Using Santa Claus with Hutong Playmaker

Hutong Playmaker is a fantastic asset that enables you to create state machines visually.

This mini- tutorial shows you how to use Santa with Playmaker. I assume that you have basic knowledge of Playmaker.

Let`s start by opening a new project with a new scene, import the Santa Claus asset and Hutong Playmaker into the project and drag the SnowLandscape prefab into the Hierarchy window.

I chose the legacy prefab to keep this tutorial compatible with Unity 4 users.

Then add the Santa_Character prefab by dragging him to the scene.

The prefab is already set up with the Santa Claus Config Script and an Animator for demo purposes.
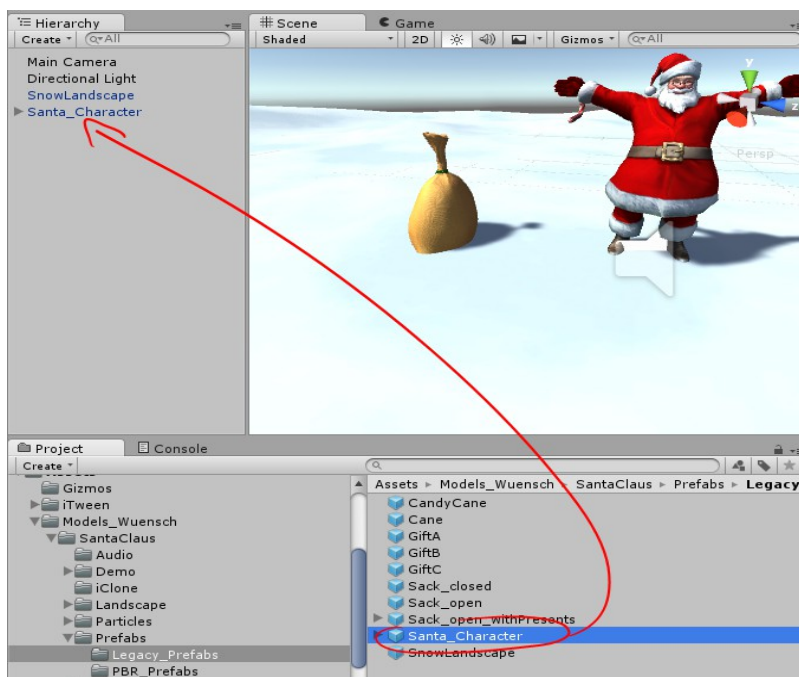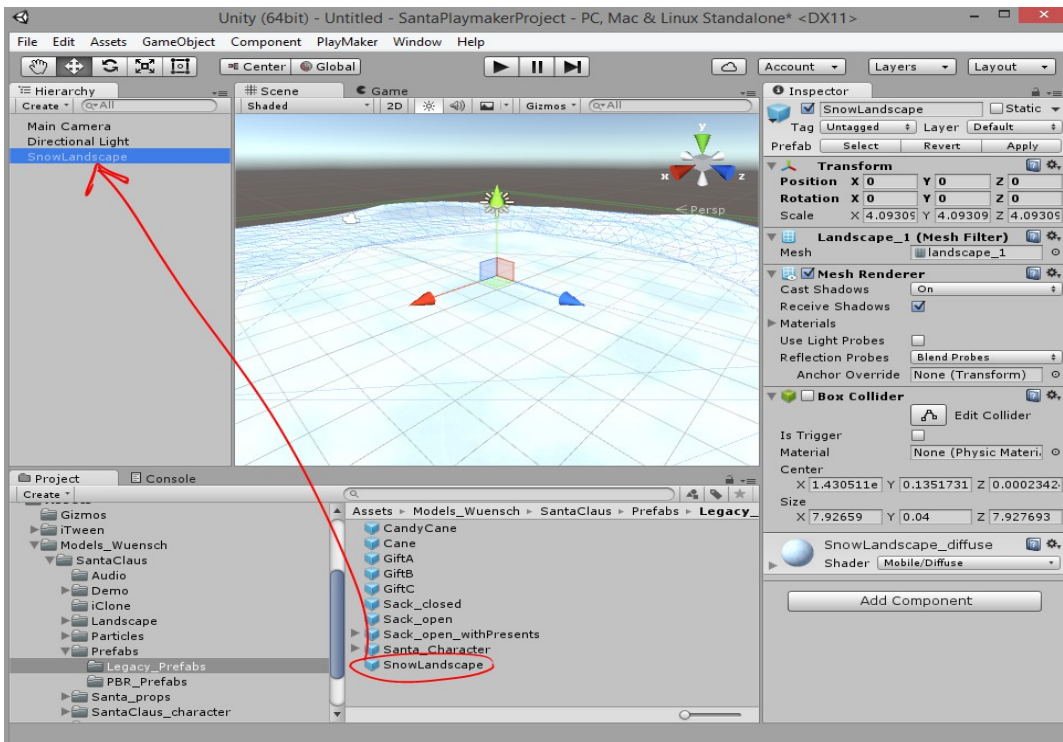
The Santa Claus game object carries the Animator.

