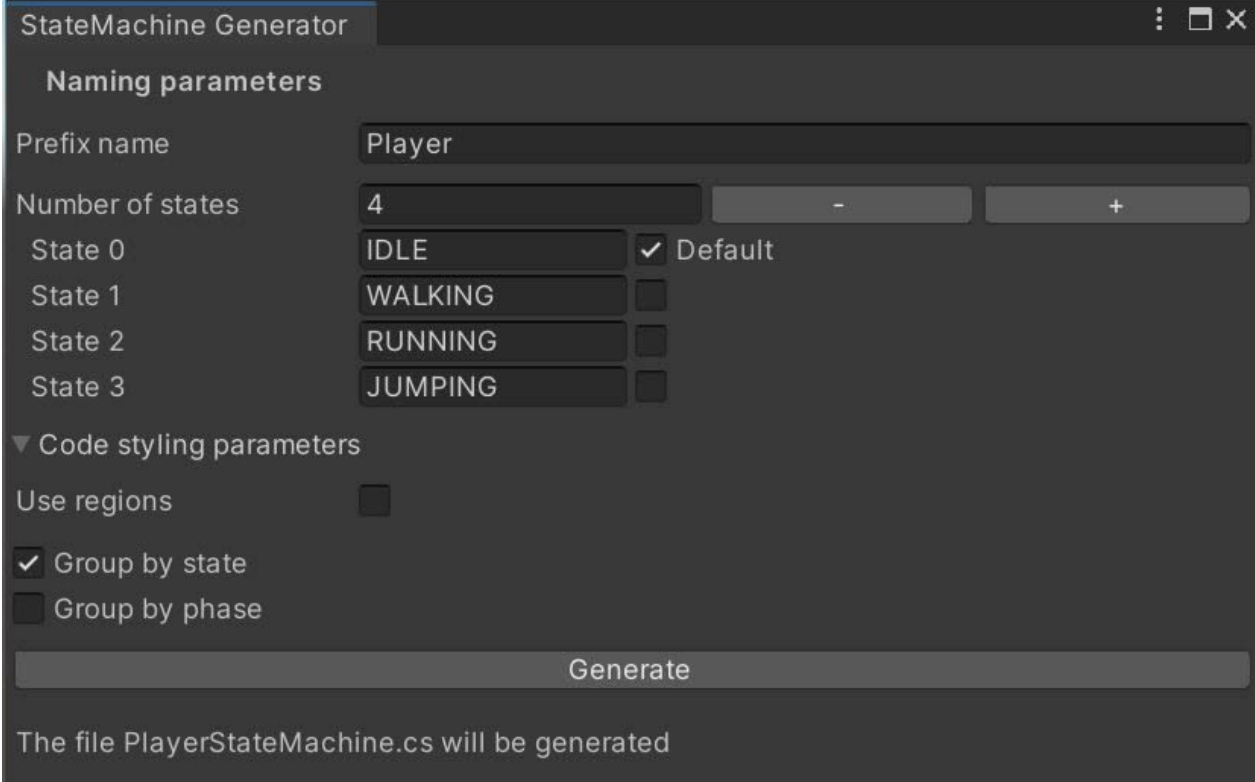


StateMachineGenerator

Generate **StateMachine** scripts skeletons with a few clicks.

How to use

- Open the **StateMachineGenerator** window by browsing the menu **Window > StateMachineGenerator**.
- Add / remove / modify states names.
 - You can set some code-styling options like **regions** usage and methods grouping.
- Generate the script by clicking **Generate**.



The screenshot shows the 'StateMachine Generator' window with the following configuration:

- Naming parameters**
 - Prefix name: `Player`
 - Number of states: `4` (with '-' and '+' buttons)
 - State 0: `IDLE` (checked as Default)
 - State 1: `WALKING`
 - State 2: `RUNNING`
 - State 3: `JUMPING`
- Code styling parameters**
 - Use regions: ☐
 - Group by state: ☒
 - Group by phase: ☐
- Generate** button
- Message: The file `PlayerStateMachine.cs` will be generated