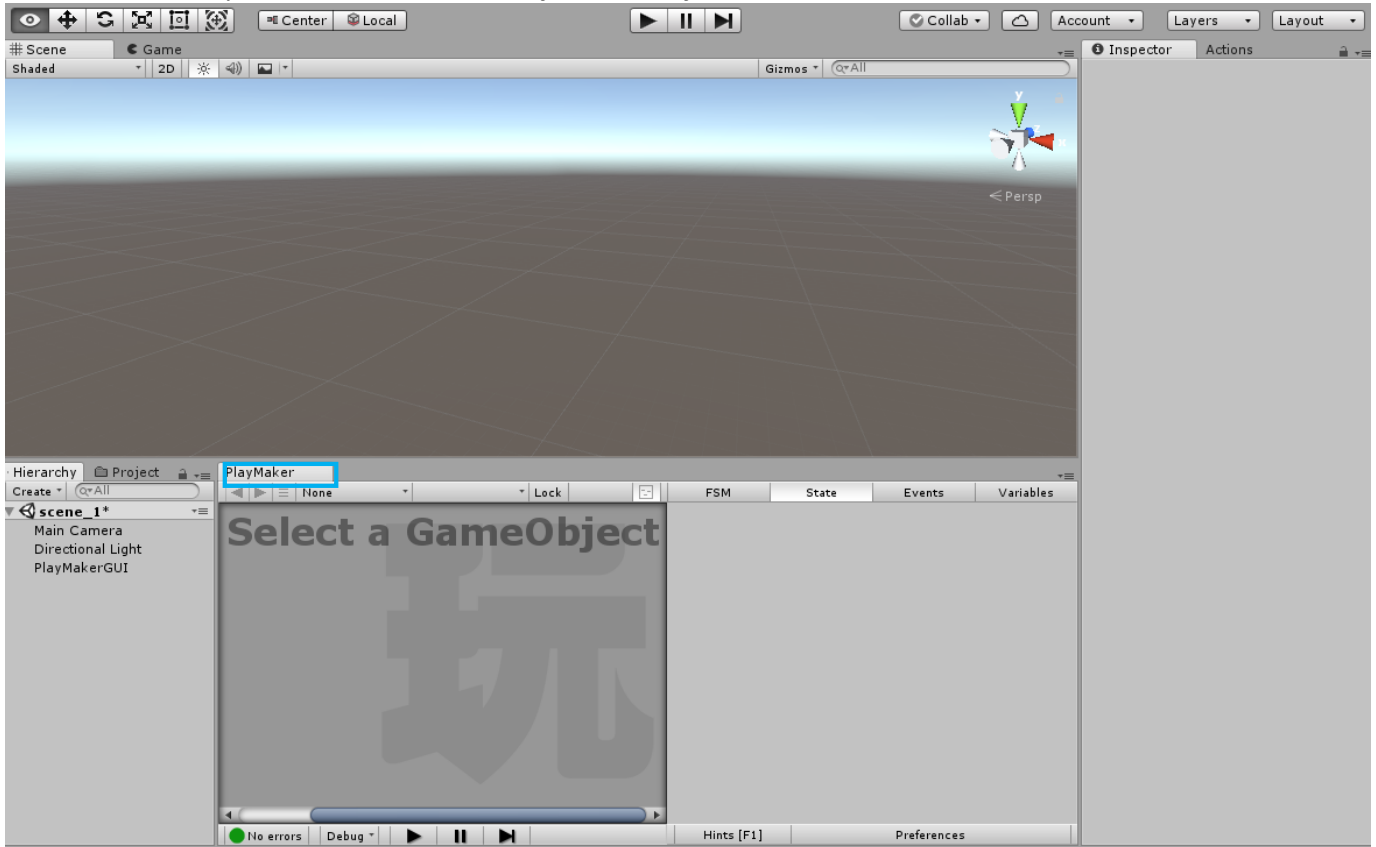


Unity & PlayMaker: Material colour and Wait function

Layout set up

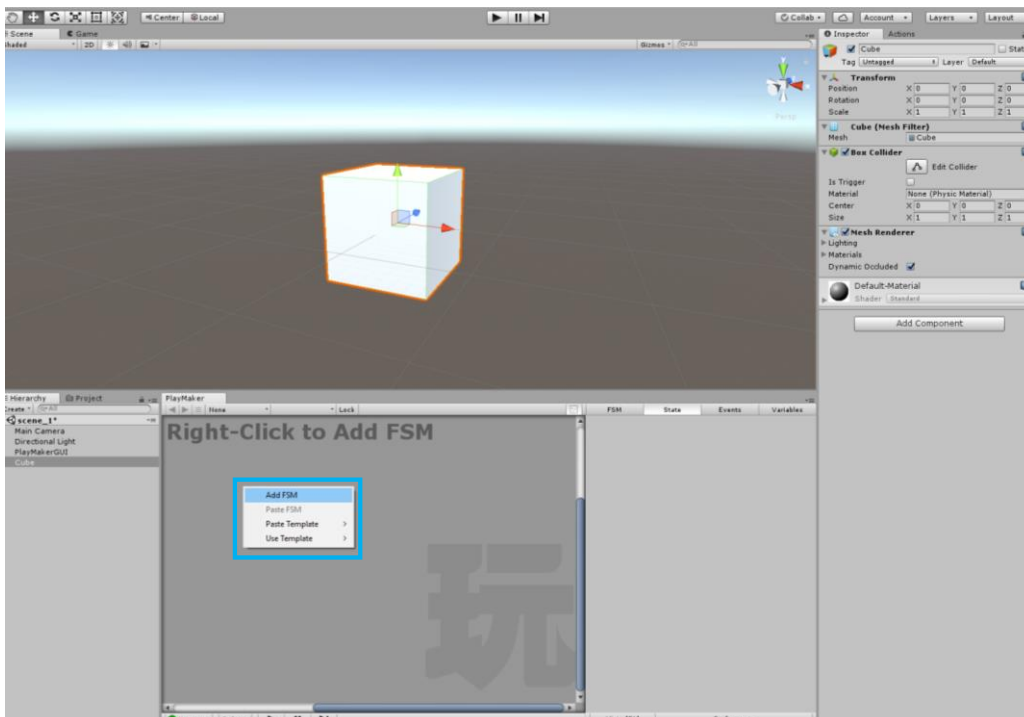
Once you have loaded PlayMaker, set up your layout as shown below.

