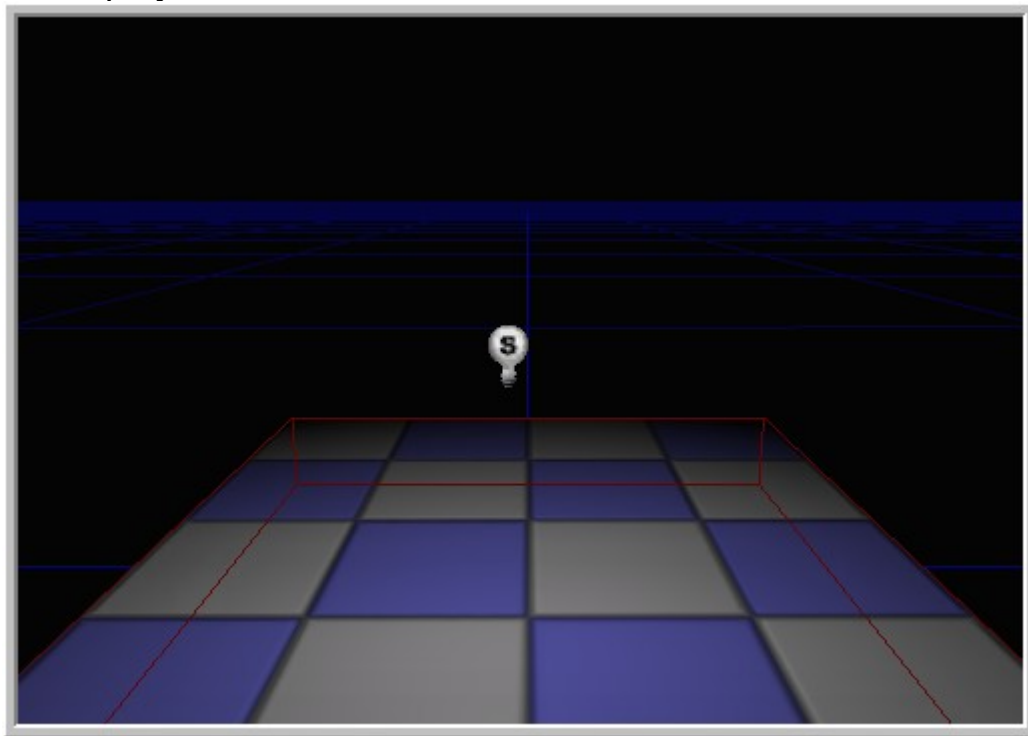
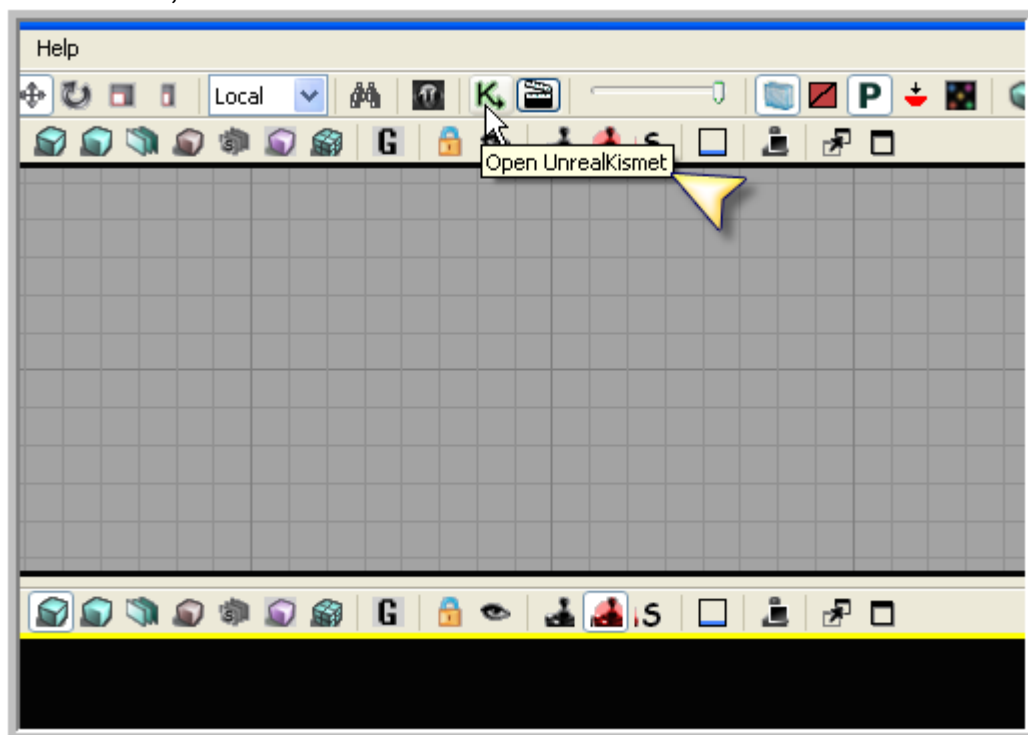


