

## 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



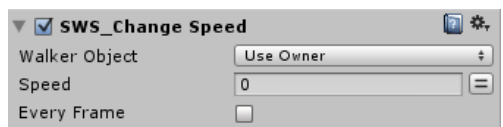
**Resumes movement** of a walker object

Walker Object: target object with movement script



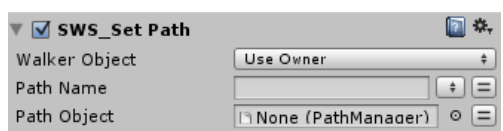
**Stops movement** of a walker object

Walker Object: target object with movement script  
Reset: if checked, repositions it to the first waypoint



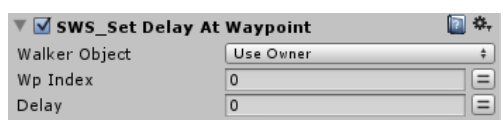
**Changes movement speed** of a walker object

Walker Object: target object with movement script  
Speed: desired speed value  
Every Frame: enable speed change per frame



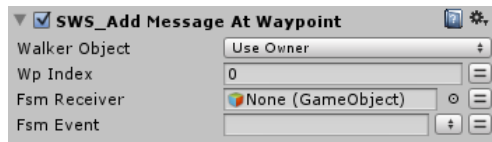
**Sets the path** of walker object and **starts movement**

Walker Object: target object with movement script  
Path Name: path name to follow OR  
Path Object: path manager component to follow



**Sets delay** of a walker object at a specific waypoint

Walker Object: target object with movement script  
Wp Index: waypoint index on the path  
Delay: delay value at the waypoint



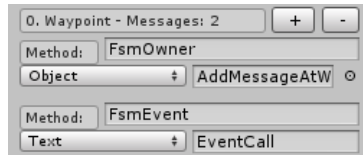
**Adds a message** event to a walker object, which calls the receiver's event at the waypoint specified

Walker Object: target object with movement script

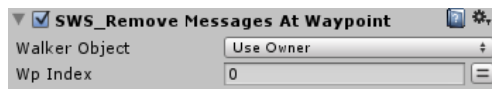
Wp Index: waypoint index on the path

Fsm Receiver: event receiver object with a FSM

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



If you would like to define messages for your FSMs in the editor, you have to manually attach the MessageFSMEvent script to the walker object. Then set up two messages on the movement script, one for the receiving gameobject and one for the event name.

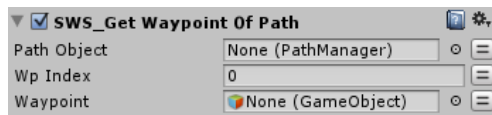


**Removes all messages** at a waypoint

Walker Object: target object with movement script

Wp Index: waypoint index on the path

## Path Actions

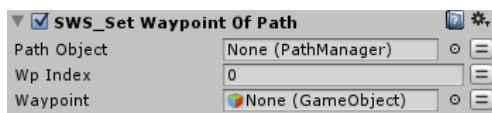


**Returns the specified waypoint** of a path

Path Object: path manager component

Wp Index: waypoint index on the path

Waypoint: returned waypoint gameObject

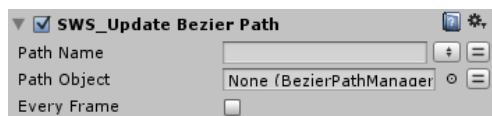


**Assigns the specified waypoint** to path

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