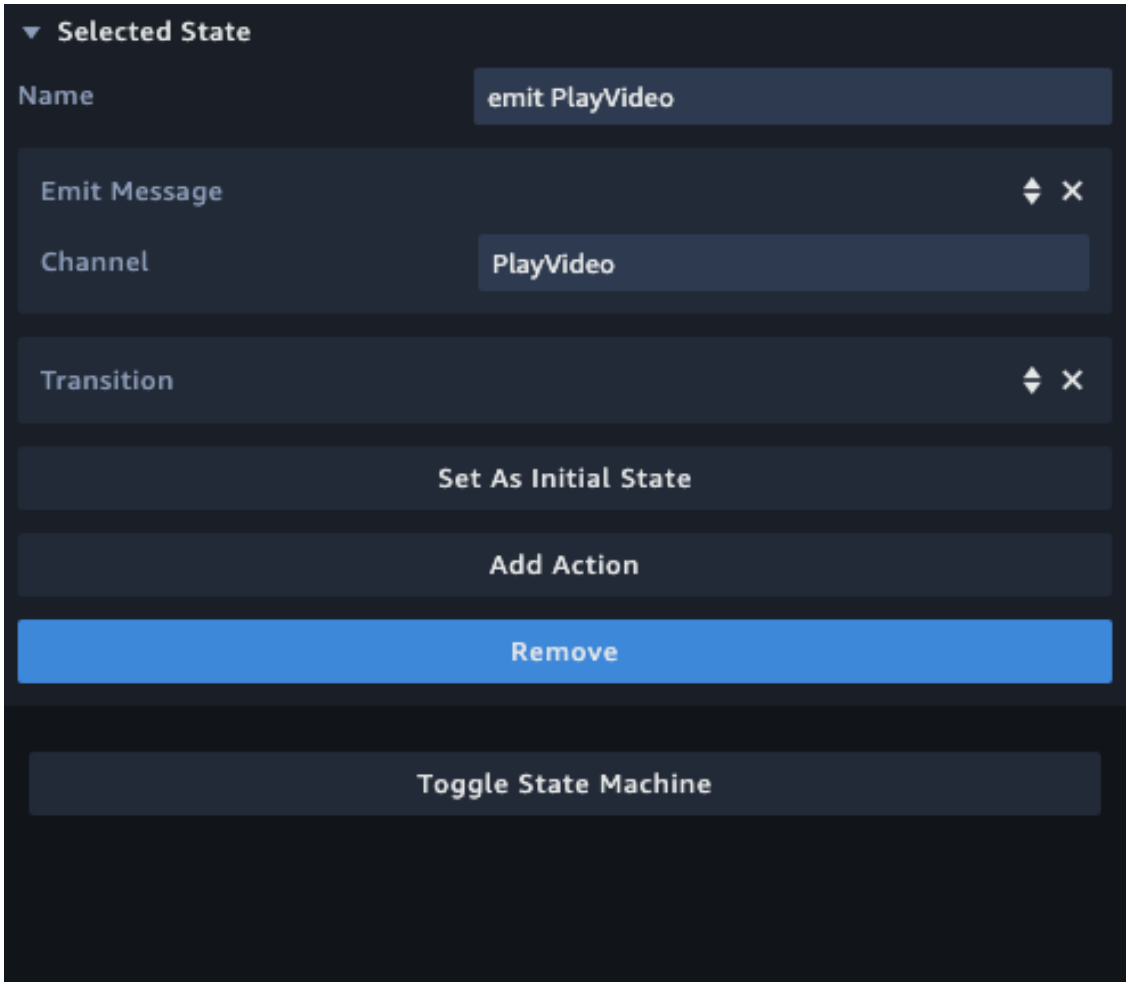
CONFIGURE MESSAGE EMIT

- 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.