Kismet Tutorial-2 Sequences

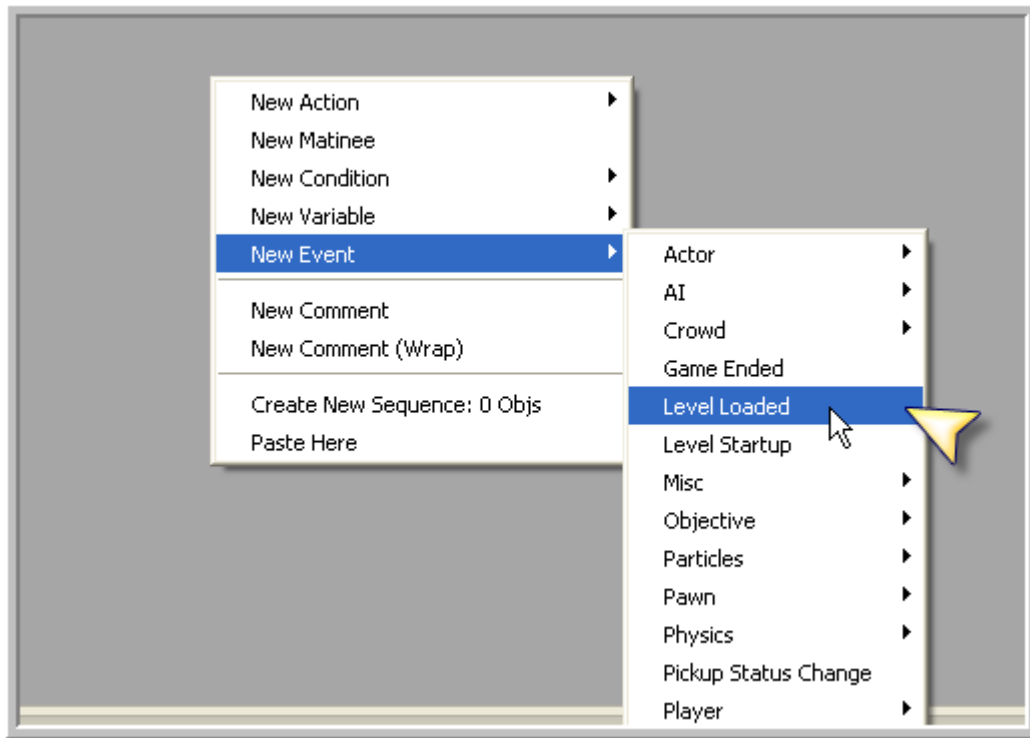
1. Create a playable area as shown below:



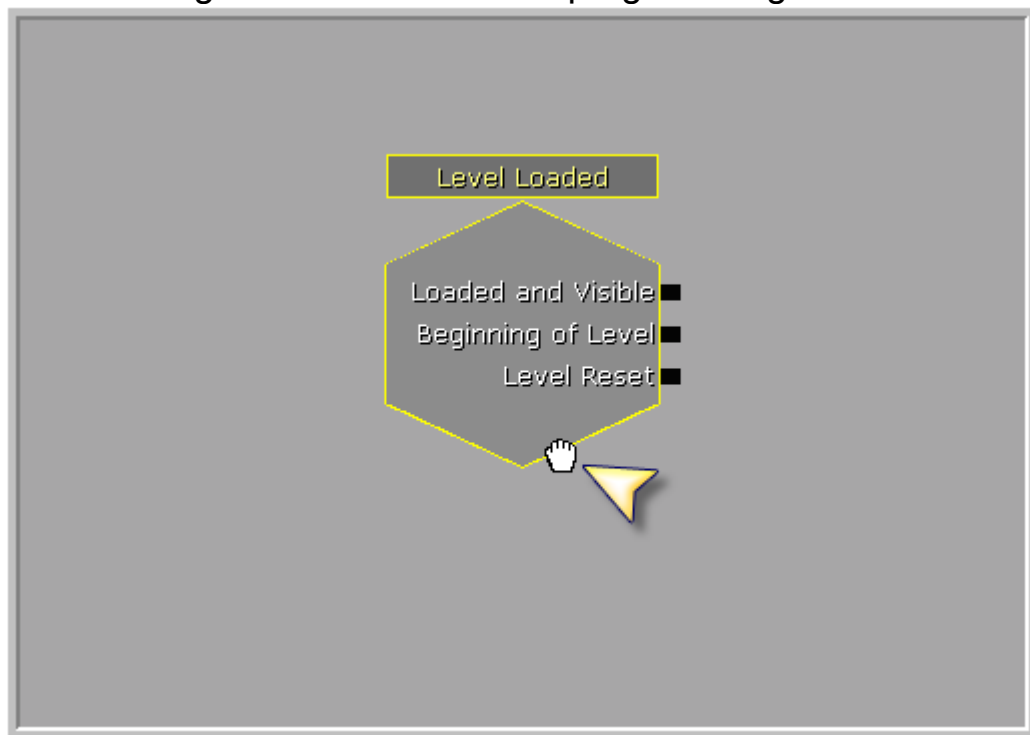
2. Open Kismet, see below:



