

PlayMaker Custom Actions Documentation

Please open the example scene for a better understanding on how to use these actions.



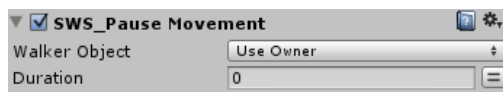
Example_PlayMaker

Walker Actions



Starts movement of a walker object

Walker Object: target object with movement script



Pauses movement of a walker object

Walker Object: target object with movement script

Duration: amount of time to pause



Resumes movement of a walker object

Walker Object: target object with movement script



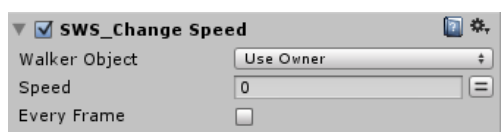
Stops movement of a walker object

Walker Object: target object with movement script



Resets movement of a walker object

Walker Object: target object with movement script

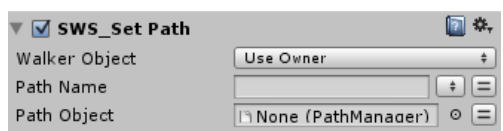


Changes movement speed of a walker object

Walker Object: target object with movement script

Speed: desired speed value

Every Frame: enable speed change per frame

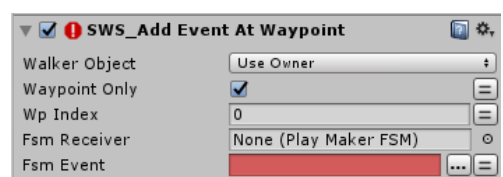


Sets the path of walker object and **starts movement**

Walker Object: target object with movement script

Path Name: path name to follow OR

Path Object: path manager component to follow



Adds an event to a walker object, which calls the receiver's event at the waypoint specified

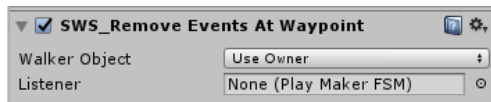
Walker Object: target object with movement script

Waypoint Only: event for all or only one waypoint

Wp Index: waypoint index when "Waypoint Only"

Fsm Receiver: event receiver object with a FSM

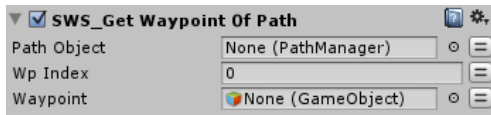
Fsm Event: name of the event to call on the receiver



Removes all events at a waypoint

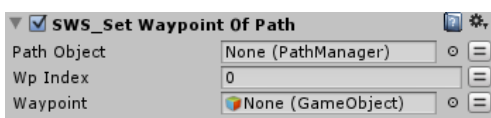
Walker Object: target object with movement script
Wp Index: waypoint index on the path

Path Actions



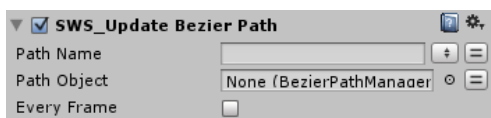
Returns the specified waypoint of a path

Path Object: path manager component
Wp Index: waypoint index on the path
Waypoint: returned waypoint gameObject



Assigns the specified waypoint to path

Path Object: path manager component
Wp Index: waypoint index on the path
Waypoint: waypoint gameObject to set



Updates a bezier path after position changes

Path Name: bezier path name to update OR
Path Object: bezier path manager component
Every Frame: enable recalculation per frame