You can access PlayMaker window from **“PlayMaker/PlayMaker Editor”**.



Basic State

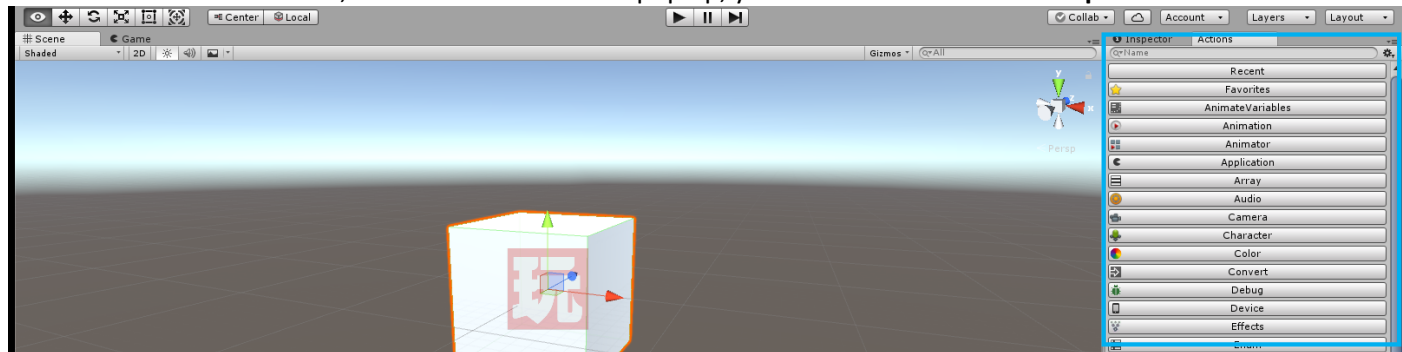
Add a Cube in the Scene view, select it and click **“Add FSM”** in the PlayMaker window.



