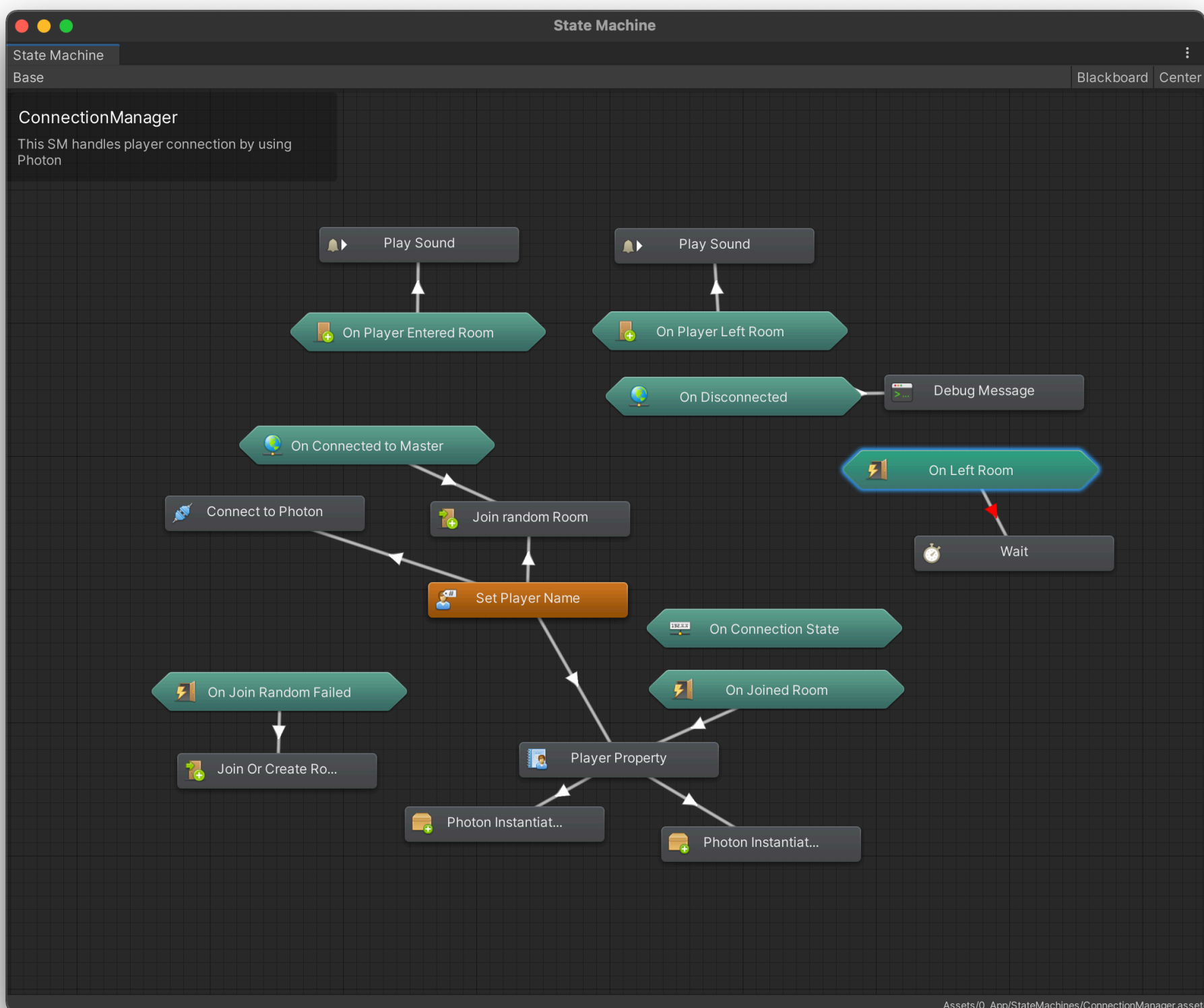


Editor Graph


The editor graph works and look pretty much like the Animator graph, this is the editor for the **State Machines** they are composed of nodes with **Actions**, **Triggers** and **Transitions** where you can add **Conditions**.




