



# ADD A STATE MACHINE

- Click on the + **Add Component** button at the bottom of the **Inspector** and select **State Machine**
- Click on the + button beside the drop input to create a new **behavior**. This will open the **State Machine** editor
- Rename the behavior **VideoAutoplayBlocked**
- Rename State 1 to **Hide**. Click **Add Action** and search for add an **Hide** action followed by a **Transition** action



