



CONFIGURE MESSAGE EMIT

- Add a new state and rename it **show & wait for Click**. Search for and add a **Show** action followed by a **Click/Tap on entity** action. This action will be used to reveal the **play button** and to let it waiting for the user to tap it with a **click** or **touch**.
- Add another state and rename it **emit PlayVideo**. Add an **Emit Message** action followed by a **Transition** action.
- In the **Emit Message action's Channel field** type **PlayVideo**. This will send the PlayVideo message that the VideoScript is listening for to try playing the video again.

The screenshot shows the configuration for a state named "emit PlayVideo". The "Name" field is set to "emit PlayVideo". Under the "Emit Message" section, the "Channel" is set to "PlayVideo". Below this, there is a "Transition" section. At the bottom of the configuration panel, there are buttons for "Set As Initial State", "Add Action", "Remove", and "Toggle State Machine".

