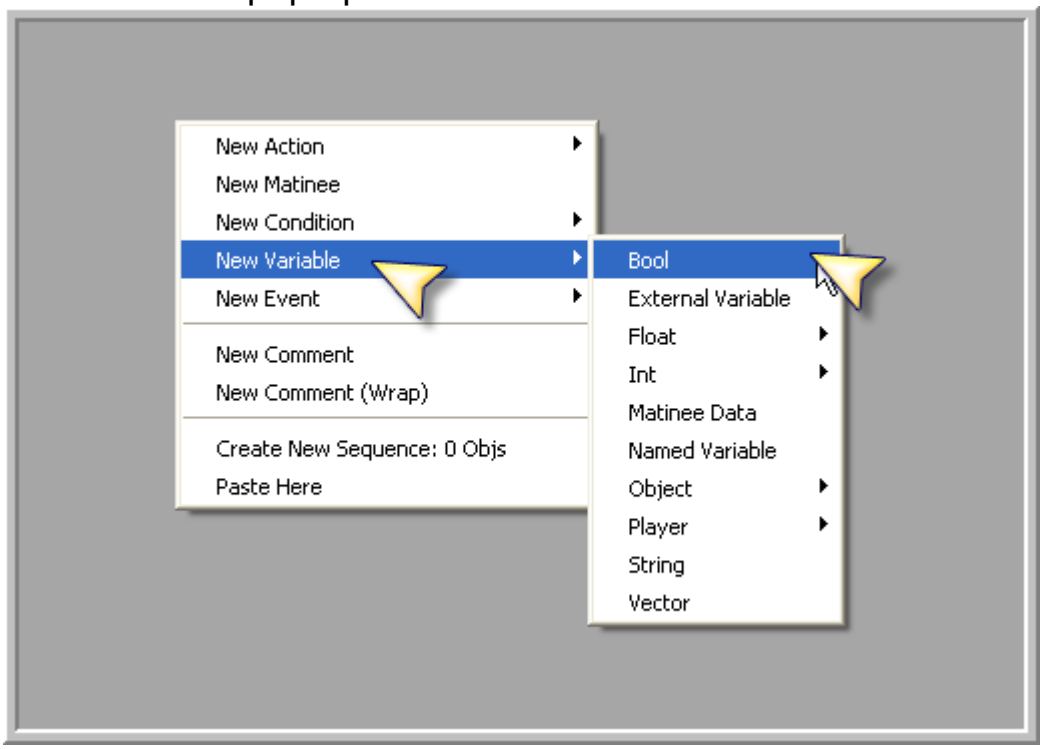
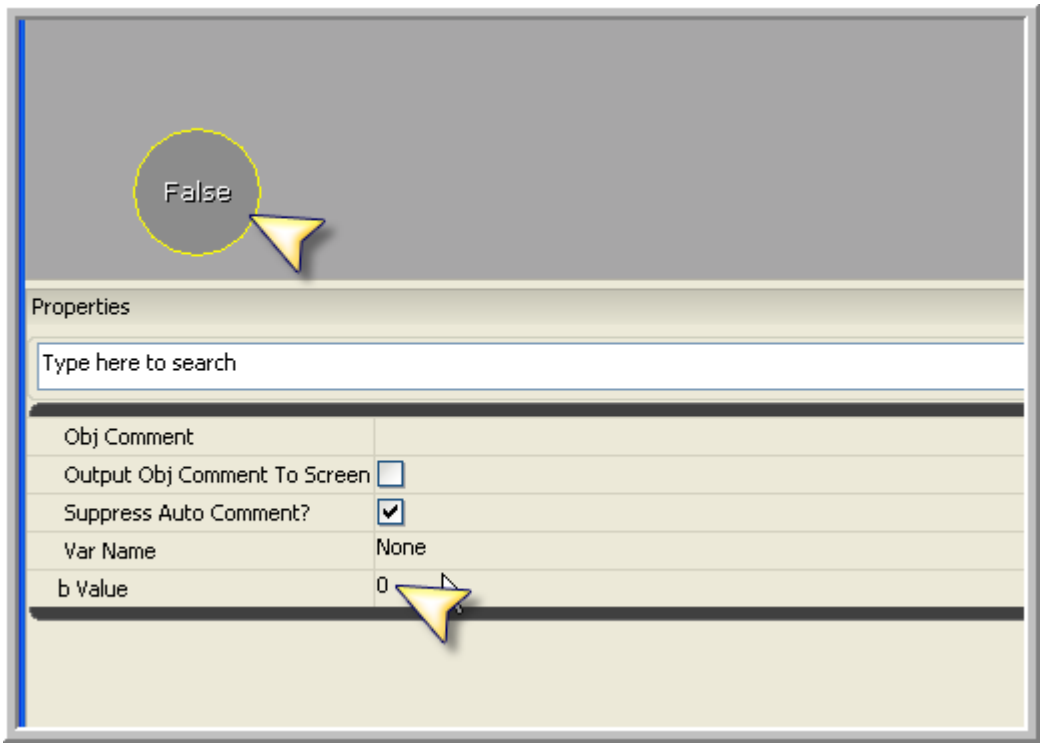
# Kismet Tutorial-4
# Variables.

