StateMachine Generator

Generate StateMachineStateMachine skeleton scripts with few clicks.

How to use

- Open the **StateMachineGenerator** window by using the *Window* menu and selecting *StateMachineGenerator*.
- Enter a name for the **enum** that will hold the states.
- Add/remove states and modify their names through the list.
- Set parameters to customize the script.
- Generate the skeleton script by clicking the **Generate** button.