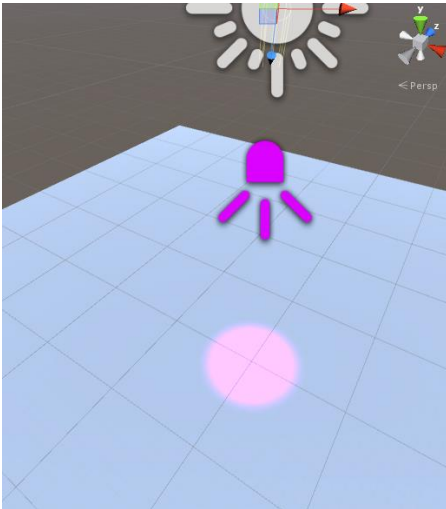


Unity & PlayMaker: Light and GUI button

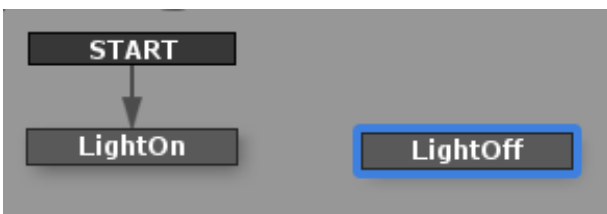
[GUI Button & Light control](#)

Add a plane and a spot-light, so it looks like this.

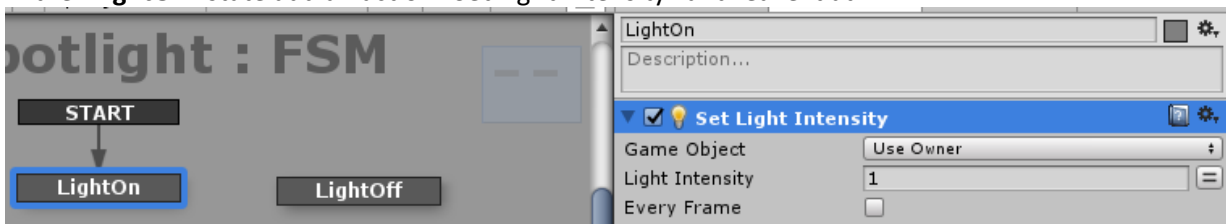


If the directional light is too bright – turn it down, by lowering its **intensity**.

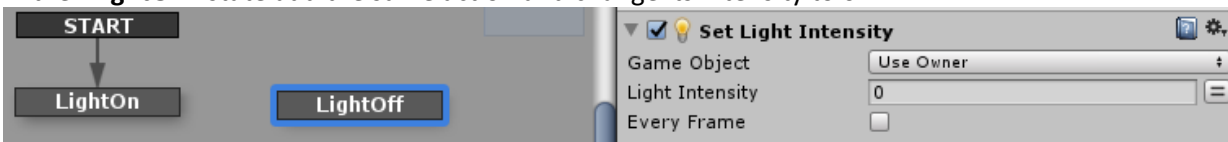
Select your **Spotlight** and add two states “**LightOn**” and “**LightOff**”.



In the “**LightOn**” state add an action “Set Light Intensity” and leave it at 1.



In the “**LightOff**” state add the same action and change its intensity to 0.

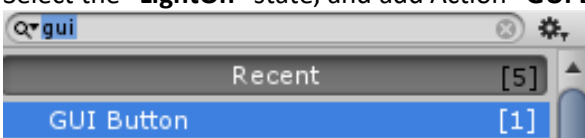


Now you have 2 states that can switch the light on or off, it's time to add buttons to control them.

Unity has **GUI buttons** - (GUI – stands for Graphics User Interface).

PlayMaker has access to GUI button via action.

Select the “**LightOn**” state, and add Action “**GUI Button**”.