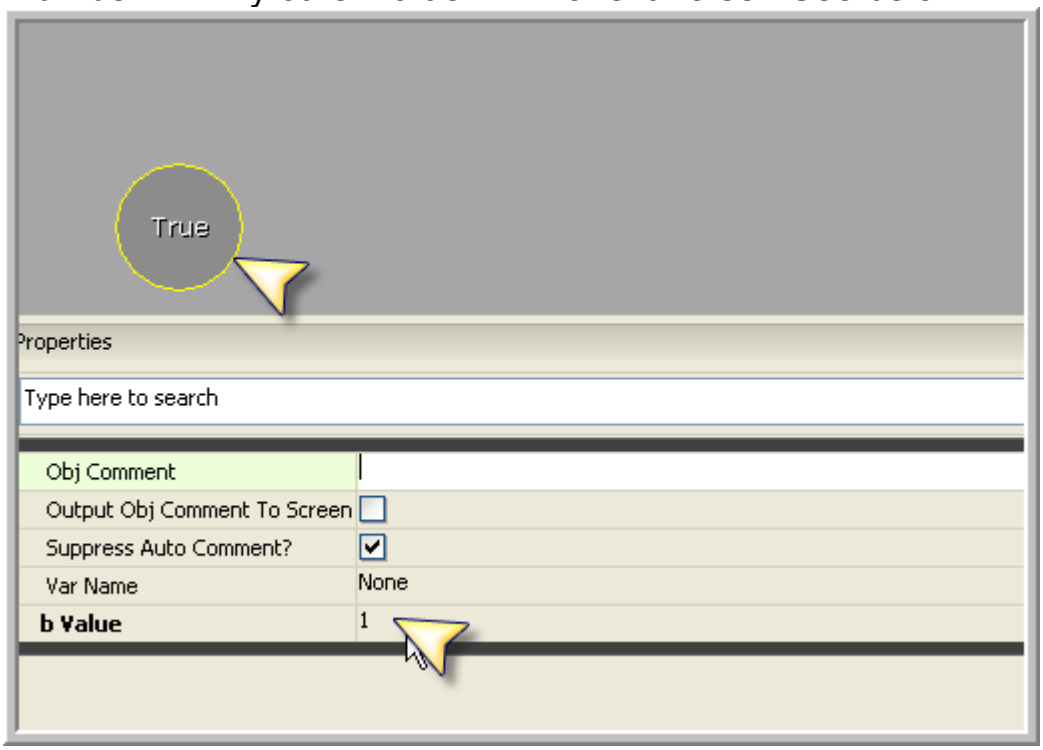
1. A Variable is a place to hold a value.
2. Variables can be created in Kismet my right-clicking and selecting New Variable from the pop-up menu. See below:



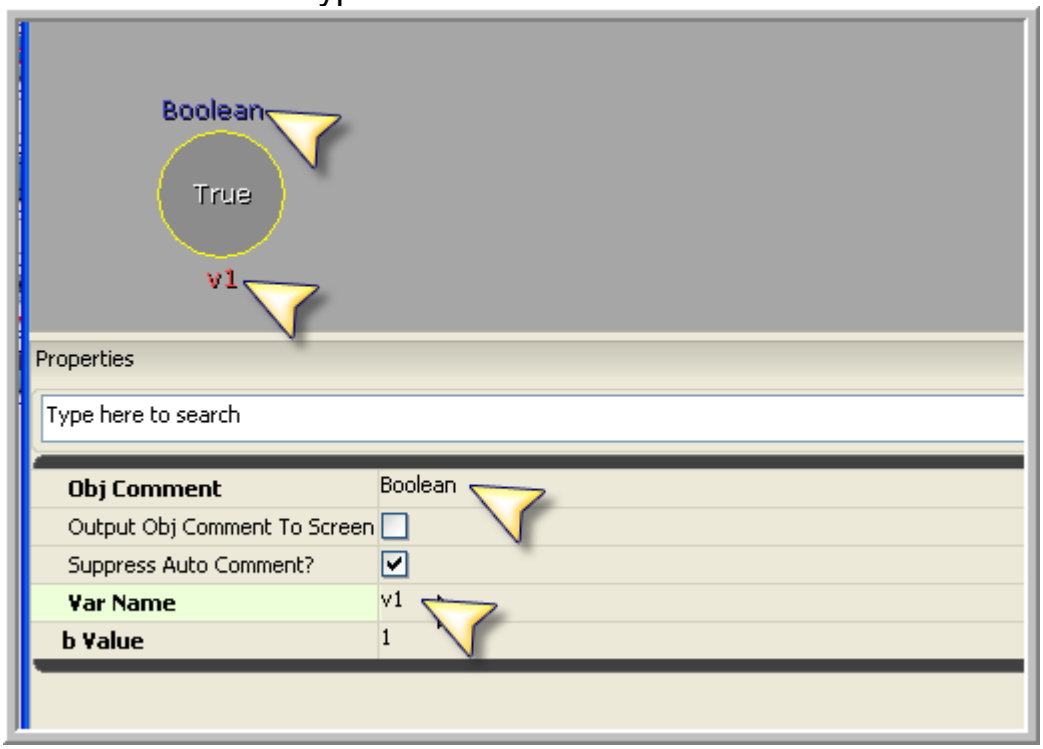

3. Note from the above figure that you can select many different types of variables. The variables presented in this tutorial will be Bool, Float, Int, and String.
4. In the example below, a Bool (Boolean) variable has been selected. This type of variable can have only two values: True or False. Note from the next figure that the default value for a Kismet Bool variable is False.
5. The value of a Bool variable can be set in the Properties area. Note that for a value of False the b Value must be set to the number 0. See the next figure.




6. For the Kismet Bool variable to be set to True, its b Value must be set to the number 1. Any other value will make it False. See below:

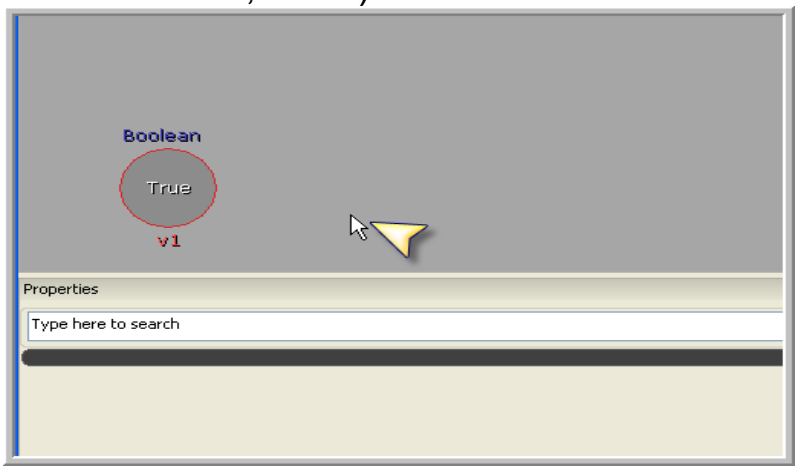


7. As shown in the figure below, the Obj Comment helps you describe your variable. In this example we made the Obj Comment “Boolean” to describe the variable type.

