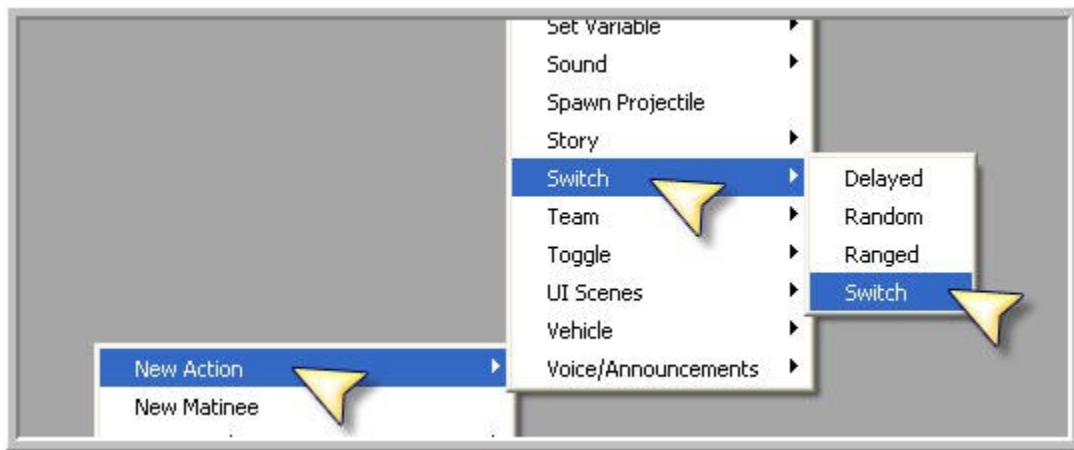


Kismet Tutorial – 10 The Switch I

Overview:

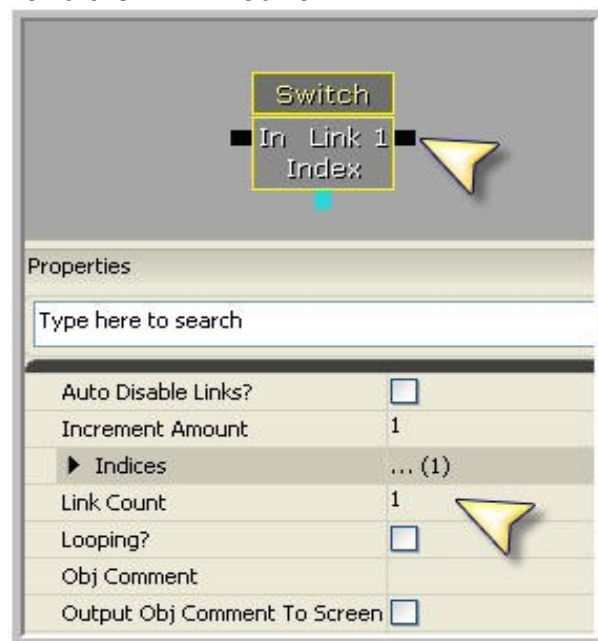
The Kismet Switch Sequence Object offers many powerful features for adding realism and playability to any simulation. The Kismet Switch is similar in functionality to the C++ switch structure. Kismet offers many variations of the Switch. In this tutorial you will discover how to work with the basic Kismet Switch itself. In future tutorials you will see how to work with variations of the Kismet Switch.

1. Open Kismet in your UDK editor. Right-click and select New Action => Switch => Switch as shown below:

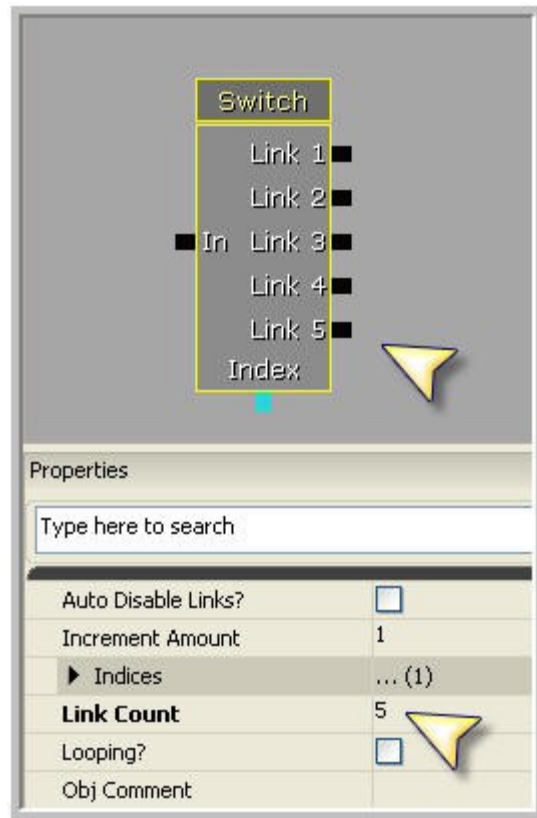


[Selecting a basic Switch Sequence Object in Kismet.]