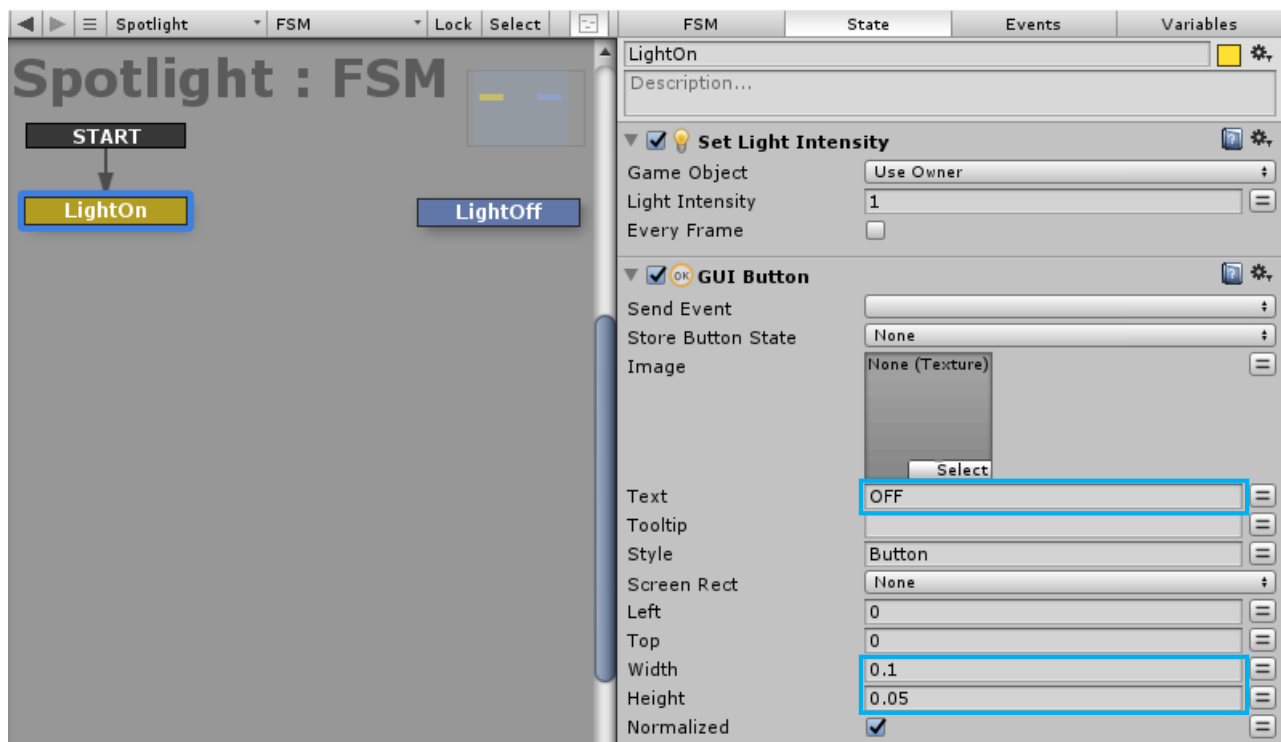


For the “LightOn” state change GUI button’s properties as shown below.

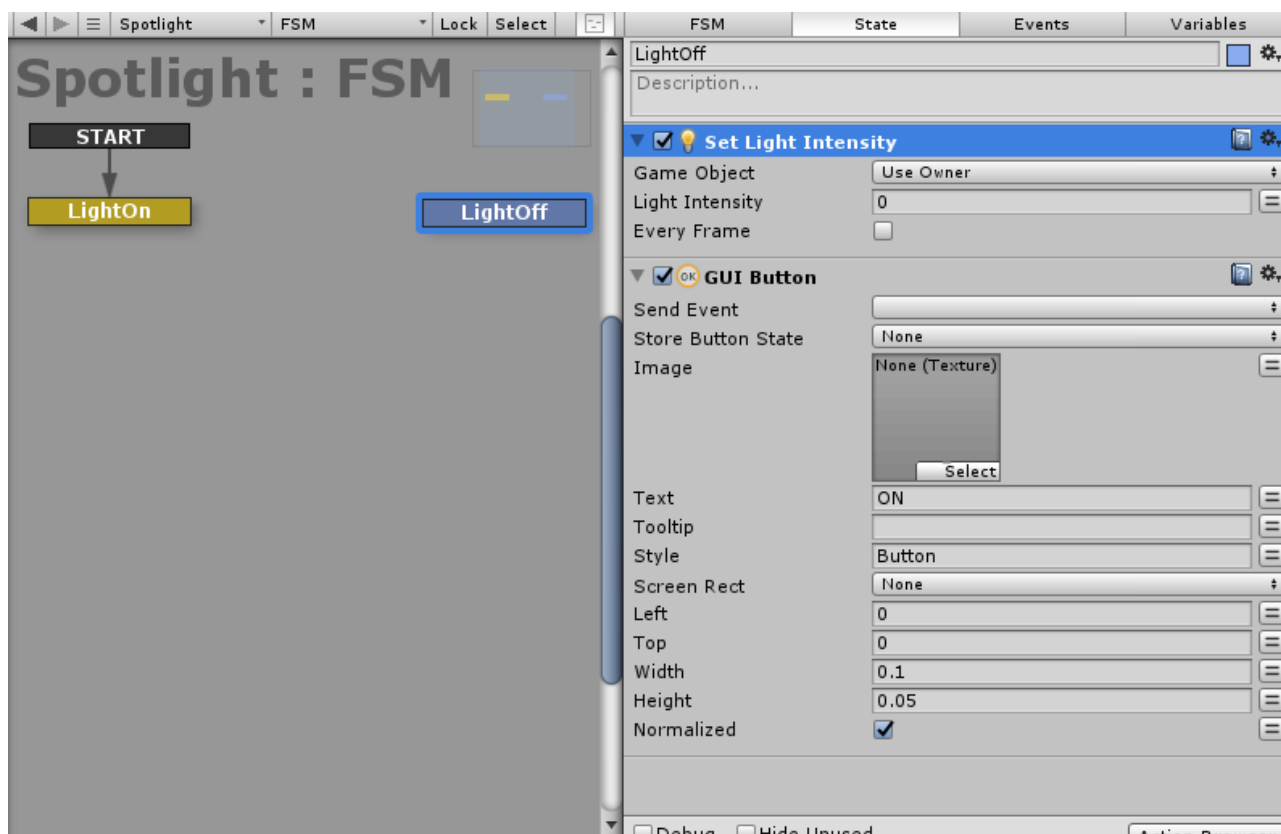
The **text** should say – “OFF”.