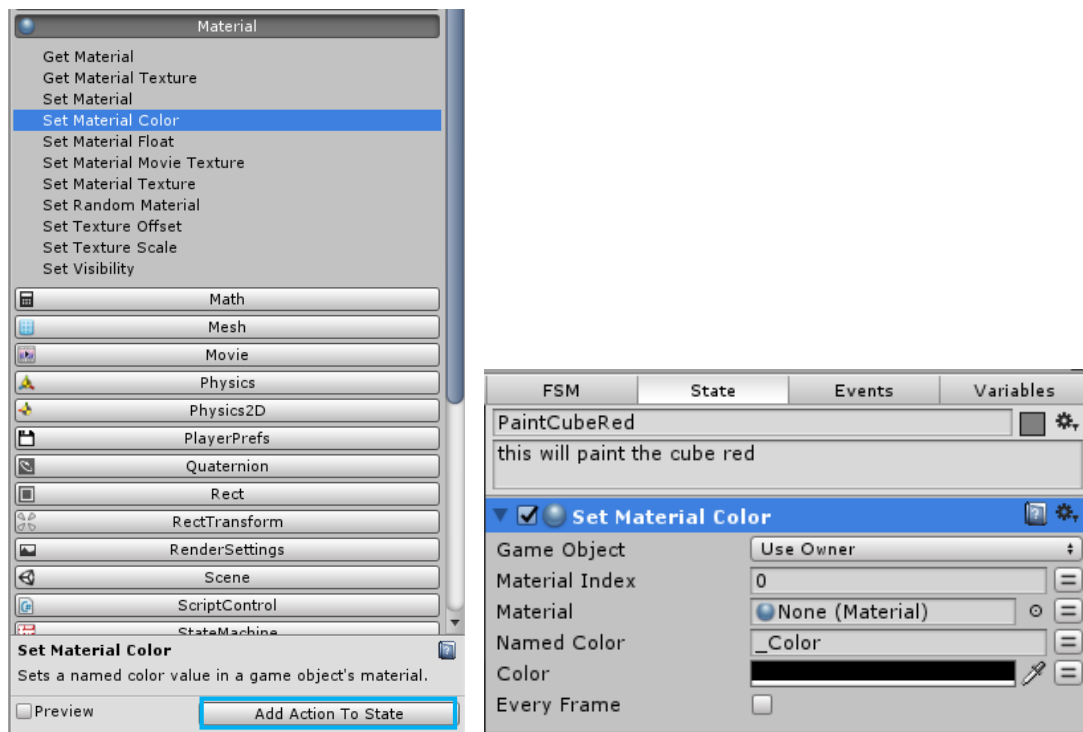
The state has an entry point “START” and a default state. Select the state and rename it “**PainCubeRed**”, you can also add comments in the field below to better understanding of the state.



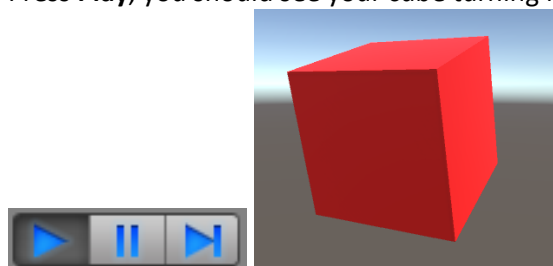
Now click “**Action Browser**”, an **Actions** window will pop up, you can dock it where the **Inspector** is located.



