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.

						= ×	Cane Attached	
playMaker ▲ ▶ Ξ Manager SantaPlay	/maker ▼ FSM	* Lock Select	FSM	State	Events	+≡ Variables	Candy Cane Att	
			Santatest			¢.,	Sack Attached T	
	_SantaP	laymak	Hit Tab after Use the Setti below for mo Description	selecting a Sta ngs Menu next re options.	te to quickly (to the name,	edit the Name. or right click	Gift Attached To My Cane My Candy Cane My Sack	
Santatest			Double click Ctrl-click fold Ctrl-click ena	action title to e lout to expand/ ble checkbox t	dit action nam collapse all a o enable/disa	ne. ctions. ble all actions.	My Gift My Cane Place My Candy Cane My Sack Place My Gift Place	
			V M Set Prop	perty				
			Target Object		Santa_Chara	cter O =	Ad	
		Property		one				
			Every Frame			CandyCaneAttache	andyCaneAttachedToHand	
			· ·			CandyCaneVisible		
						CaneAttachedToHa	ind	
						CaneVisible		
						GiftAttachedToHan	d	
						SackAttachedToHa	nd	
	Objects at 1 lists .					SackVisible		
	Add State:	Ctrl Click Canvas				enabled		
	Add FINISHED Event: Add Transition State:	Ctrl Click State Ctrl Drag Transition				hideFlags		
	Quick Delete:	Ctrl Shift Click				myCandyCane	+	
	Constrain Drag:	Shift Drag States				myCandyCanePlace	e +	
	Select Start State: Follow Transition:	Home Alt Click Transition	Debug Hide Unused			myCane	+	
	Lock Link Direction:	Ctrl Left/Right	Workflow Tip		the Acti	myCanePlace	•	
	Cycle Link Style:	Ctrl Up	an Action, an		dd it to	myGift	•	
•			inserted befo	re any selected	Action	myGiftPlace	•	
No errors Debug *			Hints [F1]		Pret	mySack	•	
						mySackPlace	+	
						name		

Choose again Set Property and this time choose CandyCaneVisible from the menu. Make sure the boolean switch is OFF. This should look like that:

🔻 🗹 Set Property	💽 🌣,
Target Object	💽 Santa_Character 🛛 💿 🚍
Object Type	SantaClaus.SantaClausConfig
Property	CaneVisible \$
Cane Visible	☑ =
Every Frame	
🔻 🗹 Set Property	💽 * ,
Target Object	ⓒ Santa_Character ○ =
Object Type	SantaClaus.SantaClausConfig
Property	CandyCaneVisible \$
Candy Cane Visible	
Every Frame	

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!