



# State Machine Generator

StateMachine Generator

Enum name: MyEnum

States

<input checked="" type="checkbox"/>	IDLE	<input checked="" type="checkbox"/> Default
<input type="checkbox"/>	WALK	<input type="checkbox"/>
<input type="checkbox"/>	RUN	<input type="checkbox"/>
<input type="checkbox"/>	JUMP	<input type="checkbox"/>
<input type="checkbox"/>	ATTACK	<input type="checkbox"/>

Public transition method ☐

▶ Initial state parameters

▶ Code styling parameters

Generate

# Add states using a simple list



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— ATTACK	<input type="checkbox"/>

Public transition method ☐

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# Choose the transition method's protection level



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Public transition method ☐

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# Choose the default state and whether or not to trigger an initial transition to this state



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JUMP	<input type="checkbox"/>
ATTACK	<input type="checkbox"/>

Public transition method ☐

▼ Initial state parameters

None ☒

Initial state ☐

Initial transition ☐

► Code styling parameters

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# Choose whether or not using regions and grouping methods by phase or by state



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Public transition method ☐

Initial state parameters

Code styling parameters

Use regions ☐

☒ Group by state

☐ Group by phase

Generate