

Moving objects and dropping them again

Written by Matthijs Rekers

Edited by Joris Olde Bijvank

<http://www.ladybirdgames.com>

This tutorial is about picking up and dropping objects and moving them around a room. In this specific one I will show only the basics of picking up items and carry.

First thing you need is a basic room (I used 1025x1024x512).

Place a player start in it, a lightpoint, two triggers, and one Static Mesh as an InterpActor (select Static Mesh in your generic browser, right-click your screen and select Add Actor > Add InterpActor: StaticMesh XXX).

Place the InterpActor on top of 1 of the two triggers. On top of the second trigger I've placed a small box (64x64x64) and gave it a crate texture. We're going to put the object on top of that.

When youve done that, your level should look like something in Image 1.



(Image 1)

After this it's a little Kismet time, so open up your Kismet by selecting the big green K in your top menu-bar.

Select your trigger at your InterpActor, and right-click your Kismet screen and select: New Event using Trigger_X > Touch.

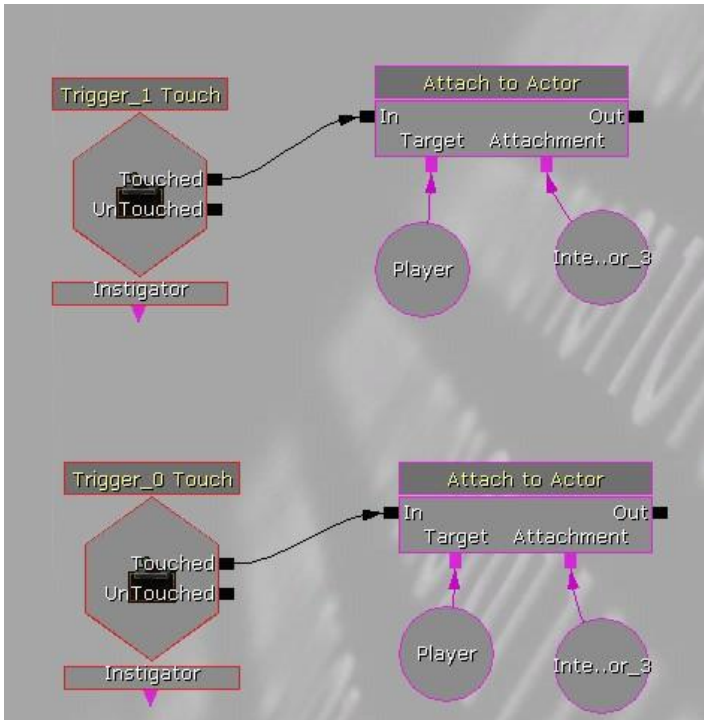
Do the same for your other trigger.

Now right click the screen again and select New Action > Actor > Attach to Actor Do it twice (for both trigger actions).

Set the targets of both Attach to Actor objects to the player (New Variable > Object > Player) and link them to Target.

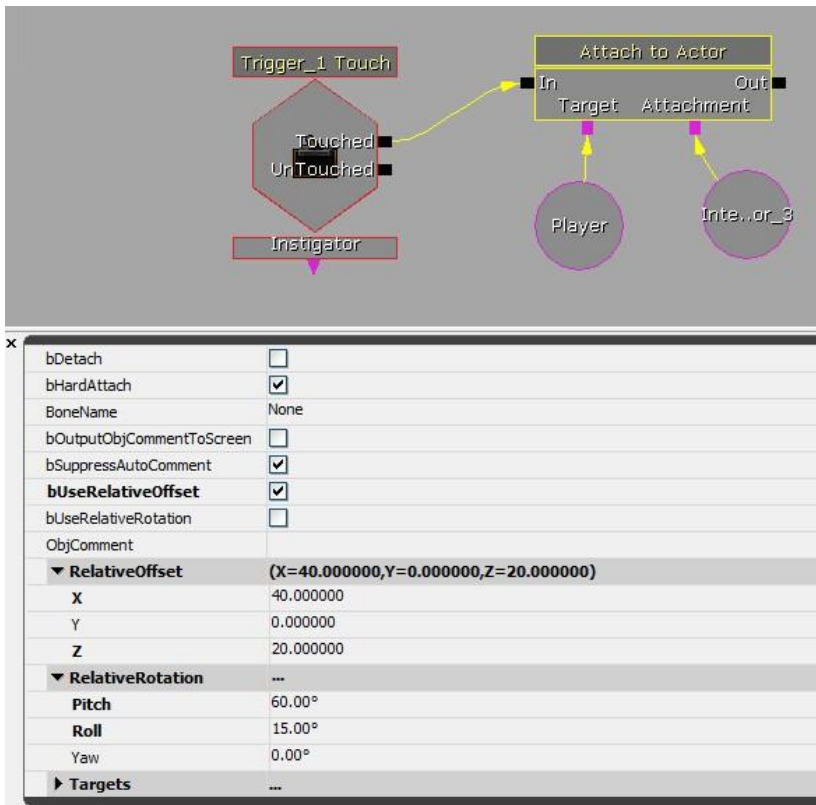
Right-click the square at Attachement and select: Create New Variable. Select your InterpActor in your main editor window, and right-click the newly made variables in Kismet and select Assign InterpActor_X to Variable.

Link the touched square from the trigger objects with the Attach to Actor objects. Your Kismet should look like Image 2



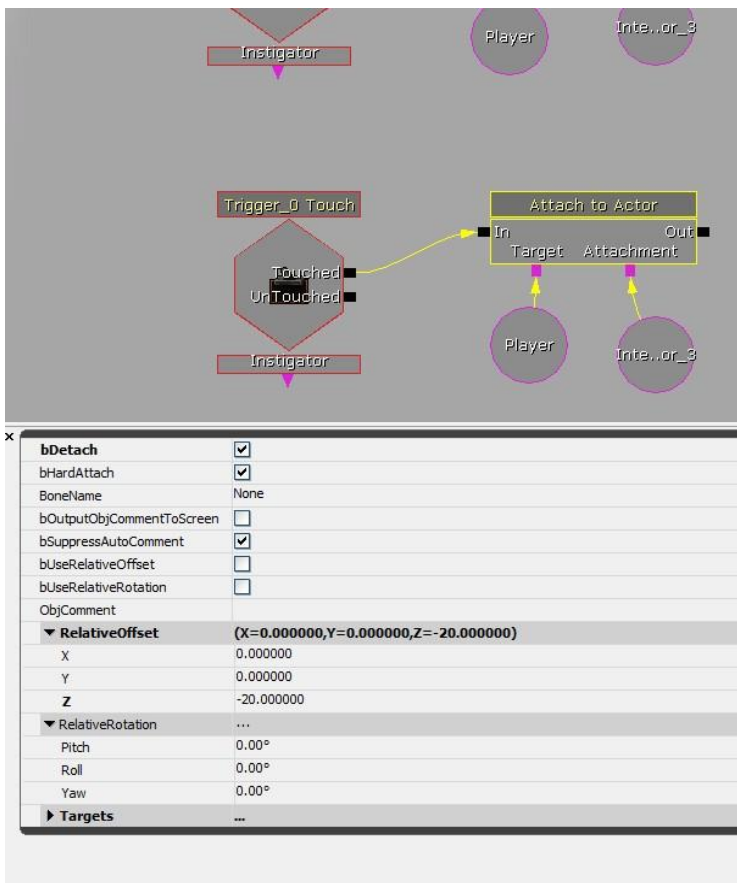
(Image 2)

Select the Attach to Actor object linked to the pickup trigger, and set it's properties like in Image 3 (I set the X and Z values to 40 and 20, just to make the object look good when I carry it in front of me).



(Image 3)

Select the Attach to Actor object linked to the drop trigger, and set it's properties like in Image 4.



(Image 4)

Your pick-up and drop action now works :) Enjoy!



(Image 5)