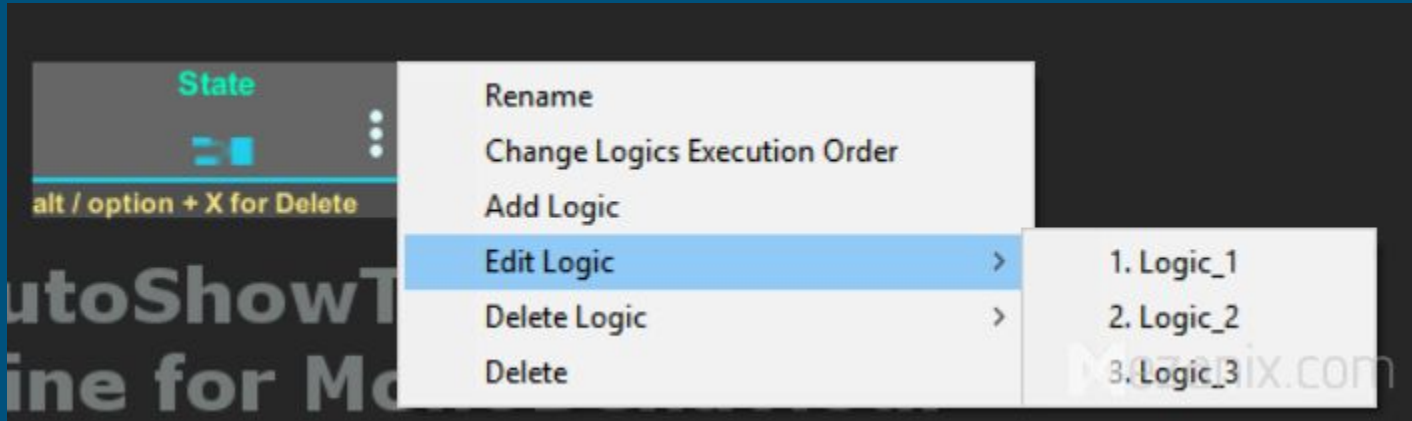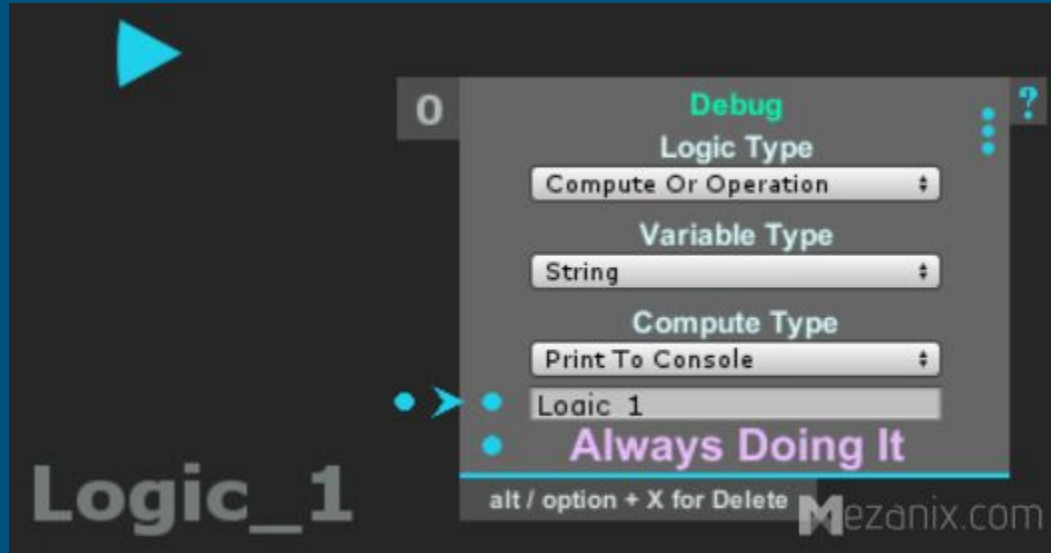# Changing the logics execution order

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Control your logics

Today I show you how to control the logics execution order in a state.
Every state can have multiple logics. When a state is active all logics in this state
are executed every frame. You can change the execution order of your logics.
In our case, the following state contains 3 logics, Logic_1, Logic_2, and Logic_3.

Control your logics

Every logic of this state have only a one logic node in it, this logic node print the name of the current logic to the console every frame.
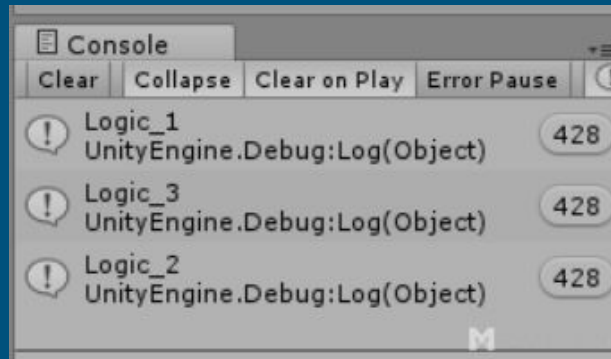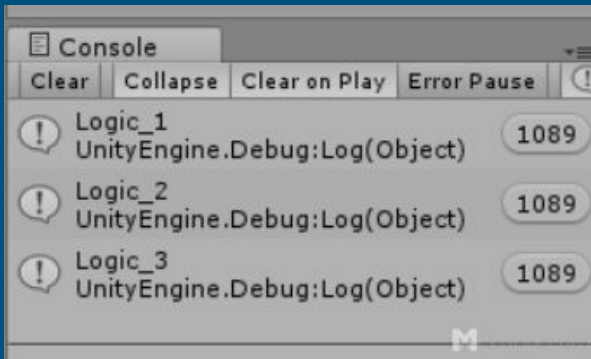
Control your logics

If we return to our state we can change the logics execution order, from 1, 2, 3 to 1, 3, 2 for example (by drag-drop).

Here are the results of changing logics execution order, after C# scripts generation and play in the unity editor.

End

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