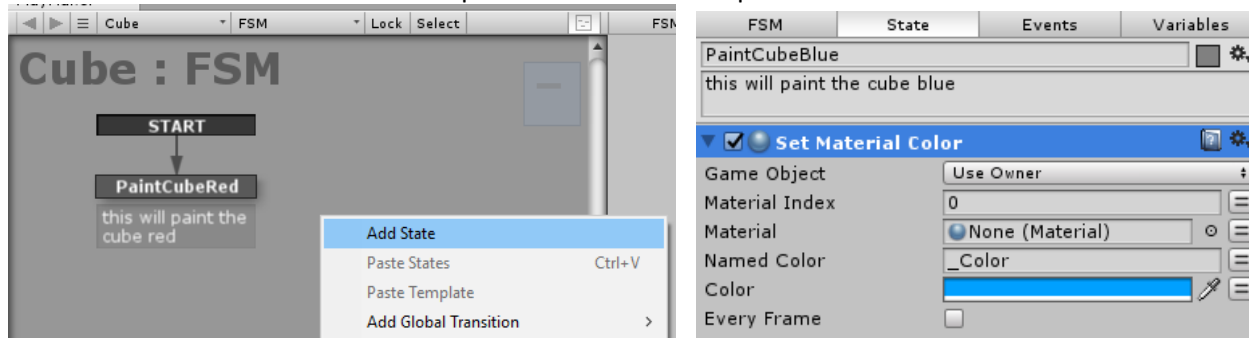
Actions window provides you with all possible actions: mouse click, keyboard, destroy object, change materials etc. Find **Material** tab, select “**Set Material Color**” and press “**Add Action To State**” in the bottom right corner. That action will appear in the **State** tab, change the colour to red.



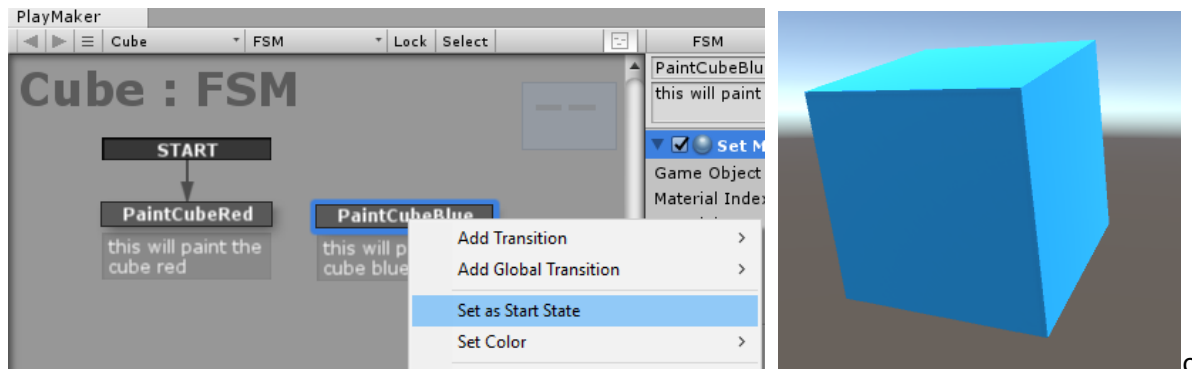
Press **Play**, you should see your cube turning red on start.



Add a new state and follow similar steps to set the state that paints the cube blue.



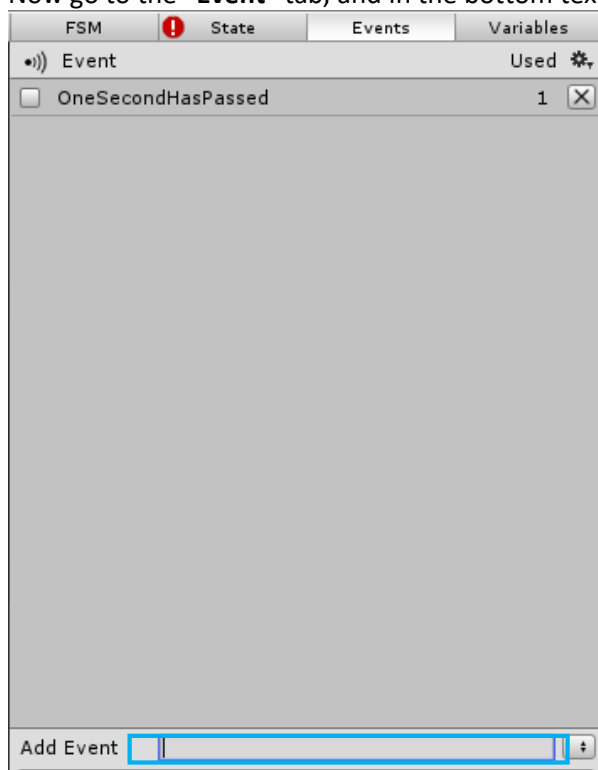
To change your start state, right click on the state and select “**Set as Start State**”. Run the game, this time the cube should be blue.