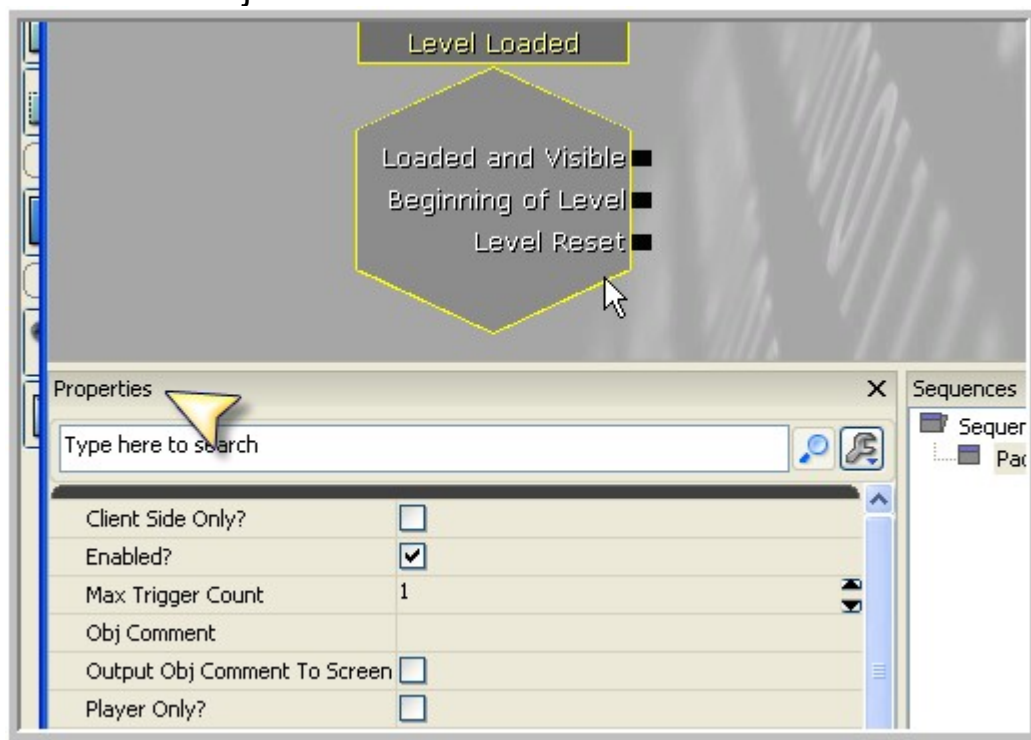
3. Right-click on the Kismet editor area and select the menu option as shown below:



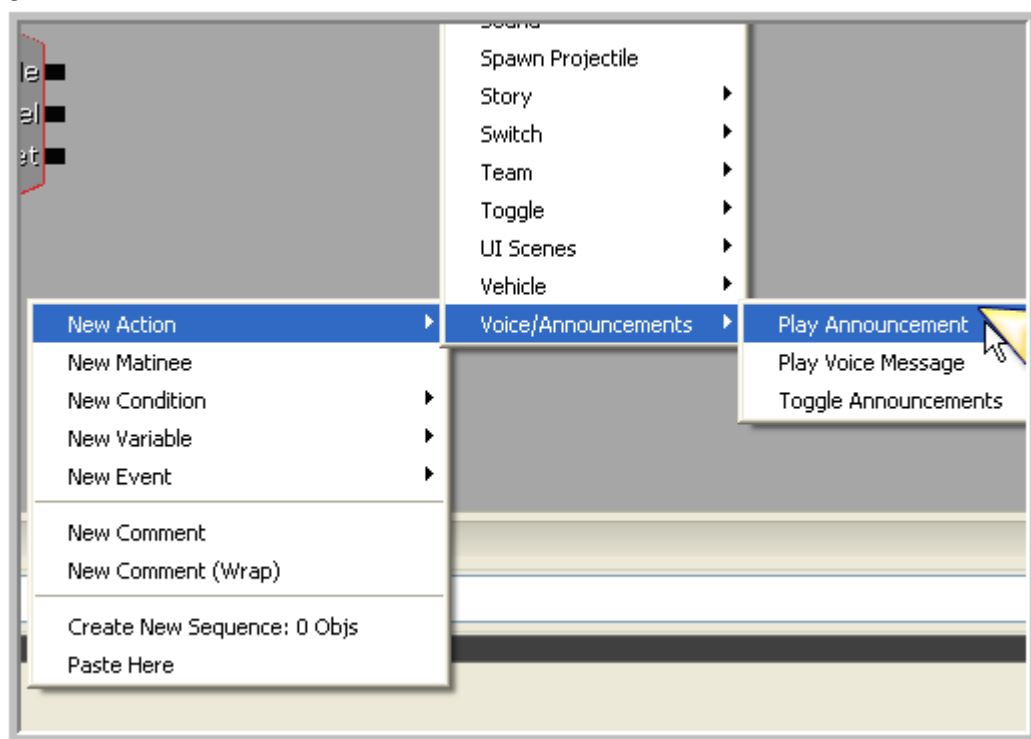
4. Note that you can grab the resulting Sequence Object with the left mouse button and drag it around the Kismet programming surface. See below:



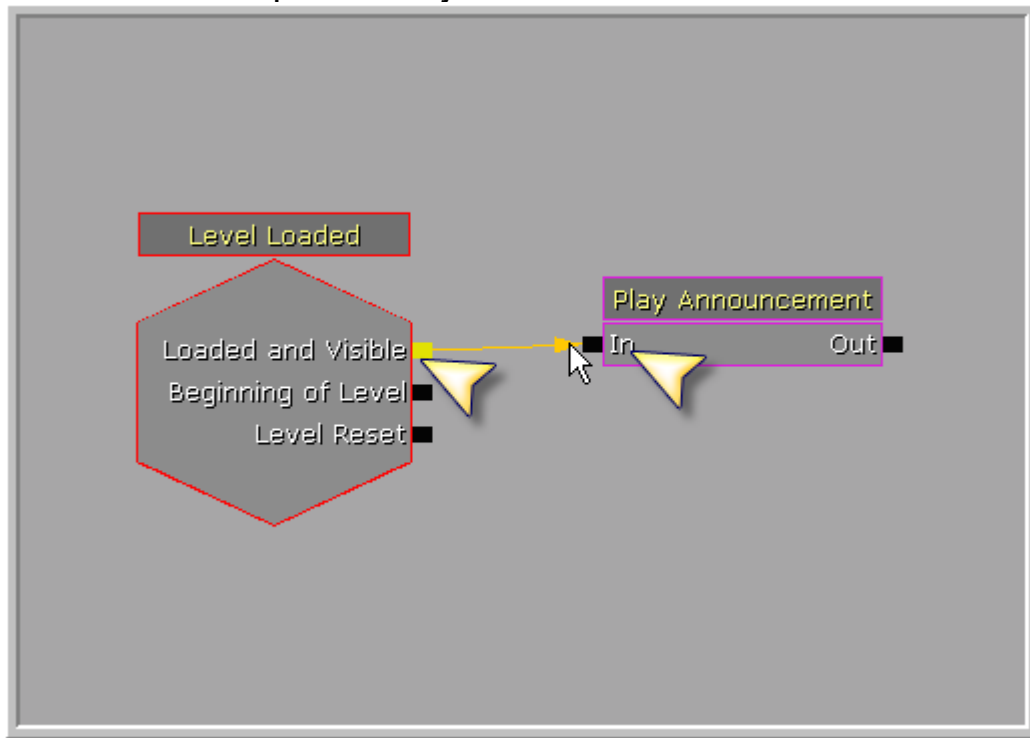
5. Note that the resulting Sequence Object *Level Loaded* has a Properties area when the object is selected. See below:



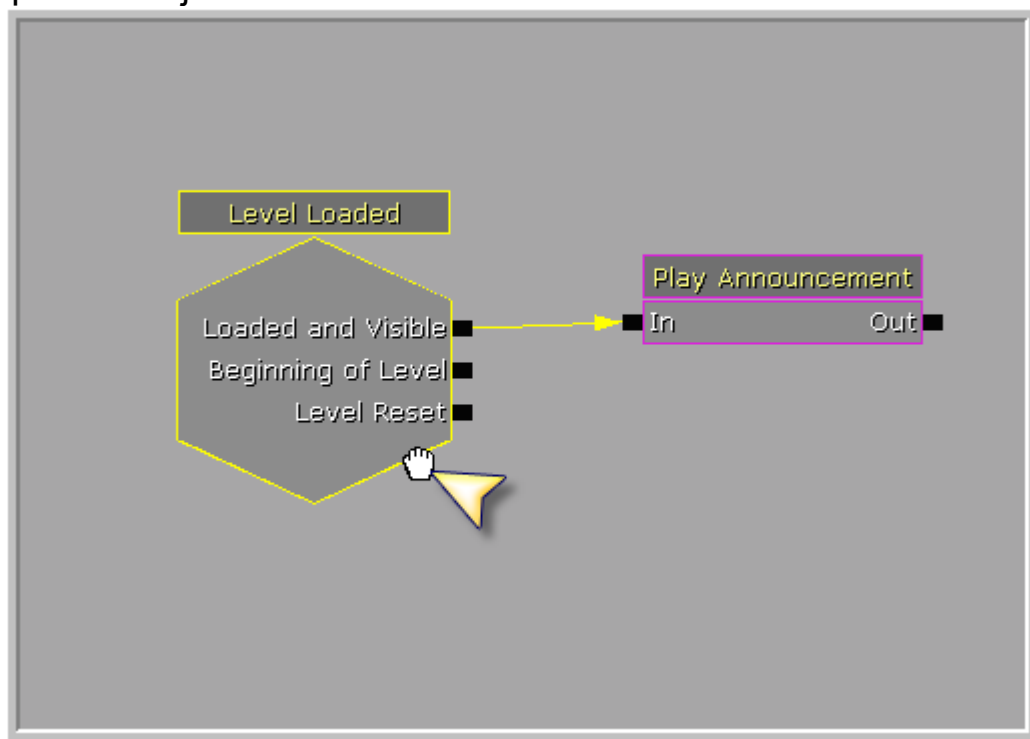
6. To illustrate how sequencing works in Kismet, right-click on the programming surface and select the following from the pop-up menu. See below:



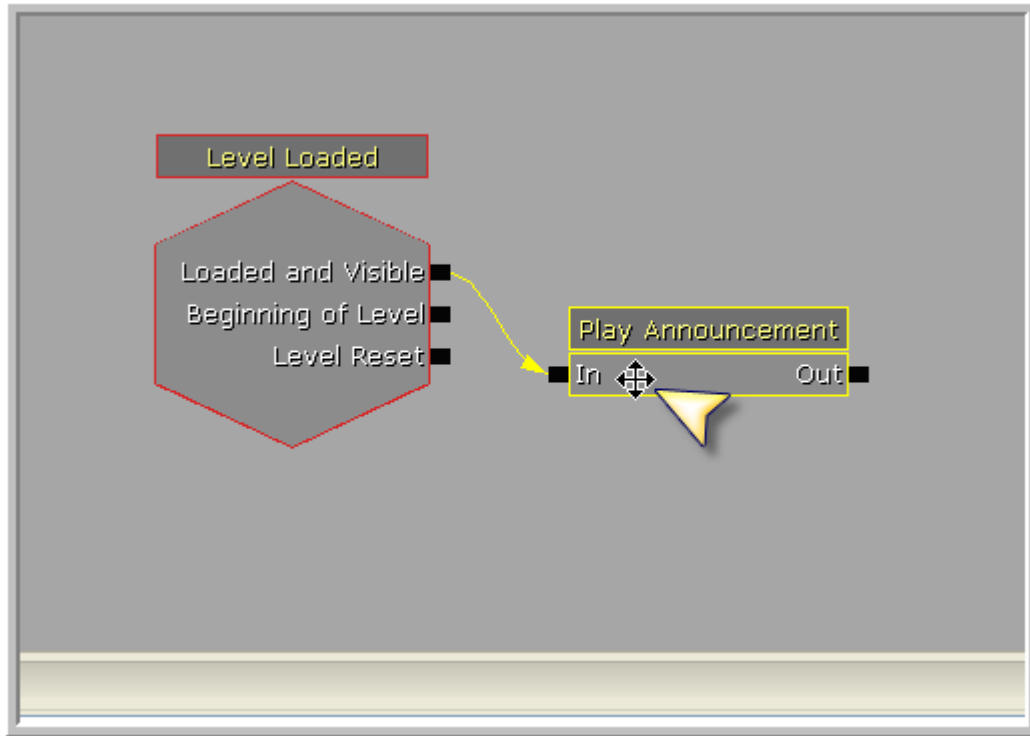
7. Left-click on the *Loaded and Visible* output of the *Level Loaded* Sequence Object and drag the resulting arrow to the input of the *Play Announcement* Sequence Object. See below:



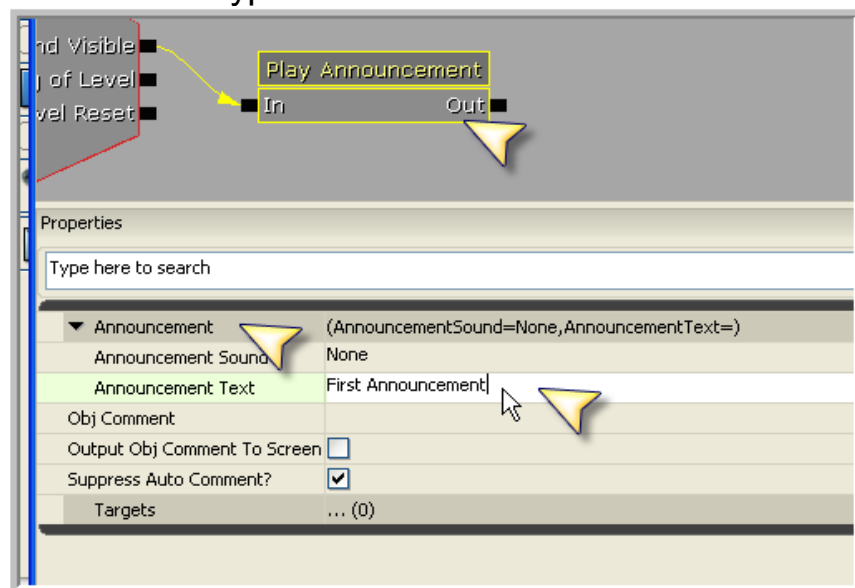
8. Note that with the left-mouse button held down, you can drag both Sequence Objects at the same time. See below:



9. To drag an individual Sequence Object left-click on the Object to select it, then hold down the Ctrl key to drag the selected Object. See below:



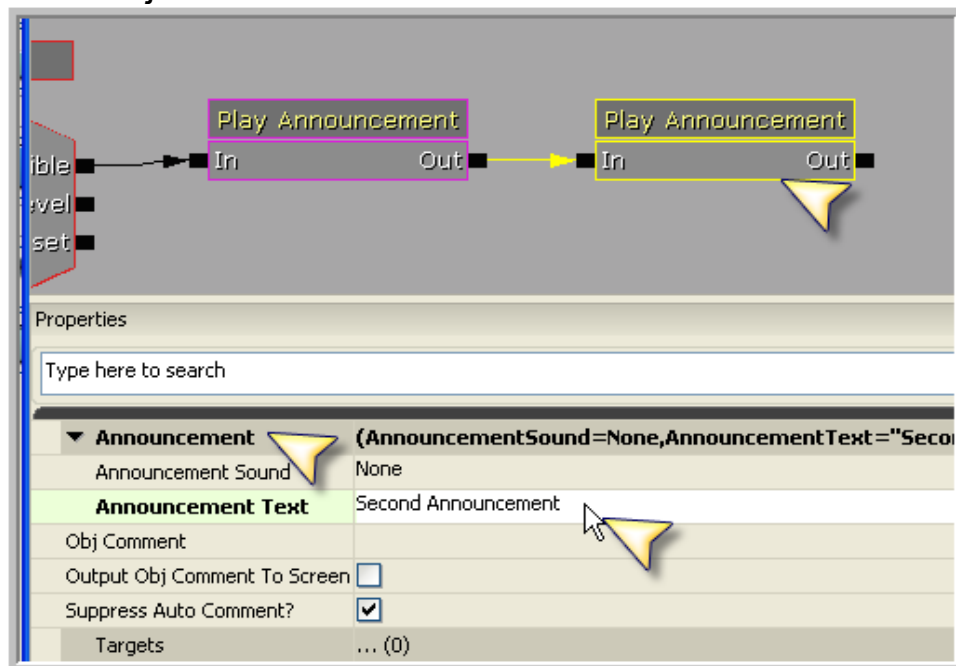
10. With the Play Announcement Sequence Object selected select Announcement in the Properties area, then type in your announcement in the Announcement Text area as show below. See that the words “First Announcement” was typed in.