Example of a Connection Manager which takes care of room creation and player instantiation

The State Machine asset

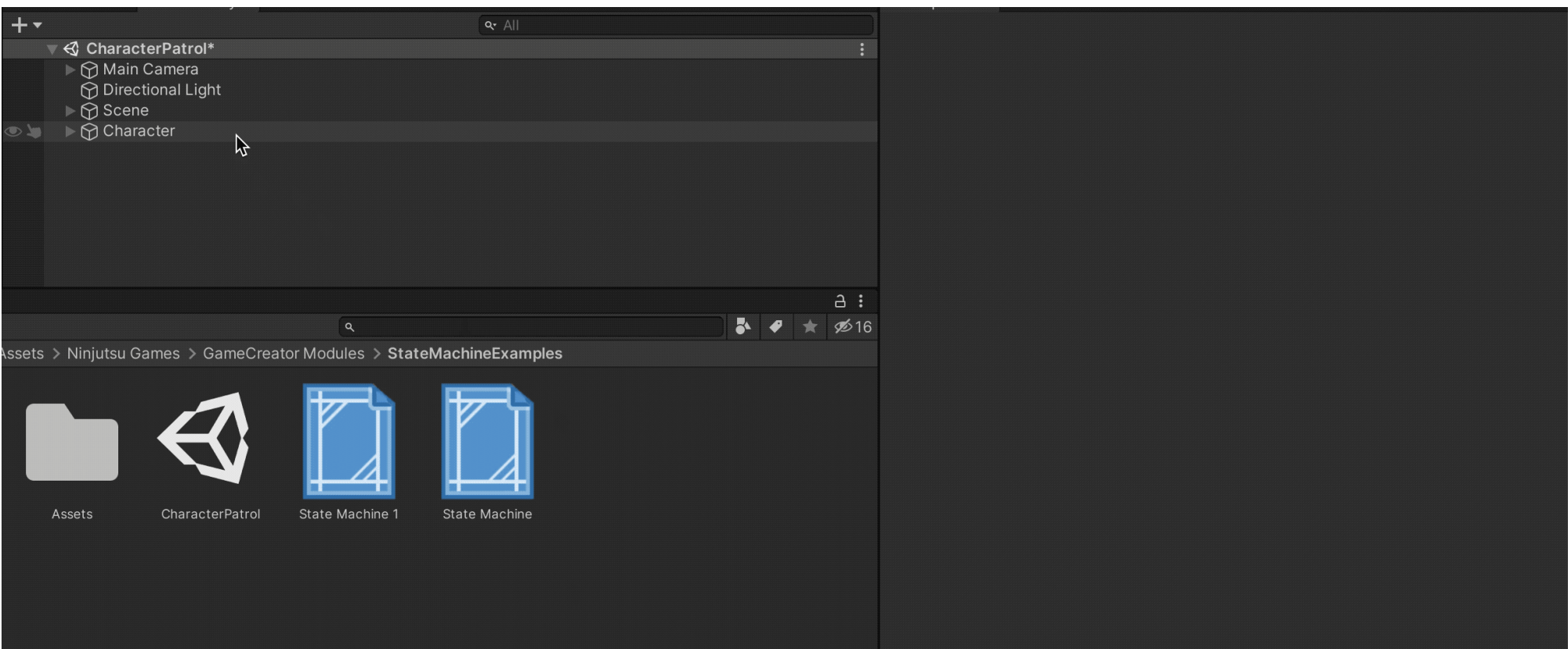
To create a Behavior Graph asset right click on your Project Panel and select **Create → Game Creator → State Machine** . You can name it however you want as well as place it anywhere.


I recommend creating a **State Machines/** folder at the root of your project and organize all your trees there.


State Machines can be duplicated by simply selecting the SM asset and press **CTRL+D**

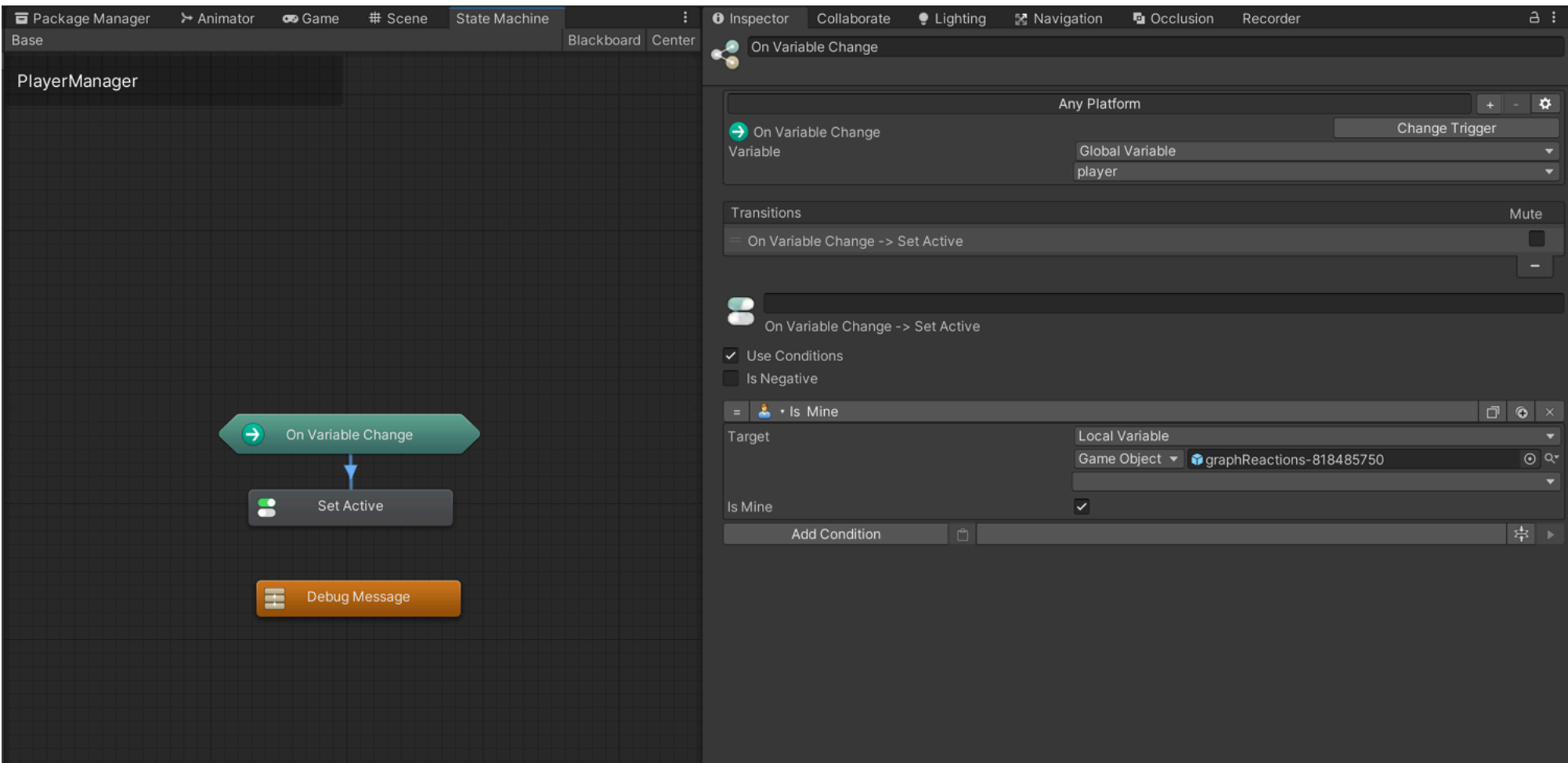
The Controller

In order to **run a State Machine** you have to use a **State Machine Controller** component. You can add it manually to a Game Object or simply drag and drop a **State Machine asset** in an object this will auto-create a State Machine Controller and assign the State Machine reference.