2. You will now see a new Switch Sequence Object. See below. Note the relationship between the **Link 1** and the **Link Count**.

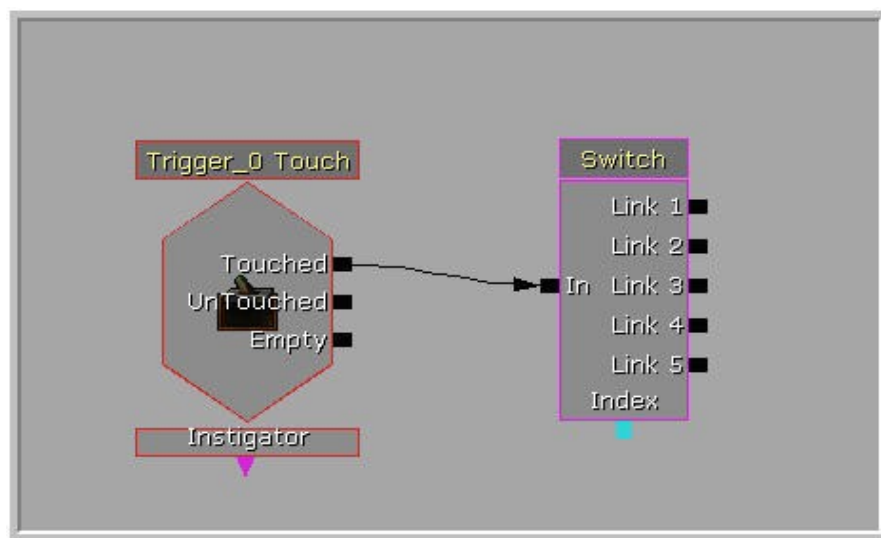


3. In the Properties box, change the Link Count to 5 and then note the change in the Switch Sequence Object. See below:

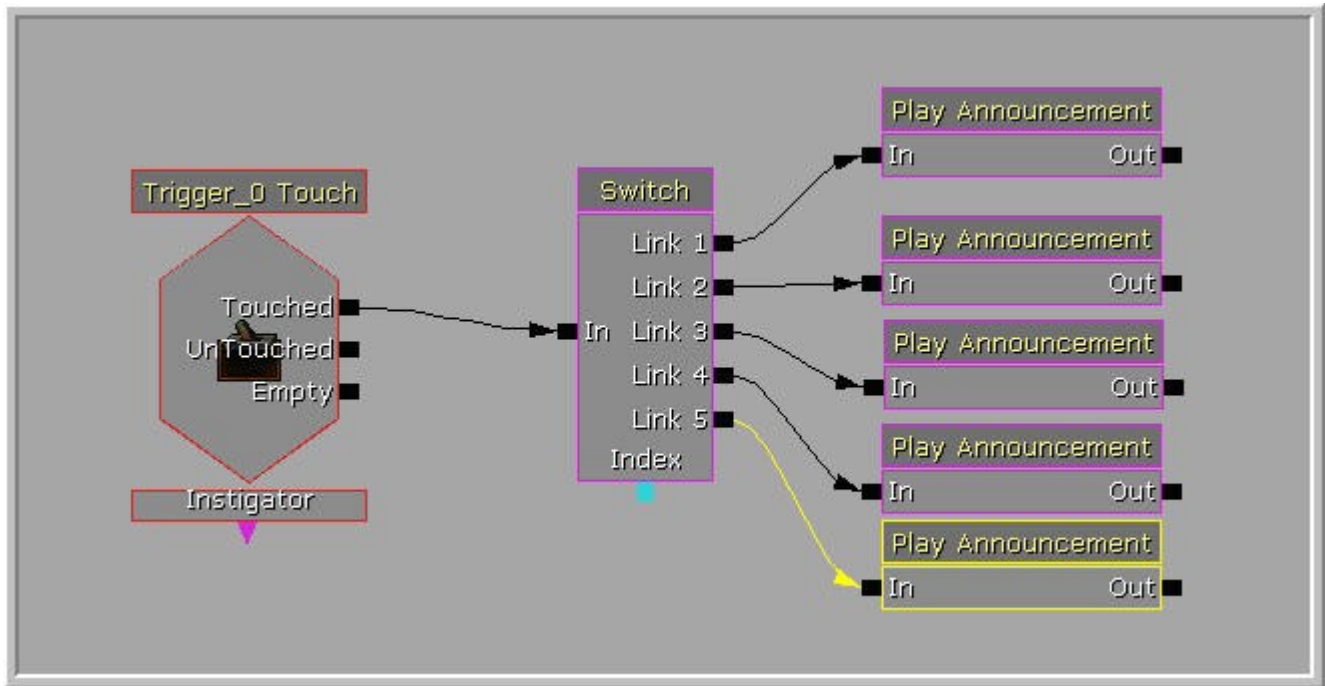


[Results of changing the Link Count to 5 for the Switch Sequence Object.]

4. To see how the Kismet Switch works, set up a Trigger in your 3-D viewport (make sure it is visible), a create a Sequence Object for it in Kismet (make sure you make the trigger count 0 so you can trigger it as many times as you wish). See below:



5. Next in order to see an output, place five Play Announcement Sequence Objects connected to the Switch Link outputs as shown below. In the first Play Announcement Properties Announcement Text enter: **One**. In the second Play Announcement Properties Announcement Text enter: **Two**, in the third, enter **Three**, enter **Four** in the next and enter **Five** in the last one.