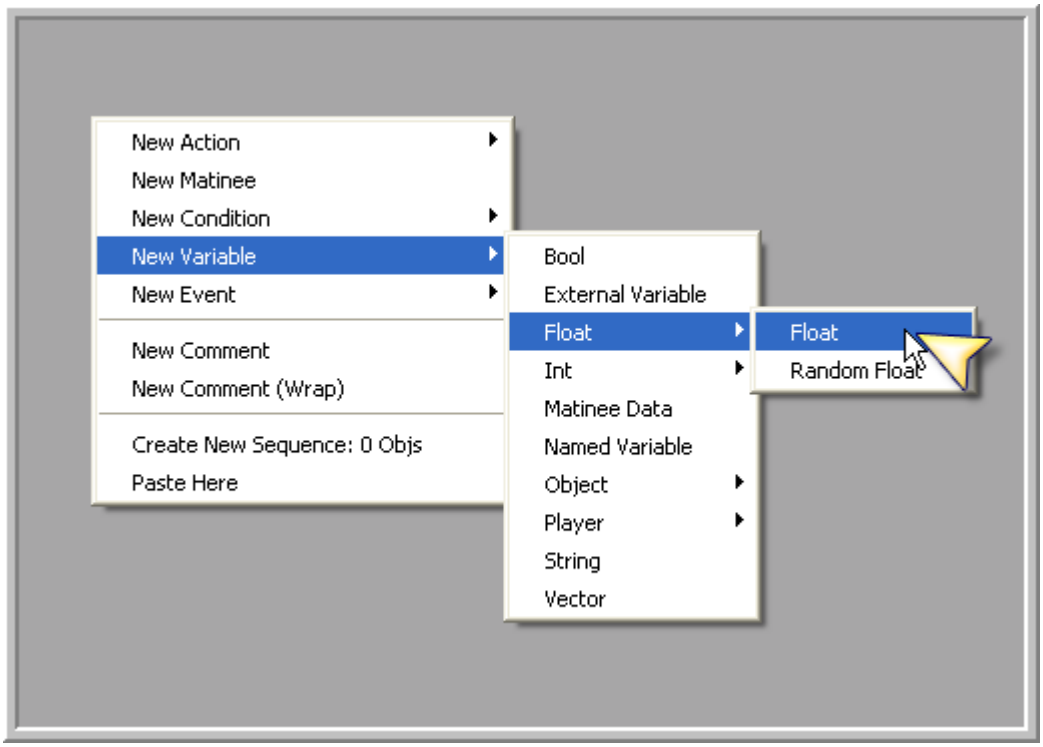



8. Also as shown above, the **Var Name** if used, must be unique for each variable. In this case we gave the **Var Name** (Variable Name) “V1”. Doing this will uniquely identify it from all other variables. It is considered good practice to do this to all of your variables.

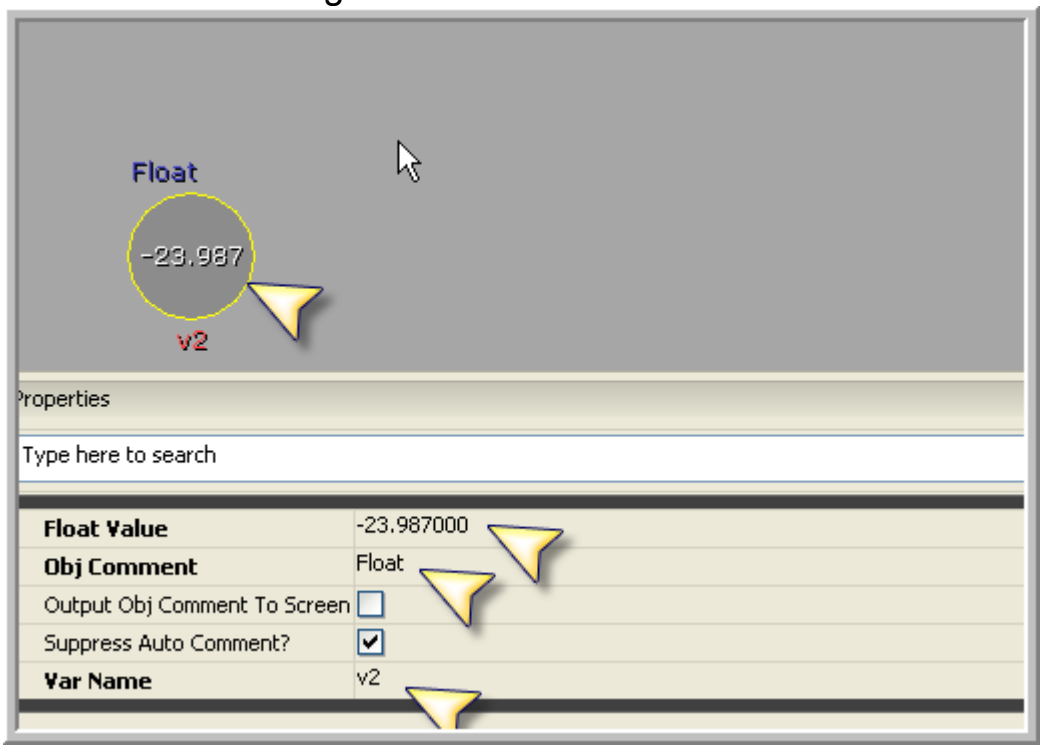
9. When the variable is not selected its border is no longer yellow. See below, the mouse was clicked on the Kismet working area. The bool variable border now changes to red. A red border indicates a bool (Boolean two value: True, False) variable.