The State Machine Graph Window

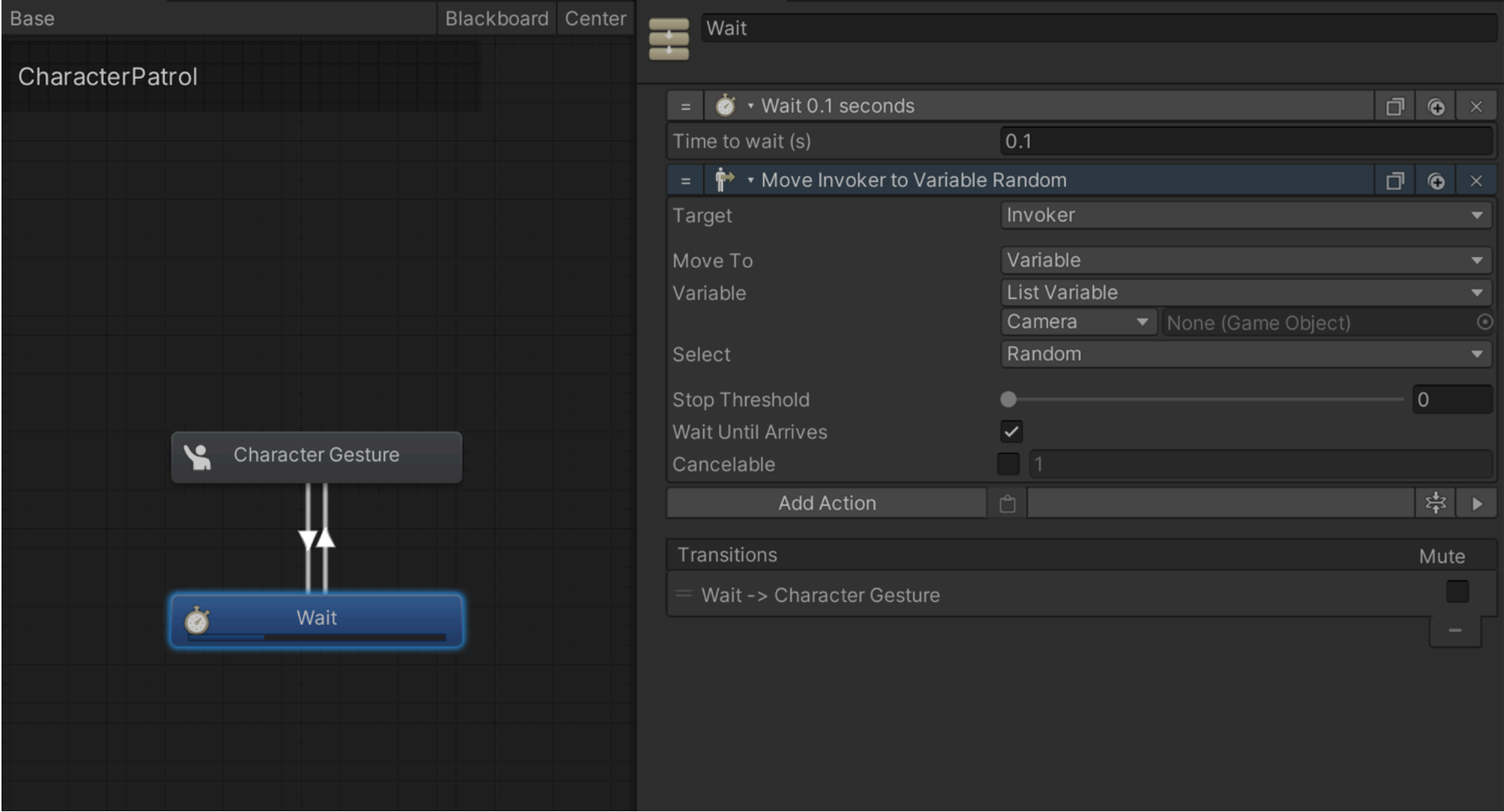
To bring up the StateMachine Graph window simply go to the top toolbar and select **Window → State Machine** . Alternatively, when you double click on a **State Machine** asset it will automatically open the window.