11. Close Kismet (your Sequence Objects will automatically be saved) and play your area. You will now see the announcement. See below:



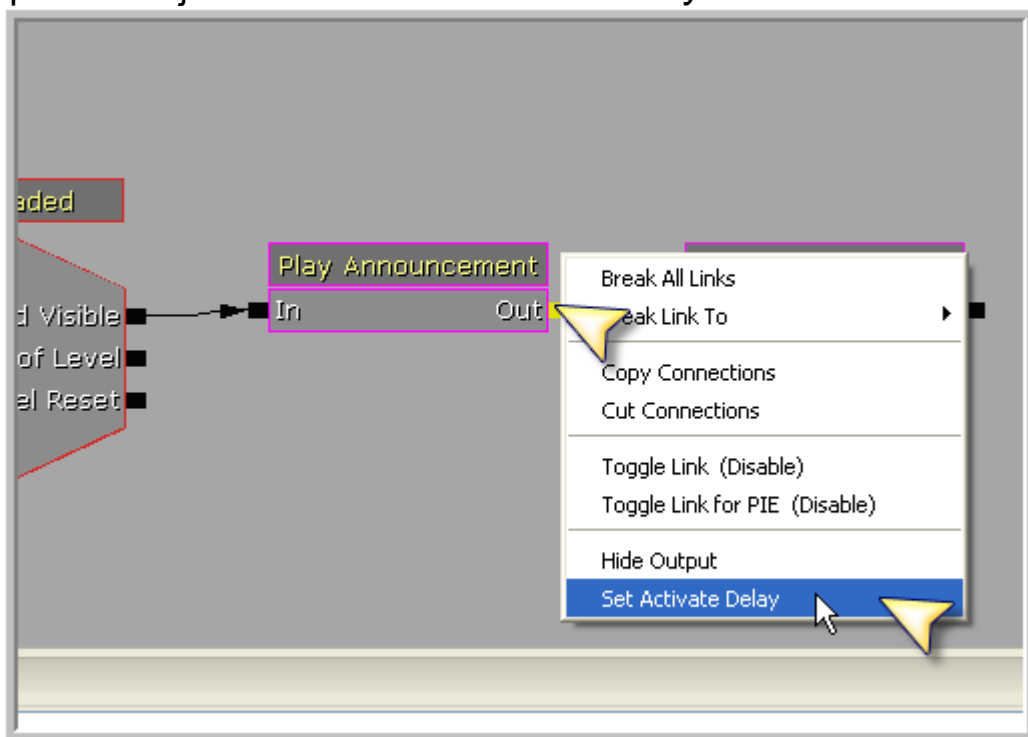
12. Open Kismet again and add another *Play Announcement* Sequence Object and add "Second Announcement" to the *Announcement Text* in the Announcement section of the Properties for this new *Play Announcement* Sequence Object. See below:



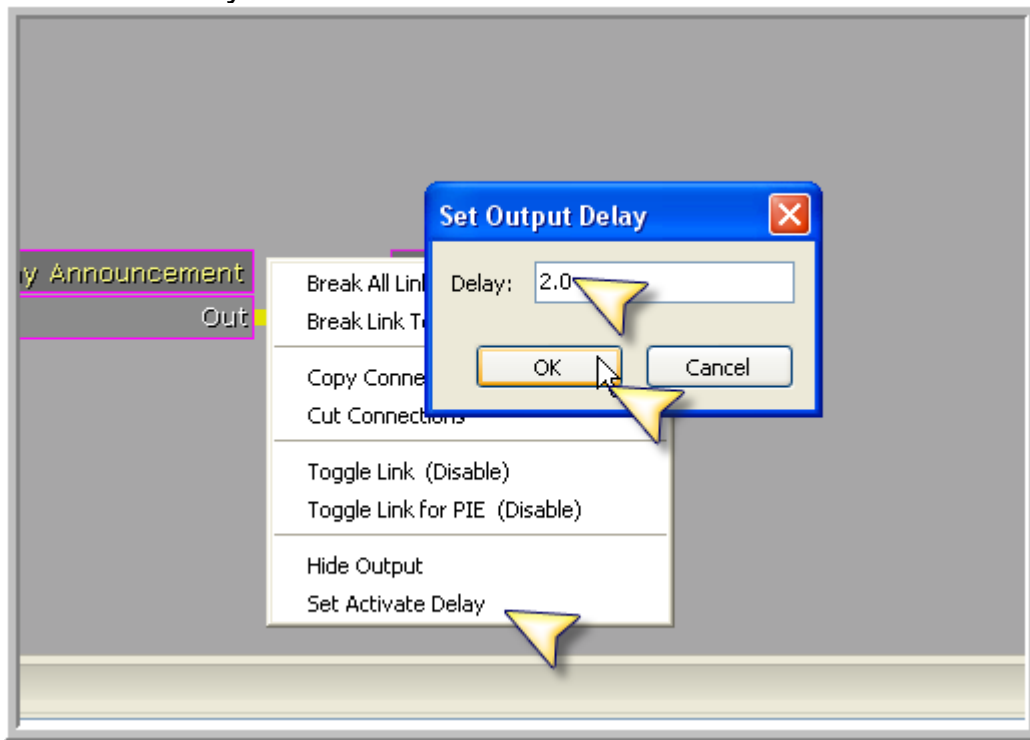
13. Close Kismet and test your area again. Note that both Announcements appear at the same time. See below:



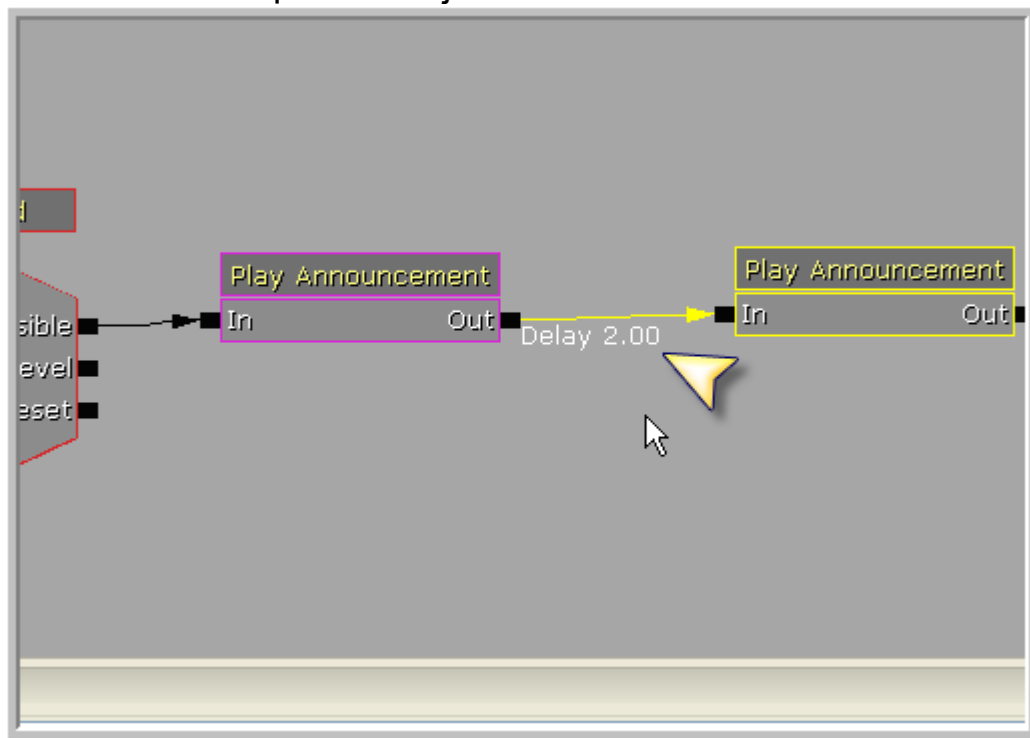
14. To create a delay between the *Announcement* Sequence Objects, open Kismet then right-click on the output of the first *Play Announcement* Sequence Object and select *Set Active Delay*. See below:



15. Set the delay to two seconds as shown below:



16. You will now see the amount of delay between the two *Play Announcement* Sequence Objects as shown below:



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17.Close Kismet and play your level. You will now see the two announcements displayed one at a time with a two-second delay between the first and second announcement.