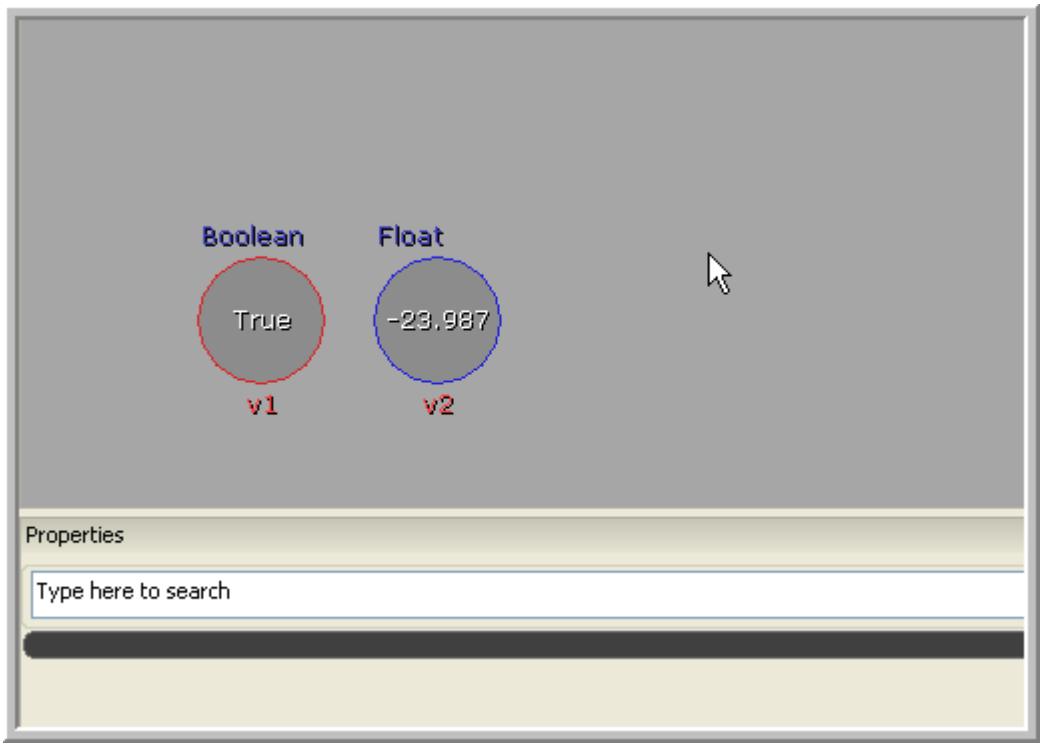
10. The next kind of variable we will look at in this tutorial is of type float. See below:



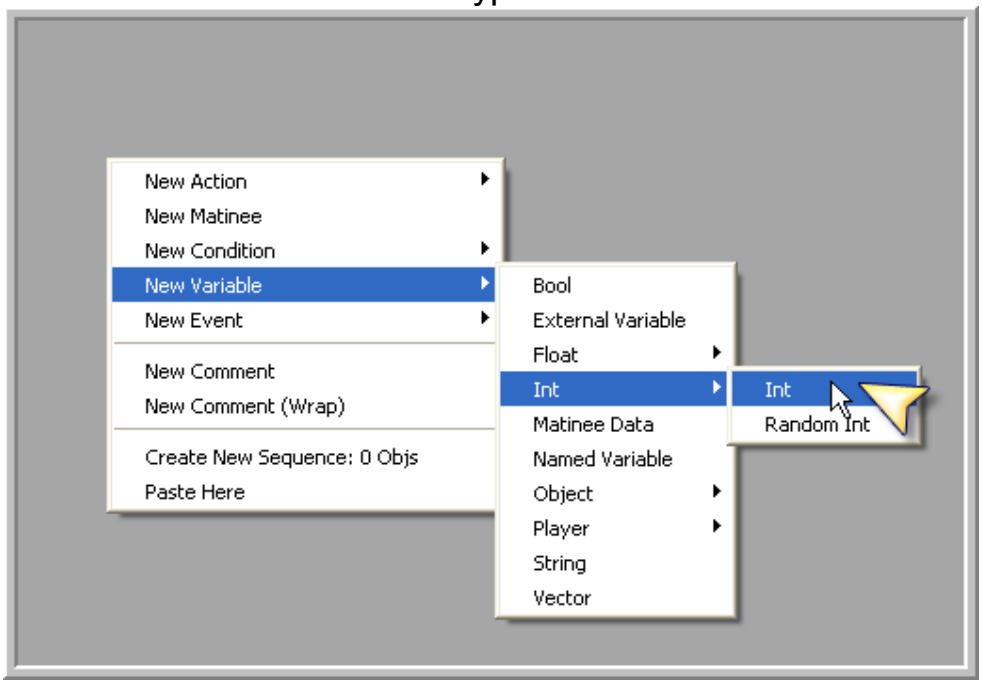

11. A variable of type float may contain any number including decimal numbers as well as negative numbers. See below:



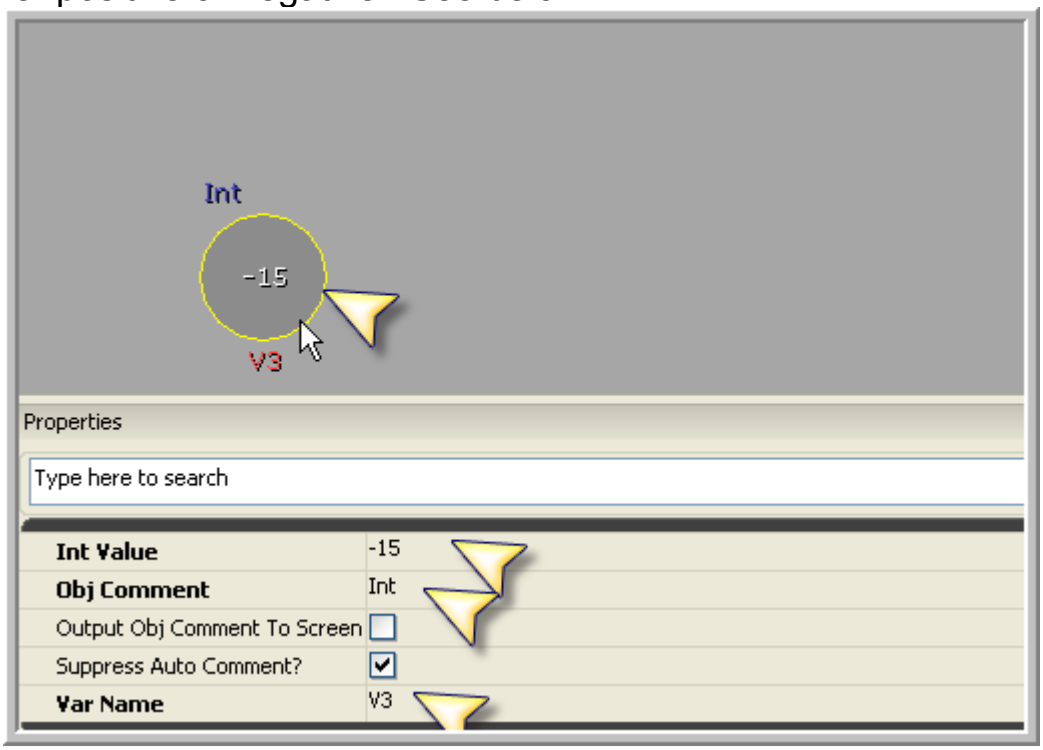
12. A **float** variable gets its name from *floating point* which means that the computer will be able to figure out where the decimal point should go (hence the decimal point "floats") from any computation.
13. Observe from the figure below that a variable of type **float** has a blue border when it is not selected.