Width and Height of the button should be set to **0.1** and **0.05**.

Size and position of the button is set in percentage. So, the button will scale if you change scale of the resolution.



For the “LightOff”, set text to “ON”, and the width and scale of the button are **0.1** and **0.05**



GUI Button will only appear on the screen when the state that has it is active.

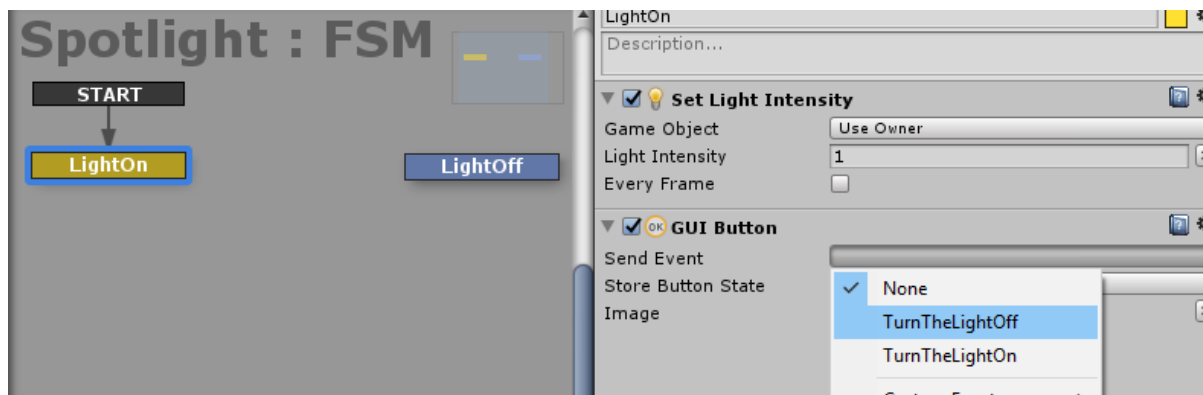
In this case 2 buttons are on top of each other, but only 1 at the time will be visible.

Now that create 2 Events, in the Events tab.