Open Animator Window from the Windows menu, select Santa Claus gameobject and change the variable **indexAni** value to **6**.

That is the index for the „runsack_inPlace" animation that we will use for this example.

When you press „play" Santa should run in place in scene and game view, because the indexAni variable calls the „runSack_inPlace" animation in Mechanim Animator. This animation has Santa's left arm in a position to carry the sack while running.
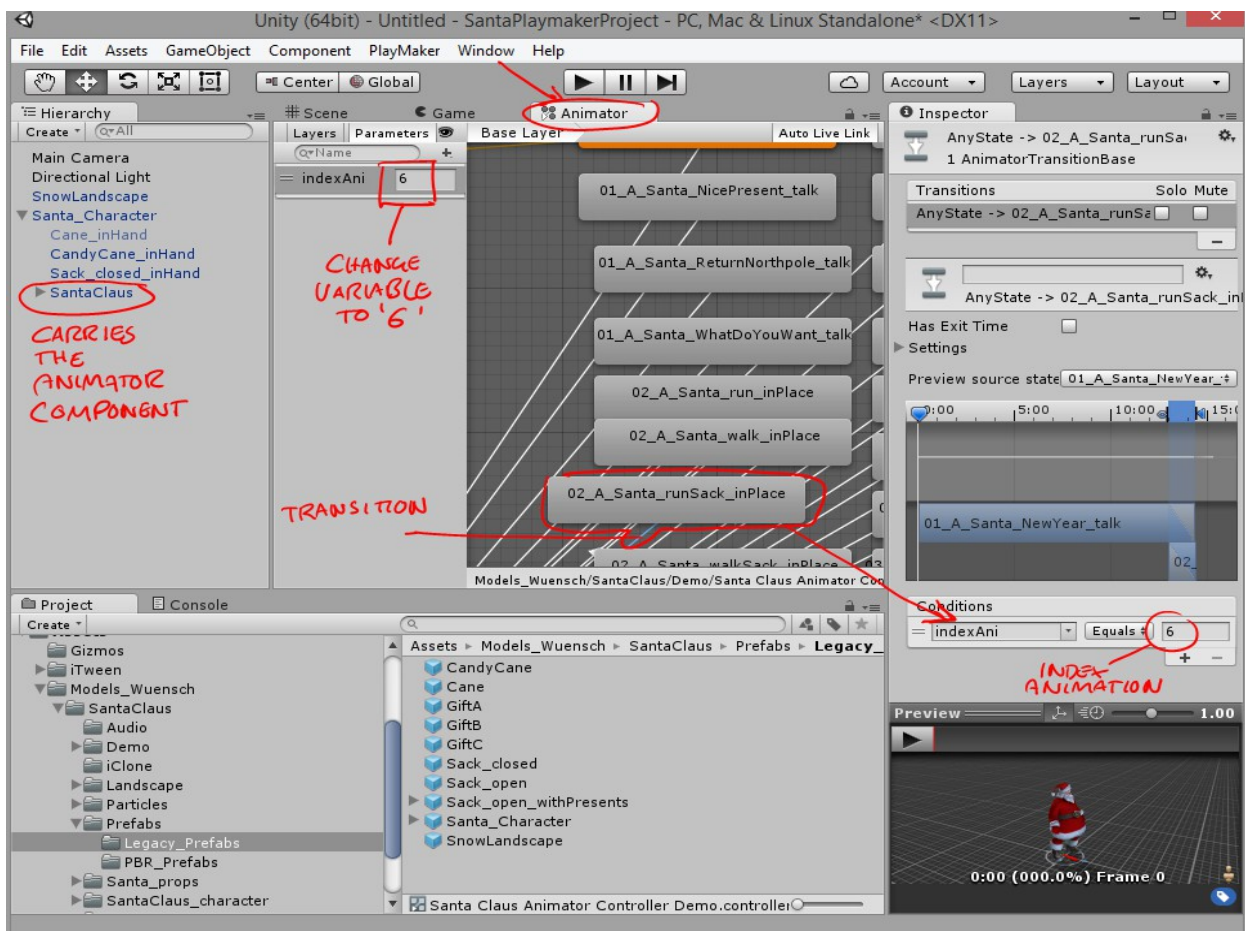

Santa's props are controlled by the „Santa Claus Config" component on the Santa_Character gameobject.

If you activate the boolean variables *Sack Attached To Hand* and *Sack Visible* then Santa will run with his sack in his hand.

Also activate Candy Cane Visible and deactivate Cane Visible (that is the hardliner cane, the european version of Santa`s cane) .

Add a new empty gameobject, I called mine „Manager_SantaPlaymaker" and add a Playmaker FSM to it. We will take control of the „Santa Claus Config" through Playmaker in the next step.
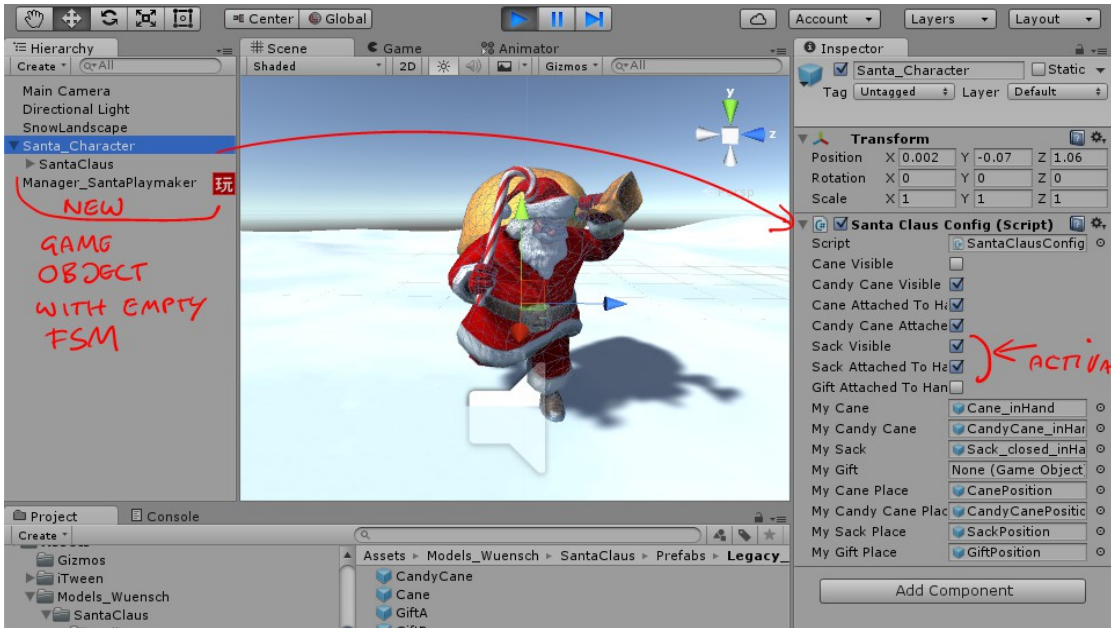

Open your FSM in the Playmaker editor, I renamed the default state to „Santatest."

