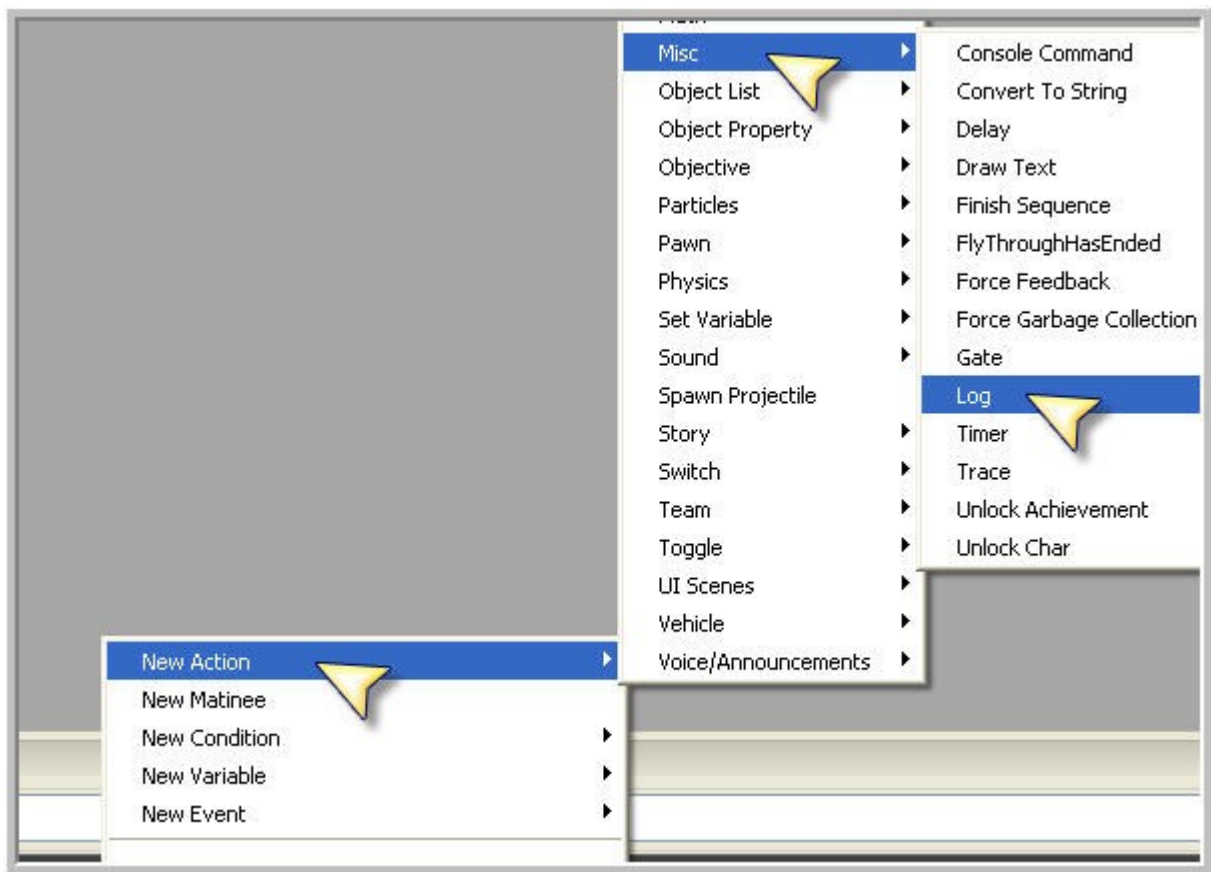


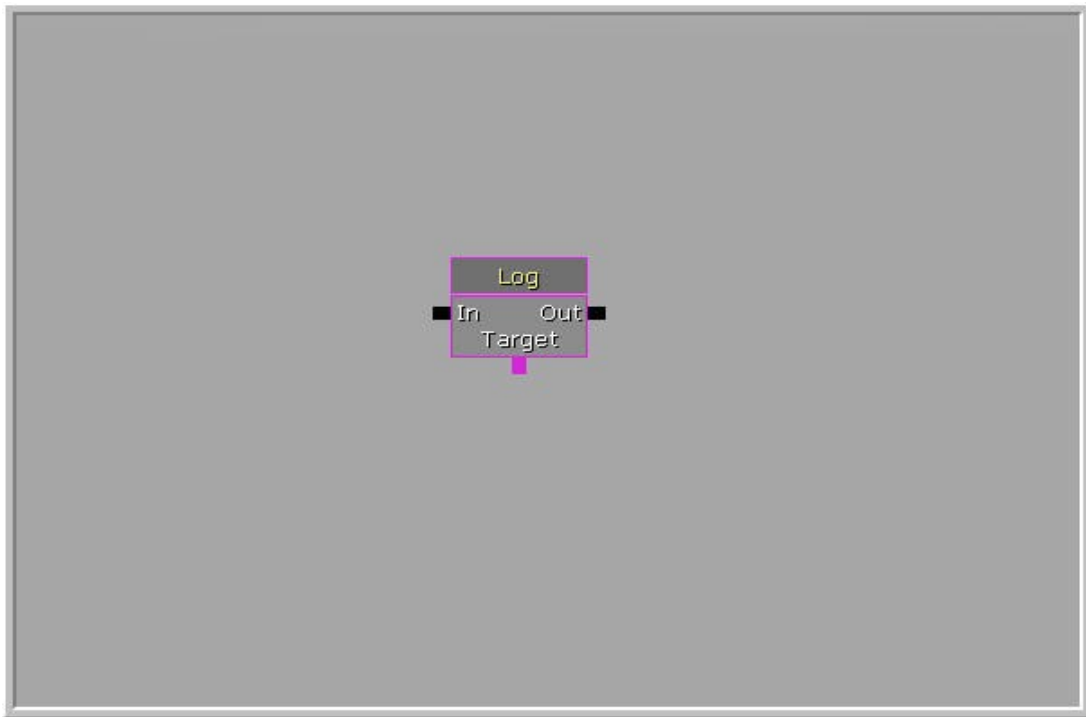
Kismet Tutorial-5 Viewing Variables

In this tutorial, you will see how to view the values of your variables. In the next tutorial you will