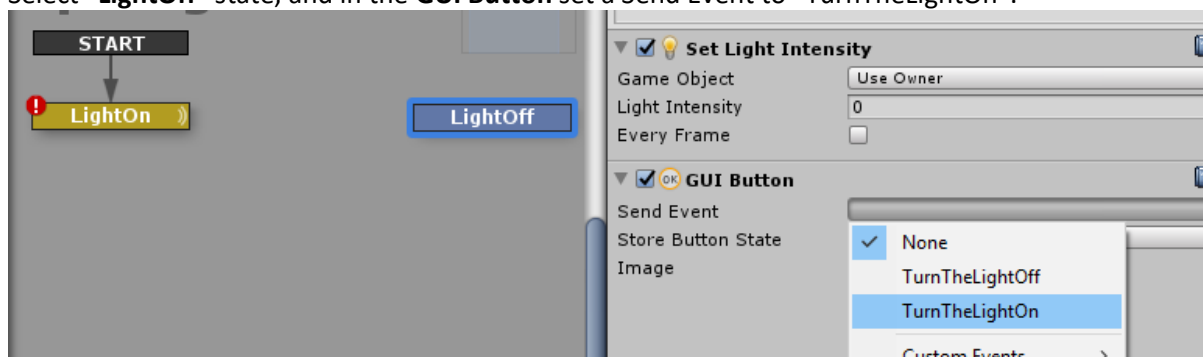
“TurnTheLightOff” and “TurnTheLightOn”, these events will be called to switch between the states.

FSM	State	Events	Variables
•)) Event			Used ⚙
<input type="checkbox"/>	TurnTheLightOff		0 X
<input type="checkbox"/>	TurnTheLightOn		0 X

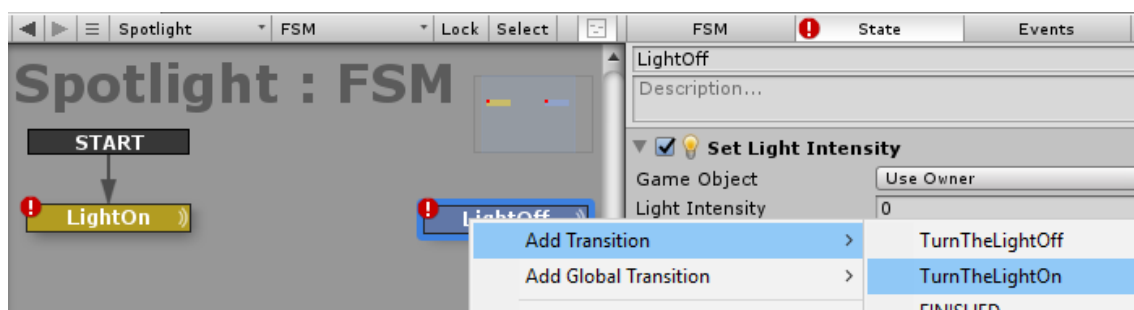
Select “LightOn” state, and in the **GUI Button** set a Send Event to “TurnTheLightOff”.



Select “LightOff” state, and in the **GUI Button** set a Send Event to “TurnTheLightOn”.



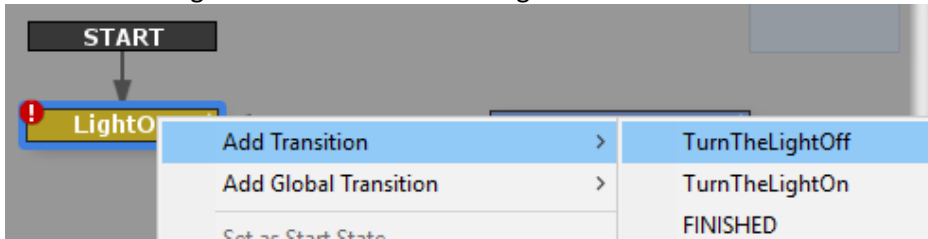
Add “TurnTheLightOn” transition to the “LightOff” state.



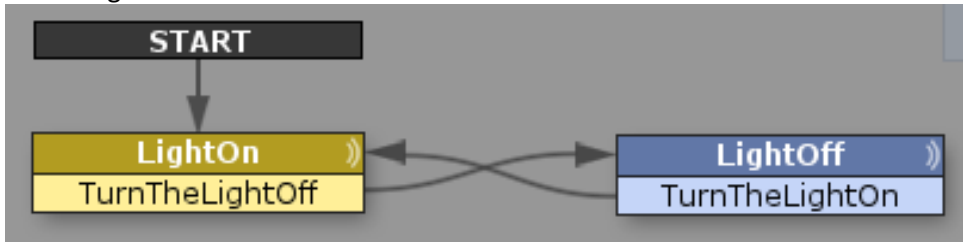
Link it together.



Add "TurnTheLightOff" transition to the "LightOn" state.



Link it together.



Run the Game. You should be able to switch the light on and off by pressing a button.