Keep it open.

Select Santa_Character in Hierarchy and **lock the view**, then select Santatest State in Playmaker and drag the Santa Claus Config component into the state window.

A popup will ask you if you want to Get Property or Set Property. Choose Set Property because we want to change Santa's candycane into the hardliner cane.
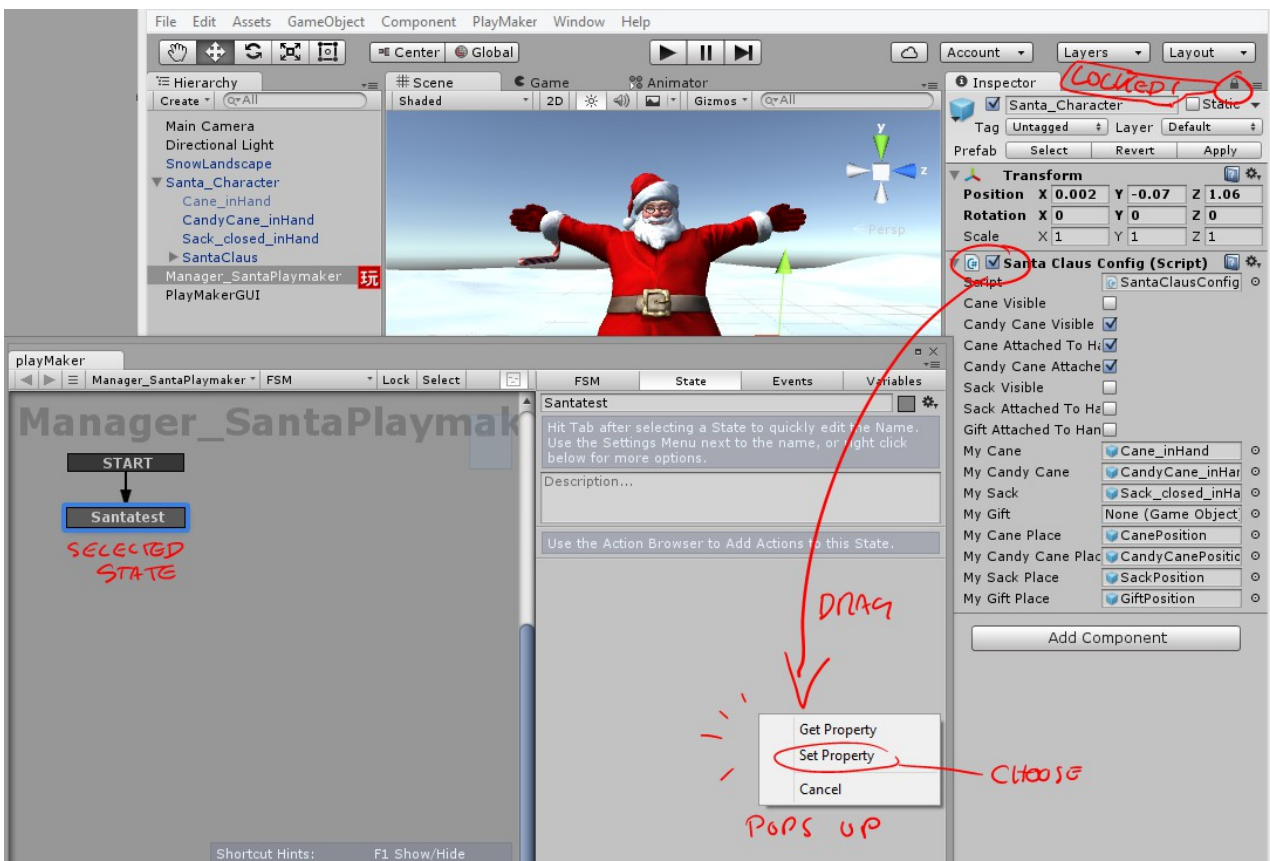
In the state Window the Set Property options appear. Choose CaneVisible and turn the boolean switch **on**.