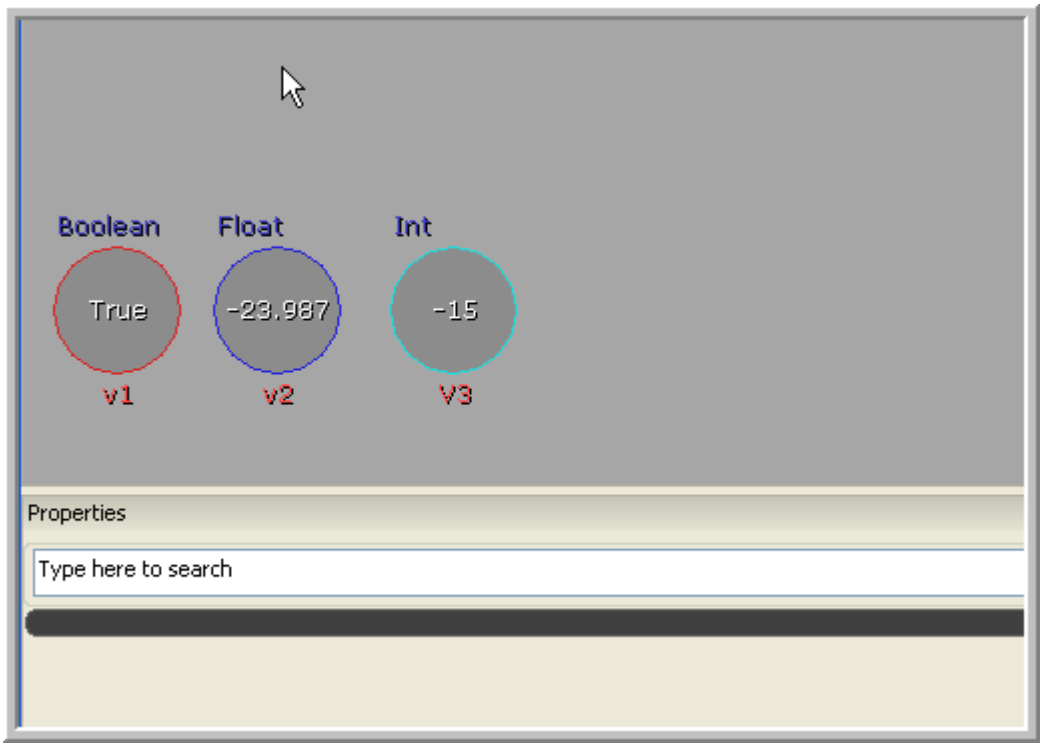

14. The next variable will be of data type **int**. See below:



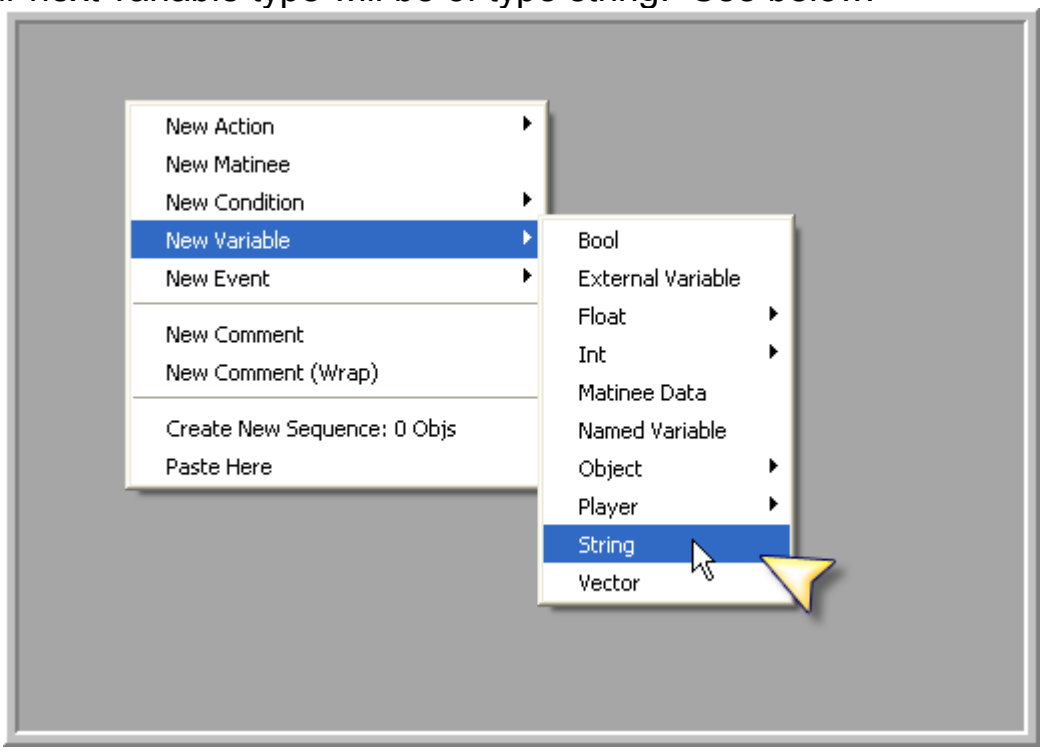
15. An int (for integer) type variable can hold any whole number value, either positive or negative. See below:



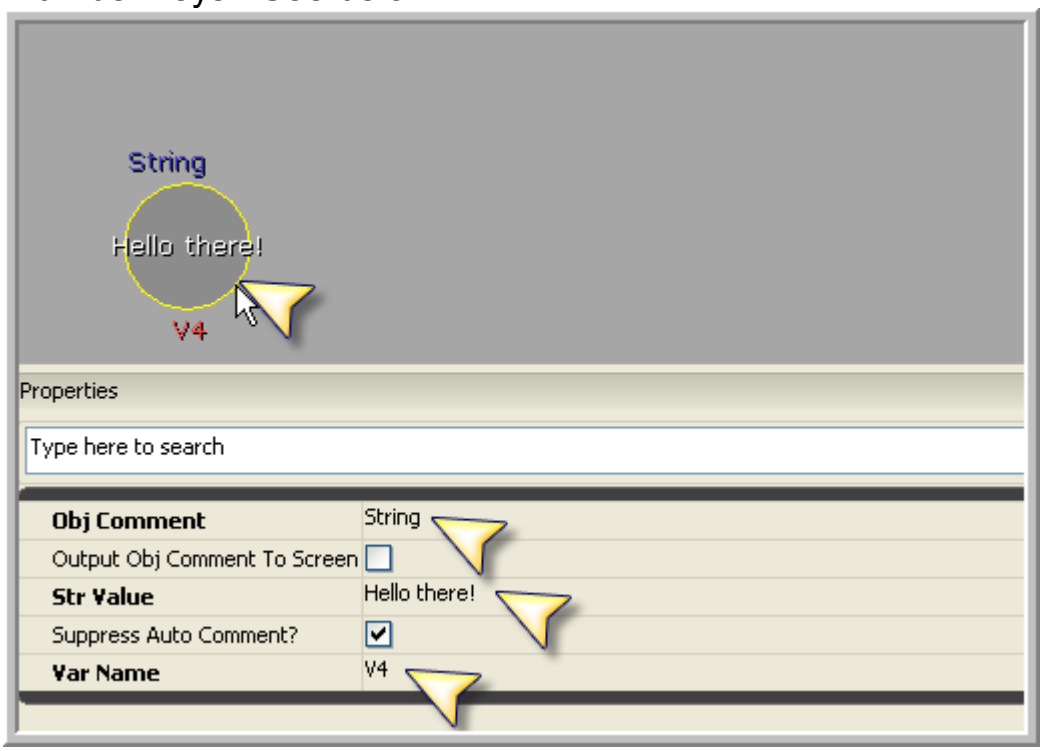

16. Note the border color of an Int type variable when it is not selected. See below:



17. Our next variable type will be of type string. See below:




18. A string variable can have any sequence of keyboard characters including the number keys. See below:



19. This concludes the four variable types presented in this tutorial: