# PlayMaker Support

Pixel Crushers Common Library

# Contents

# Chapter 1: Enabling PlayMaker Support

To enable PlayMaker support for the Pixel Crushers Common Library, import **Plugins ▶ Pixel Crushers ▶ Common ▶ Third Party Support ▶ PlayMaker Support.**

# Chapter 2: PlayMaker – Message System

The support package adds the PlayMaker functionality below for the Message System.

## Message System Actions

| Action | Description |
|---|---|
| **Send To Message System** | Sends a message to the Message System. |
| **Add Message System Listener** | Adds a listener to the Message System. |
| **Remove Message System Listener** | Removes a listener from the Message System. |

## Routing Message System Messages To PlayMaker FSMs

To route Message System messages to your FSM(s):

1. Add a **Message System to PlayMaker** component.
2. Set the **Message** to listen for. Optionally set the **Parameter**, **Sender**, and **Target**.
3. Set the **FSM Event Name** to send to PlayMaker when the Message System receives the message.
4. Optionally specify the **FSMs** that should receive this event. If you leave FSMs empty, the component will send the event to all FSMs on the GameObject.

# Chapter 3: PlayMaker – Save System

The support packages adds the PlayMaker functionality below for the Save System.

## Save System Actions

| Action | Description |
|---|---|
| **Is Saved Game In Slot** | Checks if a game has been saved in a slot. |
| **Delete Saved Game In Slot** | Deletes the game saved in a slot. |
| **Save Game In Slot** | Saves a game in a slot. |
| **Load Game From Slot** | Loads a game from a slot. |
| **Load Scene At Spawnpoint** | Loads a scene and optionally places the player at a spawnpoint. |