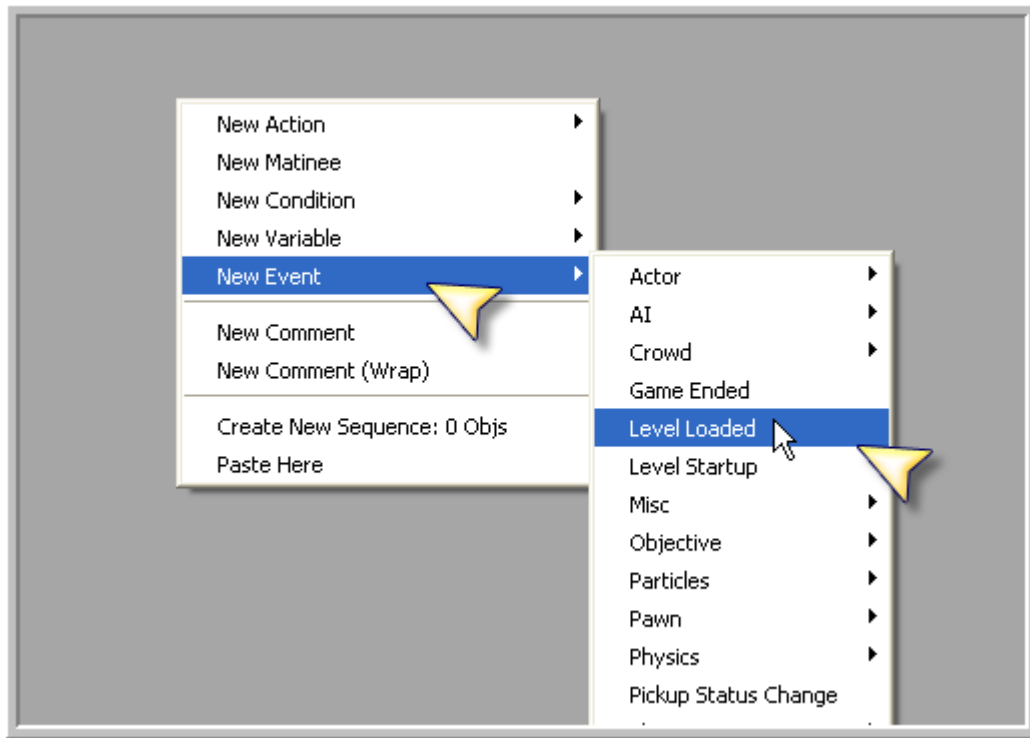
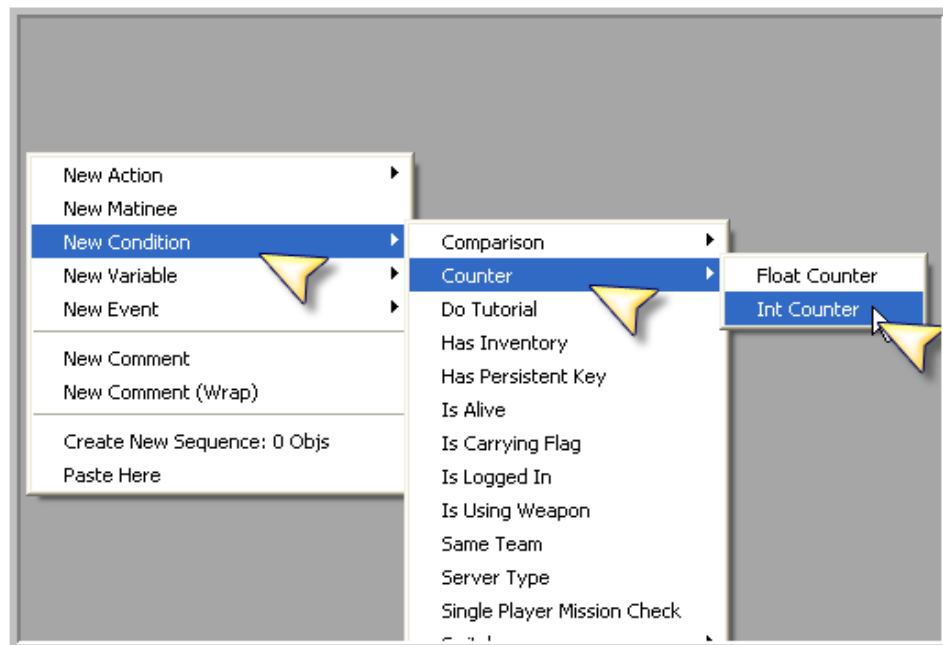


