

Simple Light Switch

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In this tutorial we will make a basic light switch with the use of Kismet.

First thing we need is a basic level. I've created a basic cube (1024x1024x512) and textured it with some nice [WoW textures](#).

Second thing is to insert a player start (right-click Add Actor> Add Player Start) and place it in a corner.

Third put in a light point (right-click Add Actor> Add Light(point)). Select the Light bulb, by clicking it, move it to the right location (somewhere in the middle of your cube) and press F4. A new window opens called Pointlight_x Properties. Under the tab "Light" click "LightComponent" and set the brightness to 0.05.



(Image 1)

After this we are going to make an area that triggers another lightbulb to switch on. I have created another cube in the corner of my room. (64x64x16), textured it and put a lightpoint on top of it. Select the second lightpoint, open up the tab "light" scroll all the way down until you see "Radius". Change it from 1024 to 128. Right-click your screen and select Add Actor > Add Trigger. Place the trigger on top of your small lightpoint.

Make sure your trigger is selected and open Kismet (big green K in your top menu bar) Right-click somewhere in the blank screen and select New Event Using Trigger_0 > Touch This way the trigger is activated when you walk over it (touch it).

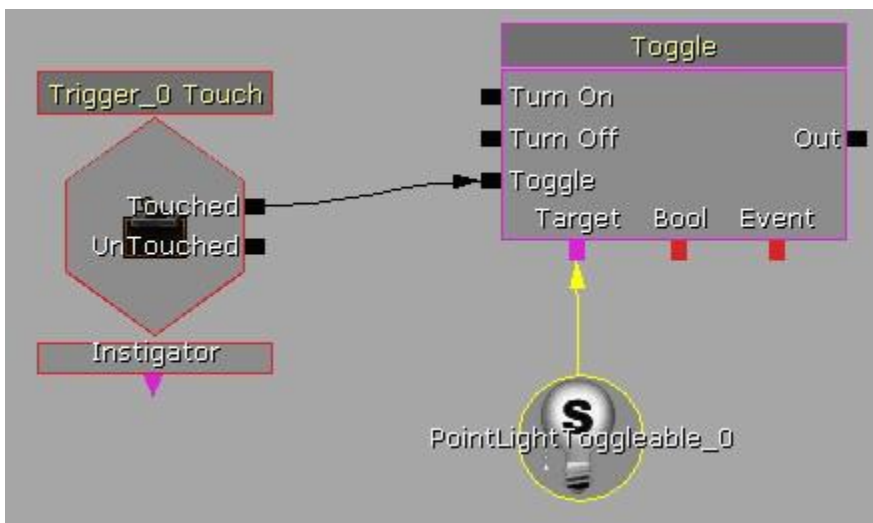
Right-click again and select New Action > Toggle > Toggle.

Switch back to your main editor screen, right-click and select Add Recent > Add PointlightToggleable, and place it in the center of the screen (You may want to alter it's radius to cover the entire area).

Make sure it stays selected, and go back to Kismet. Right-click inside Kismet and select New Object Var Using PointLightToggleable_x.

Drag a line from the purple square (target) from the Toggle object, towards the newly created variable.

Also connect the Trigger object with the Toggle object as seen in Image 2.



(Image 2)