learn how to change the values of your variables.

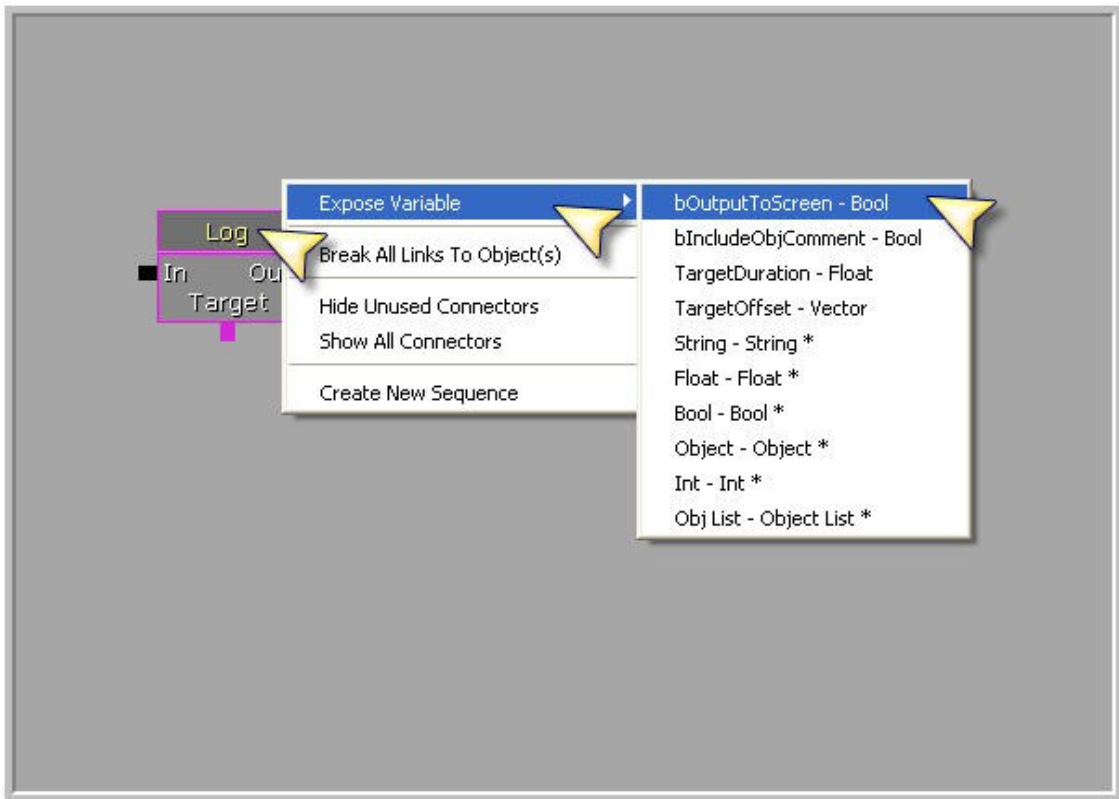
1. Create a playable area (same as previous tutorials).
2. Open Kismet.
3. Select the log file as shown below: (Right click)



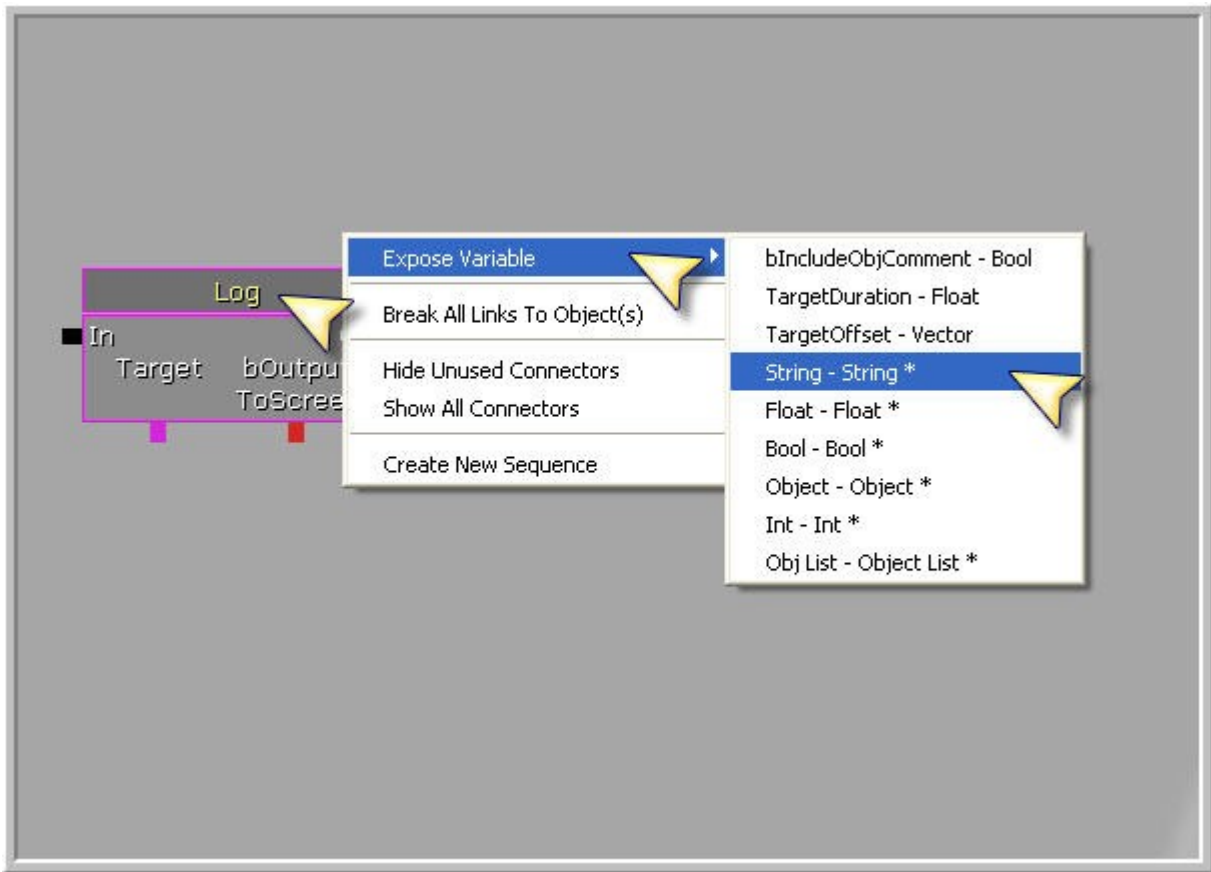
4. You will now see the following sequence object, see below:



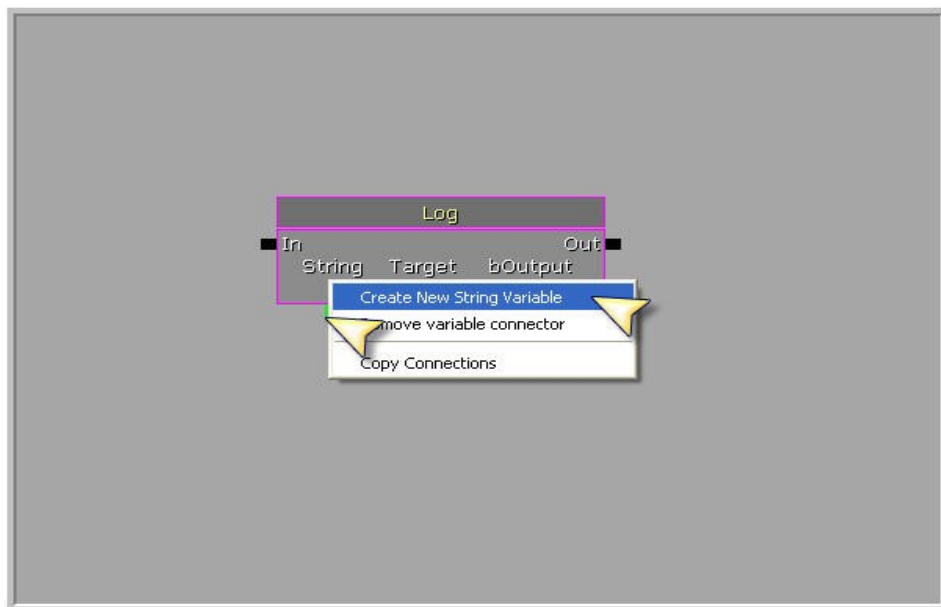
6. Right click on the Log sequence object and select **bOutputToScreen – bool**. As shown below: This selection allows the output to be shown on the playing screen.



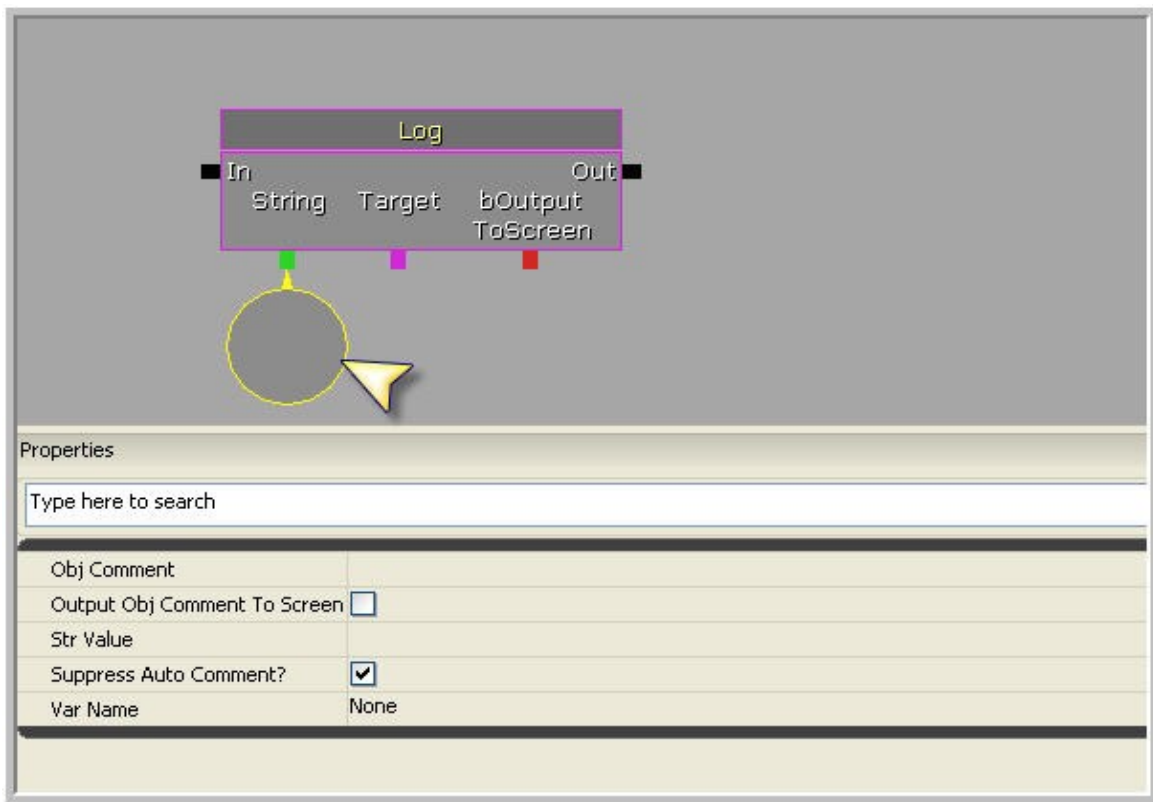
- Next we select the type of variable whose value we want displayed. In this case we select a string variable as shown below:



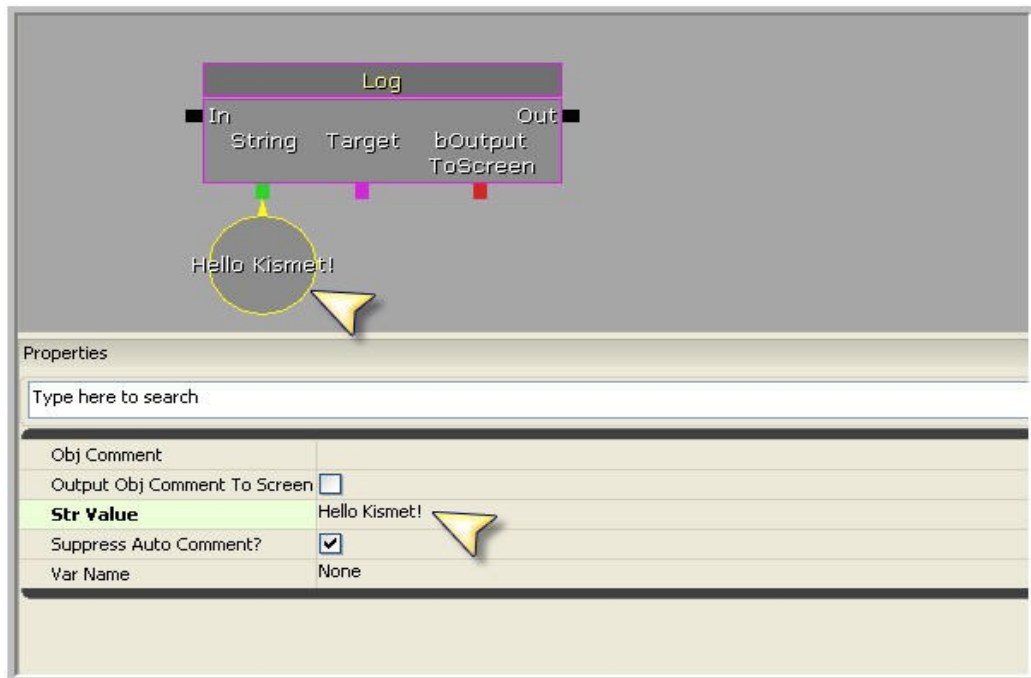
- Right clicking on the **String** output select the **Create New String Variable** option, see below:



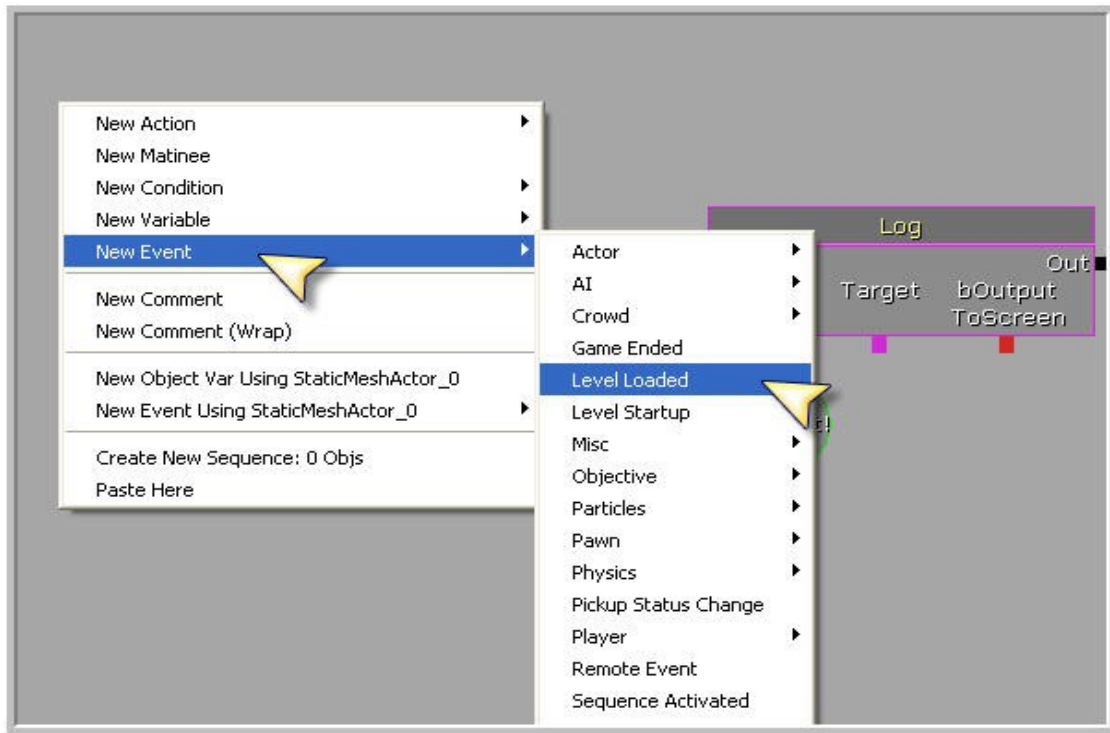
- 9. You should now see what is shown below: Click on the string variable circle to activate its **Properties**.



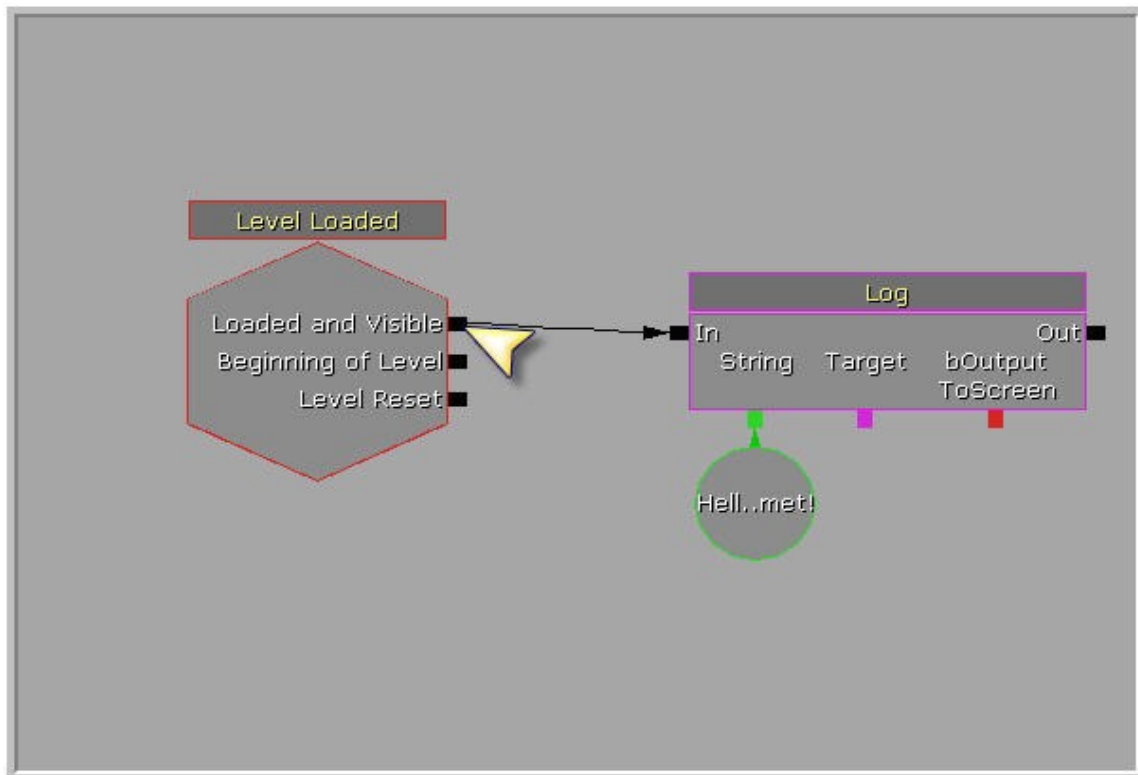
- 10. With the string variable Properties selected, enter the text shown below in the **Str Value** area.



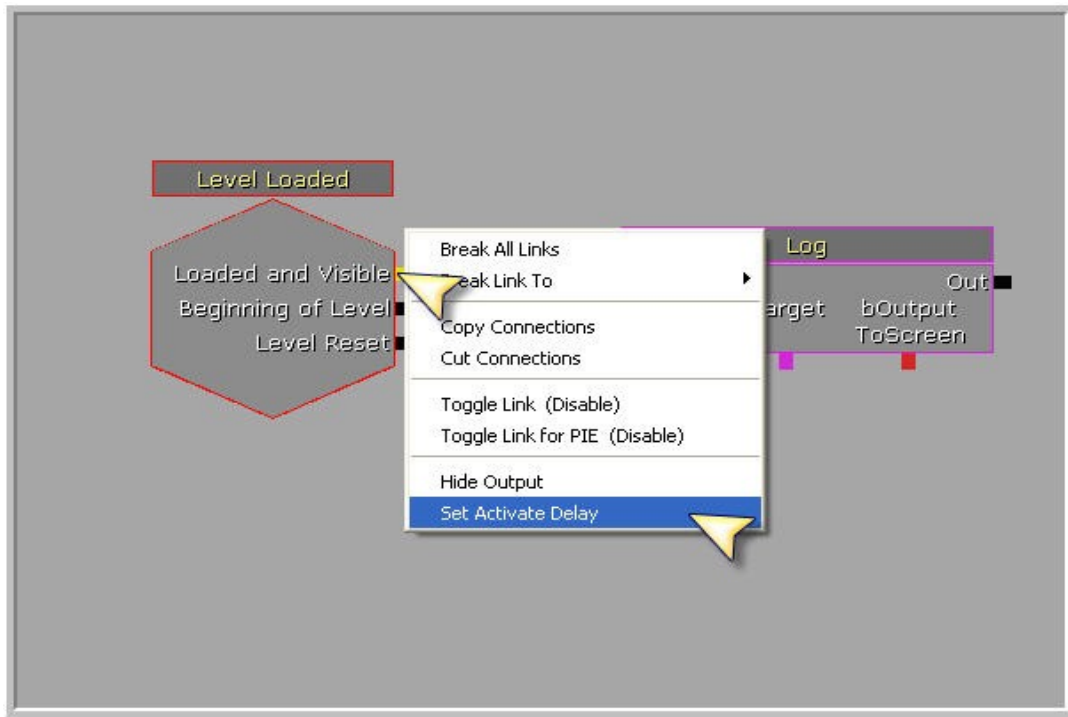
11. Next, right click on the work area and select Level Loaded as shown below:



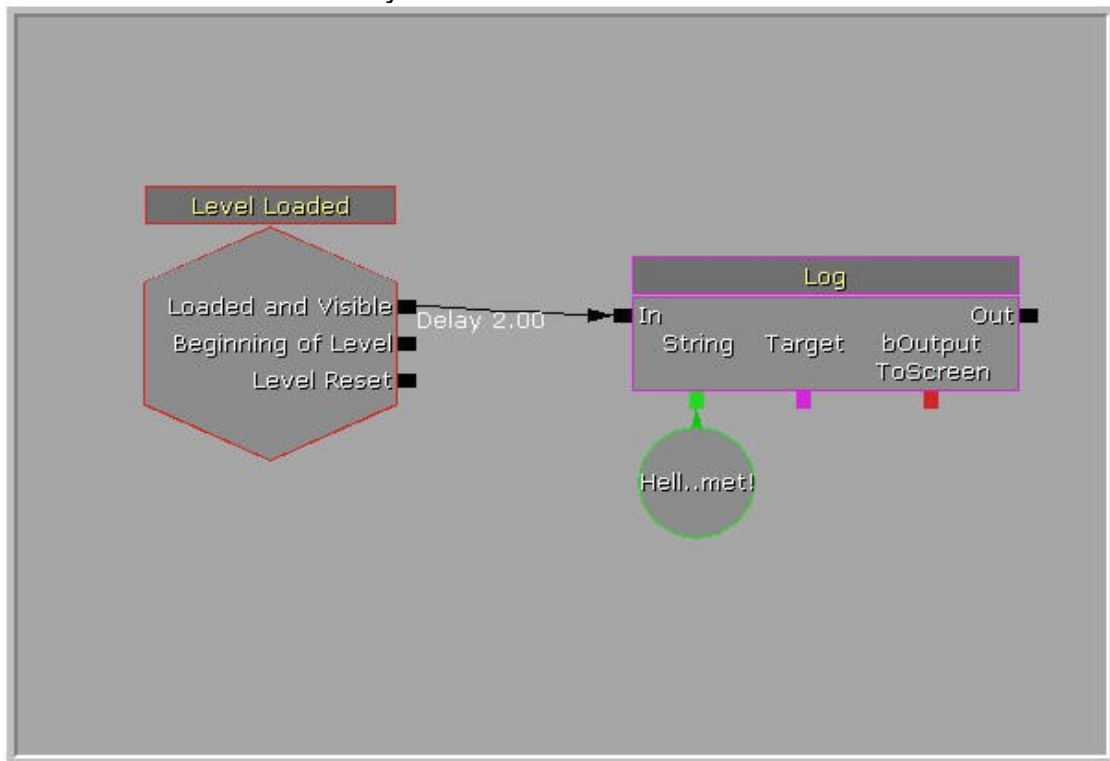
12. Now connect the **Loaded and Visible** output to the In of the **Log** object, see below:



13. Next, right-click on the Loaded and Visible output and select Active Delay as shown below: Set the delay for 2 seconds.



14. You should now have what you see below:



15. Build your level and try it. You should see the following appear on your screen after a 2 second delay.



16. Being able to see the values of your variables is a great help in building a Kismet sequence. In the next tutorial you will see how you can change the values of your variables.