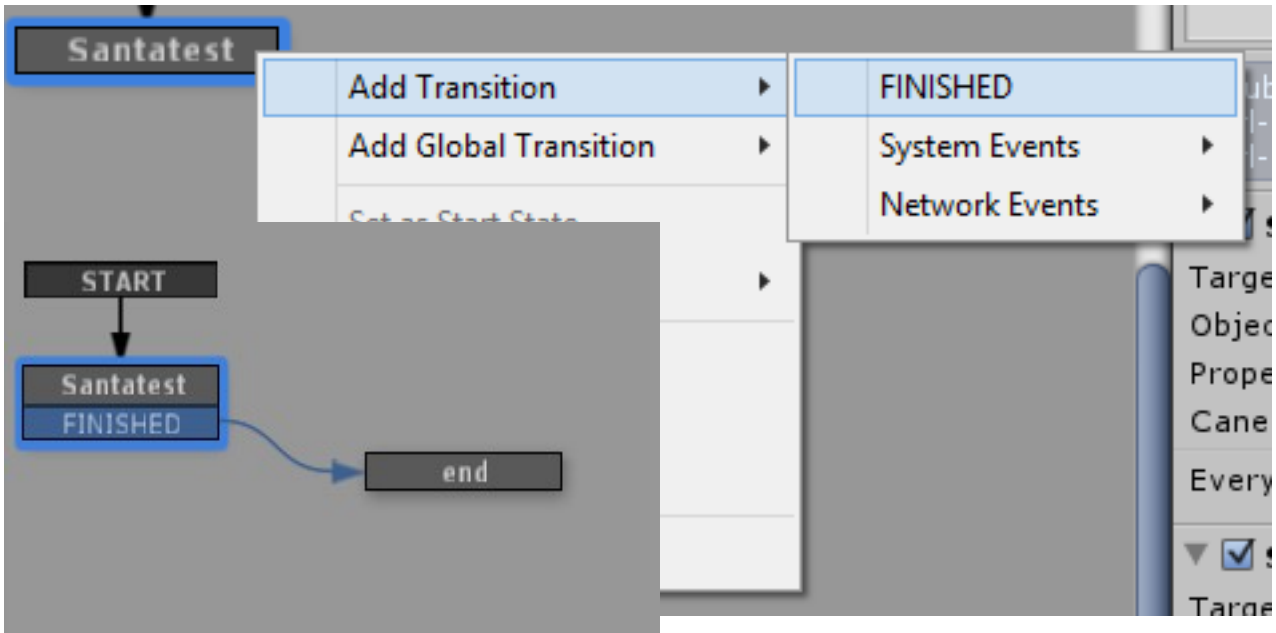Then drag the Santa Claus Config component into the state Window again.
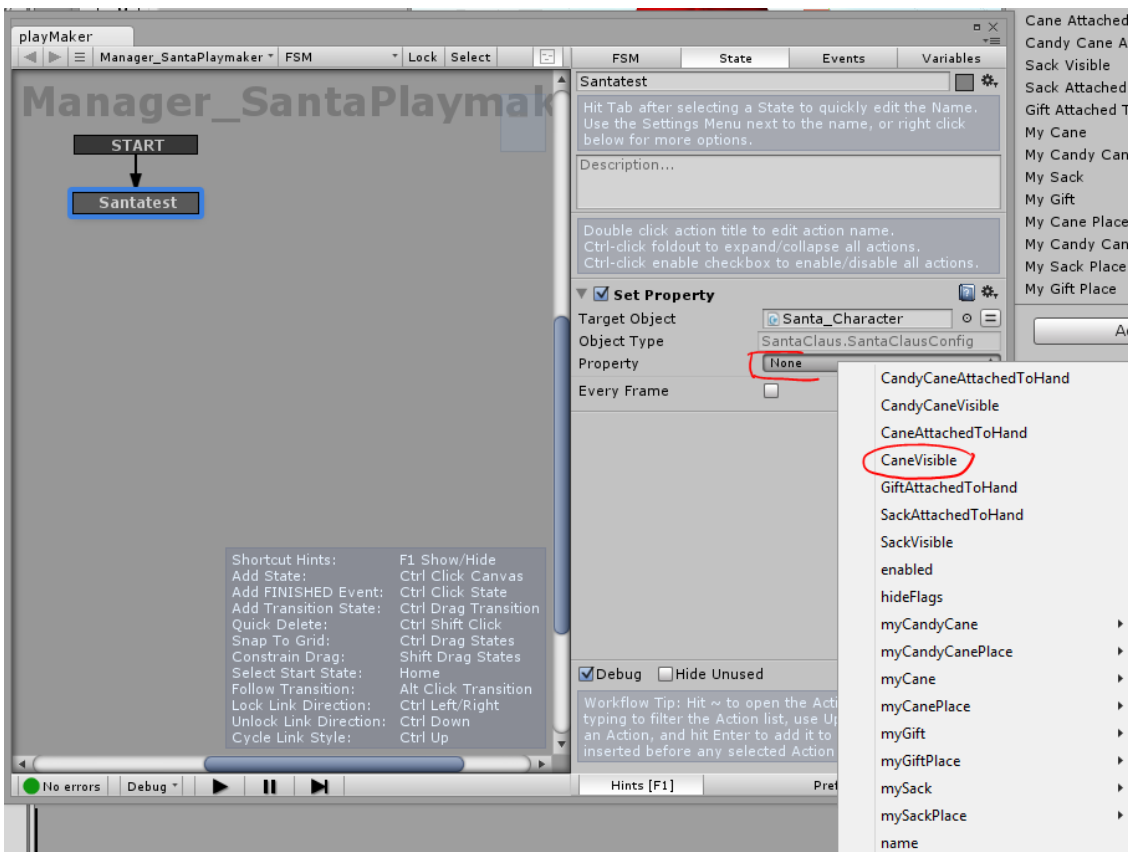
Choose again Set Property and this time choose CandyCaneVisible from the menu. Make sure the boolean switch is OFF. This should look like that:
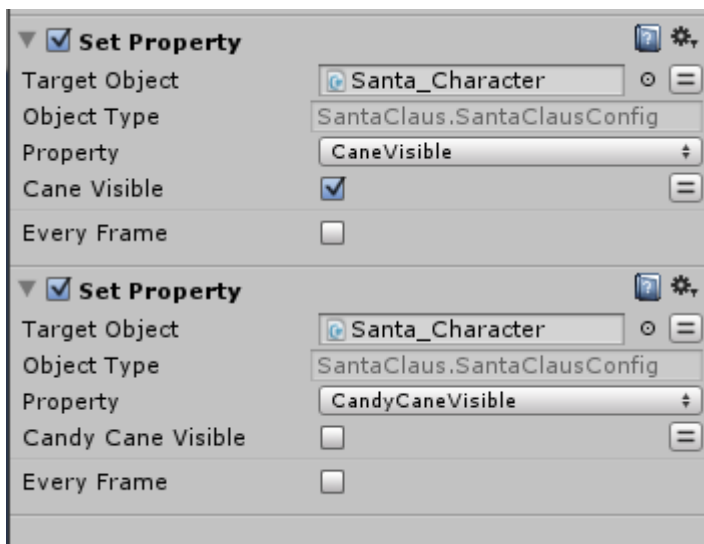
Add a transition „finished" to the Santatest state, create a new state „end" and link it to the finished transition.

When you now press play you will see that the candycane in Santa's hand has disappeared and the hardliner cane has appeared because we changed the variables of the Santa Claus Config component through Playmaker.

You can control all the parameters in Santa Claus Config in this way and create all the state machines that you like.

For details of what all the Santa Claus Config variables do, please look into the **Santa Claus Manual PDF.**

Merry christmas!