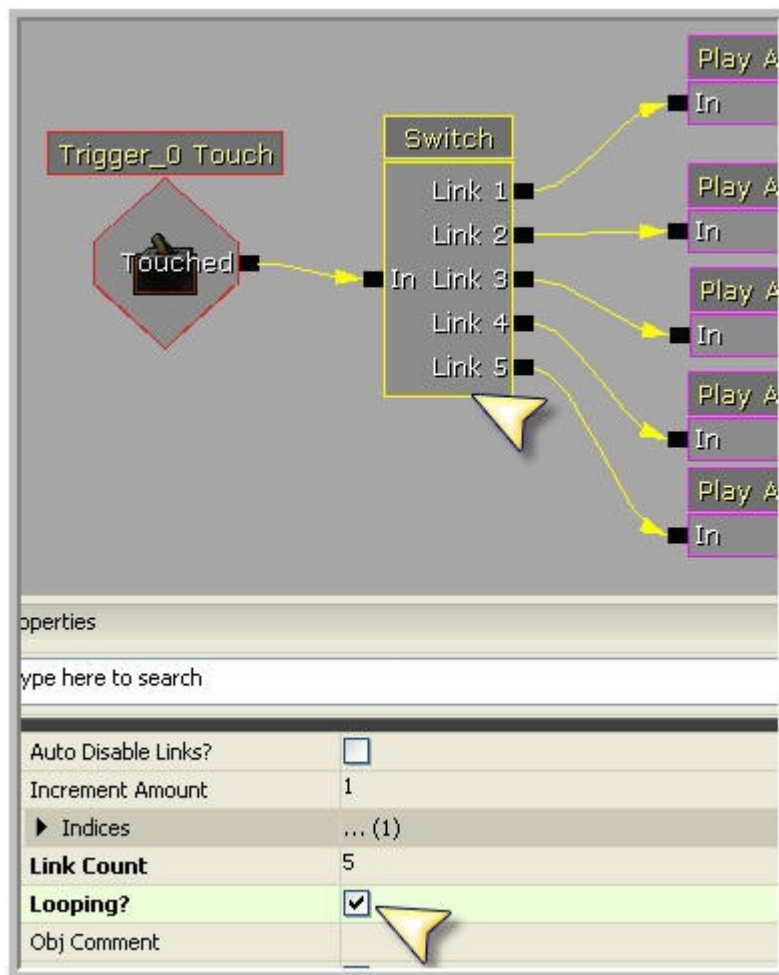


[Setting up Play Announcements to the Switch Link outputs in Kismet.]

6. Next try your game. Observe that every time you touch the switch you see the text of your announcements, first from Link 1, then from Link 2, then from Link 3 and so on. After touching the switch five times, you no longer see any output.



7. What this tells you is that every time the trigger was touched it caused the Switch Sequence Object to toggle down its list of outputs called Links from Link 1 to Link 5. Once the sixth touch happened the Switch Sequence Object counted to 6 and since there was no Link 6, nothing more appeared on your output.
8. You can set up the Switch Sequence Object to loop, meaning that when it reaches its maximum count (five in this example) it will loop back to the first count (Link 1) and start over again. See below:



[Setting up the Switch Sequence Object so it will loop through its Link outputs.]

9. Now test your setup again in the game. This time you should see your switch counts cycle through One through Five.