Kismet Tutorial-3 Relational Operators

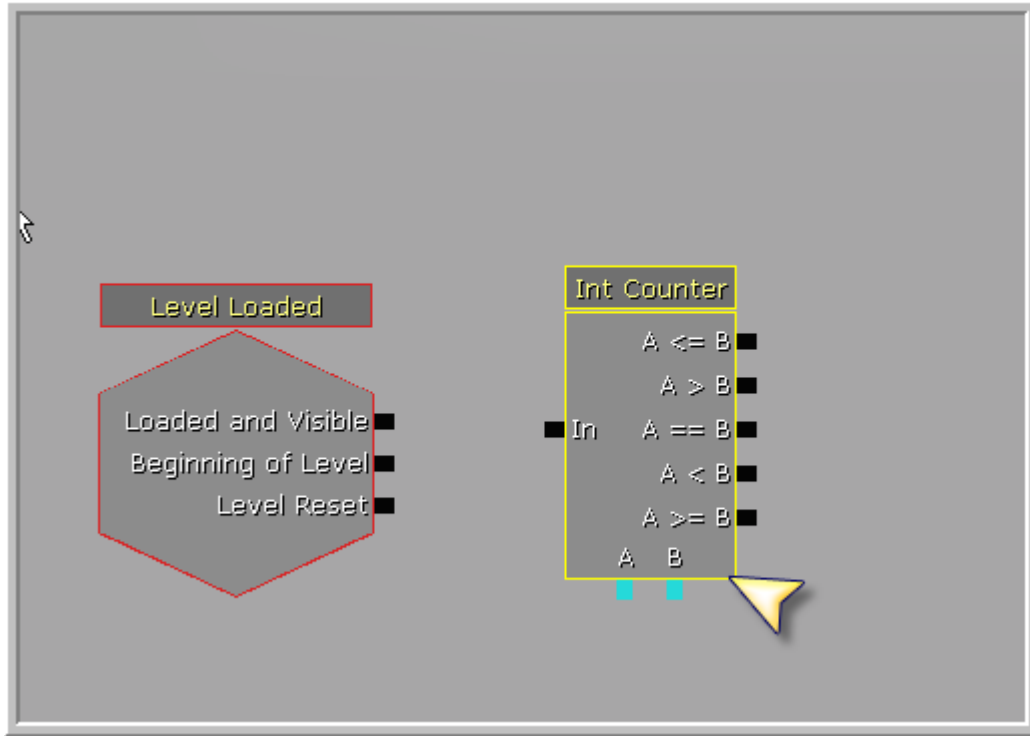
1. Start with a playable area and open Kismet. Select the *Level Loaded* event as shown below:



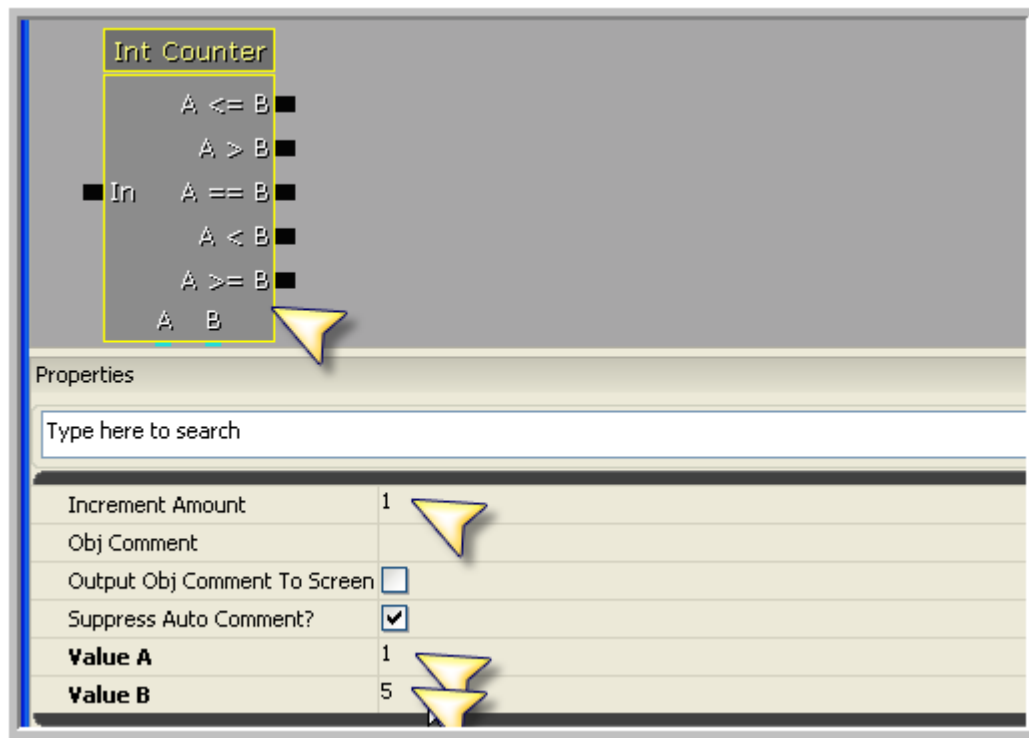
2. Next select the *Int Counter* Condition as shown below:



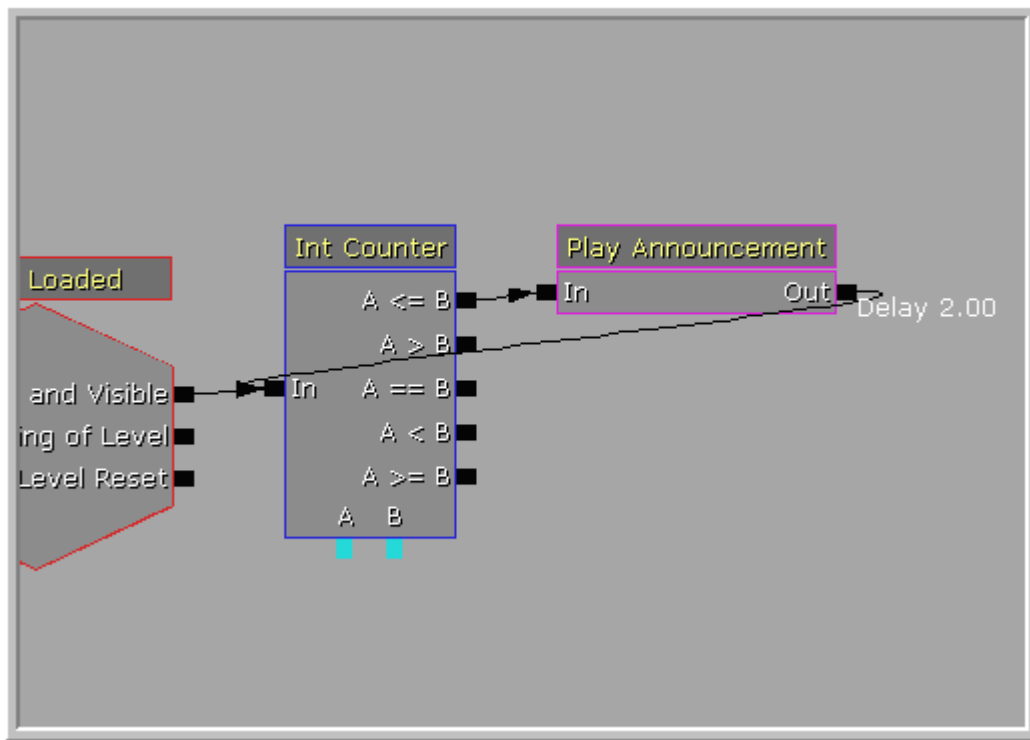
3. Note the resulting Sequence Object called Int Counter. See below:



- Referring to the top figure, you can see that the *Int Counter* Sequence Object has five conditions. Reading from the top, they are:
 - A <= B Means A is less than or equal to B.
 - A > B Means A is greater than B.
 - A == B Means A equals B (note the double == for equal).
 - A < B Means A is less than B.
 - A >= B Means A is greater than or equal to B.
- The Int Counter also has two inputs on the bottom: A and B. These will be discussed later.
- With the Int Counter Sequence Object selected go to its properties area as shown below.



7. In the above figure note that the Increment Amount is set to 1. This means that every time the In on the *Int Counter* Sequence Object is activated, the **Value A** will be incremented (increased) by 1. The **Value B** is not affected.
8. The *Int Counter* Sequence Object works by first comparing the **Value A** to the **Value B** and then incrementing the **Value A** value. During the count, the **Value B** is never changed when used as shown above.
9. In the figure below, the **Loaded and Visible** output of the *Level Loaded* Sequence Object has been connected to the **In** of the *Int Counter* Sequence Object. The **A <= B** output condition of the *Int Counter* Sequence Object has been connected to the **In** of a *Play Announcement* Sequence Object with its **Announcement Text** having "Less than 5." typed into it. The **Out** of the *Play Announcement* Sequence Object has been connected back to the **In** of the *Int Counter* Sequence Object with a delay of 2 seconds. This means that as long as value A is less than or equal to B, the *Play Announcement* Sequence Object will be triggered and display "Less than 5." on the game's screen.



10. Test this in the actual game. You can try different Play Announcement Sequence Objects connected to the output conditions of the Int Counter Sequence Object. Doing this will give you a good idea of the Kismet relational operators.