(A state machine with a transition selected)

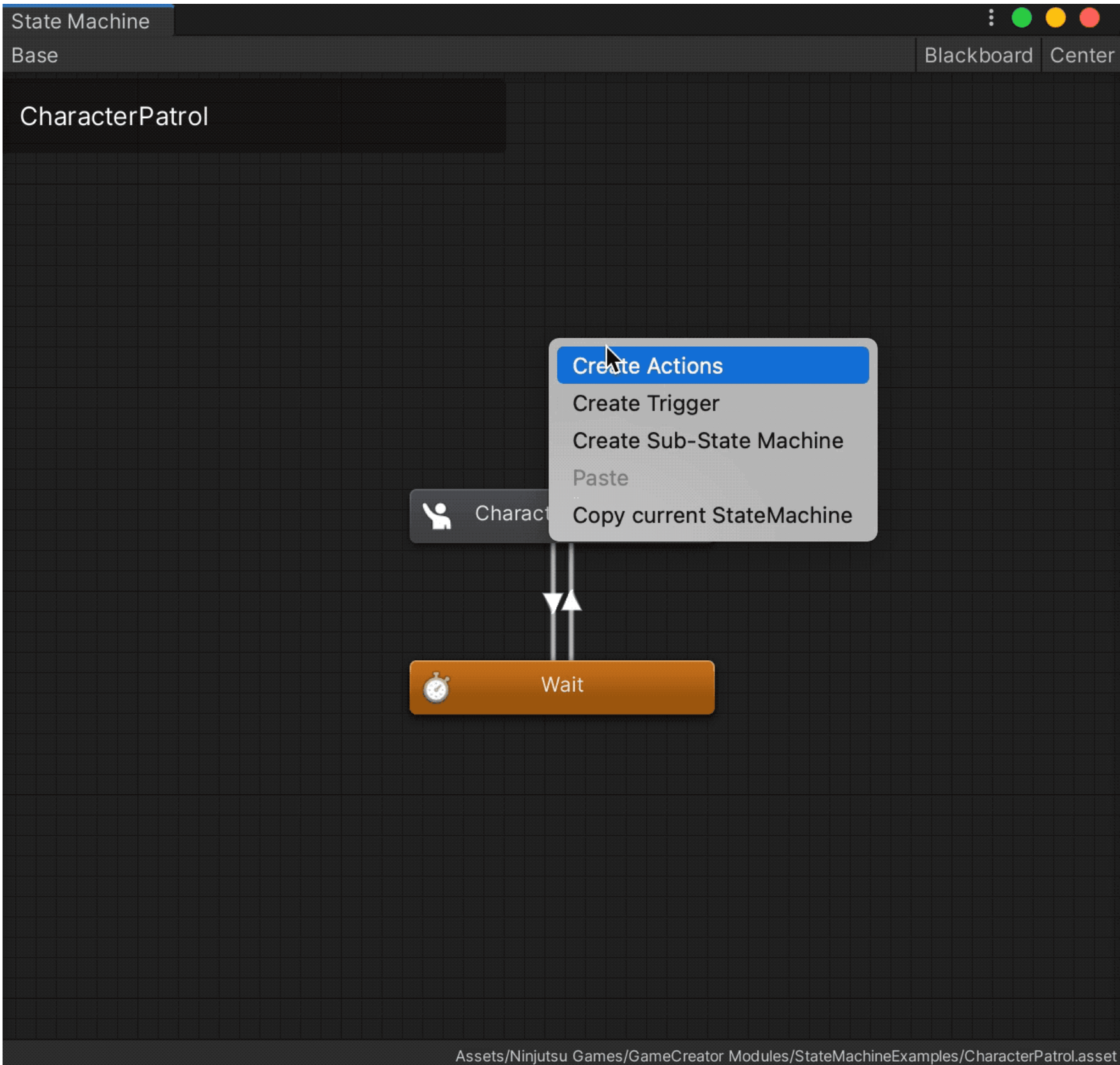
Live debugging

When playing Unity you can preview where the State Machine is currently running.



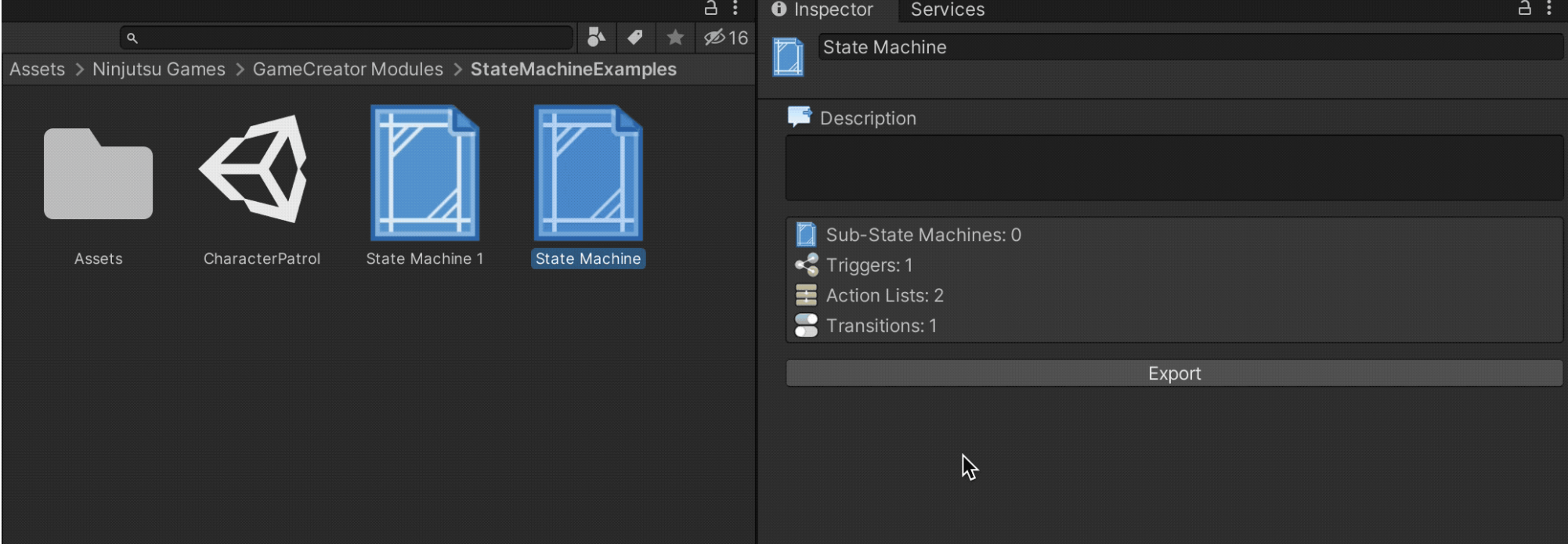
Context Menus


Once you right click somewhere in the Graph it will show a different context menu depending on what you have selected.



Export

One neat feature of the State Machine is that you can easily export them to re-use them on other projects.




This option will package a SM in a Unity Package containing the SM with all its nodes, actions, conditions and triggers.