PlayMaker Custom Actions Documentation

Please open the example scene for a better understanding on how to use these actions.

Example_PlayMaker

Walker Actions

Starts movement of a walker object

Walker Object: target object with movement script

Pauses movement of a walker object

Walker Object: target object with movement script
Duration: amount of time to pause

Resumes movement of a walker object

Walker Object: target object with movement script

Stops movement of a walker object

Walker Object: target object with movement script

Resets movement of a walker object

Walker Object: target object with movement script

Changes movement speed of a walker object

Walker Object: target object with movement script
Speed: desired speed value
Every Frame: enable speed change per frame

Sets the path of walker object and **starts movement**

Walker Object: target object with movement script
Path Name: path name to follow OR
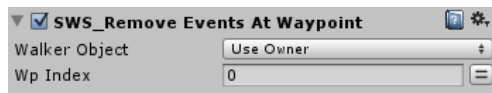Path Object: path manager component to follow

Adds an event to a walker object, which calls the receiver's event at the waypoint specified

Walker Object: target object with movement script
Wp Index: waypoint index on the path
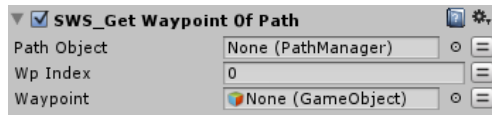Fsm Receiver: event receiver object with a FSM
Fsm Event: name of the event to call on the receiver
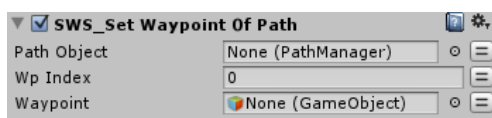
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Removes all events at a waypoint

Walker Object: target object with movement script
Wp Index: waypoint index on the path
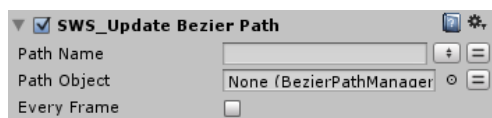
Path Actions

Returns the specified waypoint of a path

Path Object: path manager component
Wp Index: waypoint index on the path
Waypoint: returned waypoint gameObject

Assigns the specified waypoint to path

Path Object: path manager component
Wp Index: waypoint index on the path
Waypoint: waypoint gameObject to set

Updates a bezier path after position changes

Path Name: bezier path name to update OR
Path Object: bezier path manager component
Every Frame: enable recalculation per frame