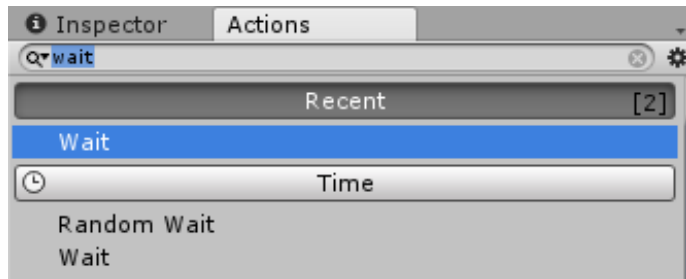
Events

Events are used as triggers to transition to other states. In this case, the program will wait for one second and call the event “OneSecondHasPassed” which in turn will change its state to red.

Now go to the “**Event**” tab, and in the bottom text field a write a new event called “OneSecondHasPassed”.

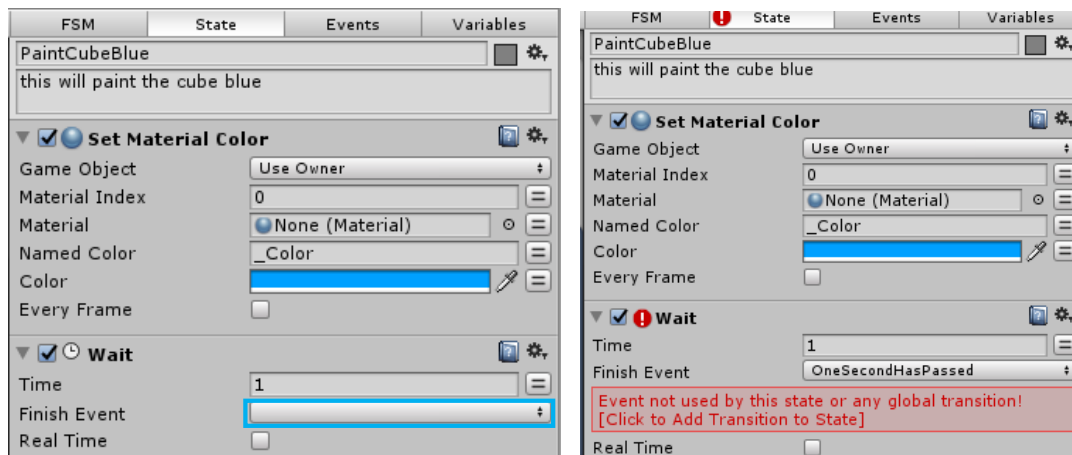


Go to the **“State”** tab and search for the action called **“Wait”** and add it to the state.



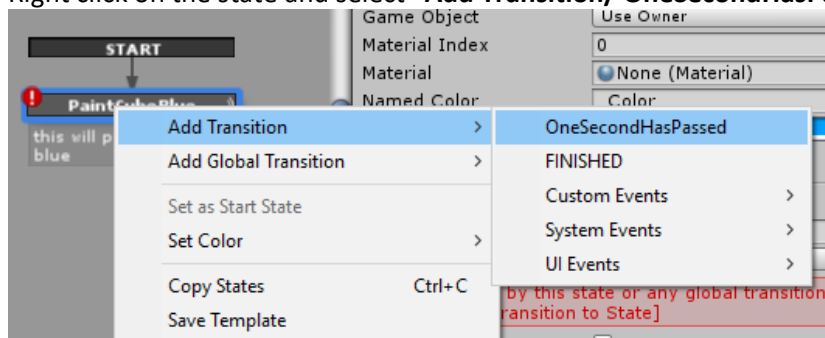
In the **Wait** action, set Finish event to **“OneSecondHasPassed”**.

It will give you a warning, because the event is not used for transitions yet.



So, let's add a transition to the state that will use our event.

Right click on the state and select **“Add Transition/ OneSecondHasPassed”**



The transition is added, now click on the transition box (selected in blue) and draw a line to the red state.



Press play the cube should change colour from blue to red.

[Task 1](#)

Now follow similar steps to make the red state switch back to blue state after one second.
The final FSM should look like this.

