

Mini-example with the created one

In this FSM example we will use 3 states: **IdleState**, **MoveState** and **FireState**. Every state will be connected with each other and will trigger transitions when specific conditions are met.

Let's configure the FSM example script first. Here, besides updating the UI, we need to provide the values `is_moving` and `is_firing` to the custom state machine. These will be used to trigger the transitions.

Now we need to create 3 new nodes, **IdleState**, **MoveState** and **FireState**. Each with its own script. The scripts themselves will be very similar to the one implemented earlier.

In the idle state, we need to check the values of the finite state machine for `is_walking` or `is_firing`. If one is active, the fsm needs to trigger a state change. It's good to break the code execution using `return`. Otherwise, there might appear issues with both conditions being true at the same time.

In **MoveState** and **FireState** the conditions are a little different. As long as their initial trigger is `TRUE`, we need to keep the current state up. But, as soon as the flag turns false, it's time to change it to the proper state.

With this you have completed the Finite State Machine module. Congrats! While FSMs can be easy to use, they are powerful and can handle a lot of AI types.

Let's find in the next module how to get an AI from position A to position B using pathfinding!