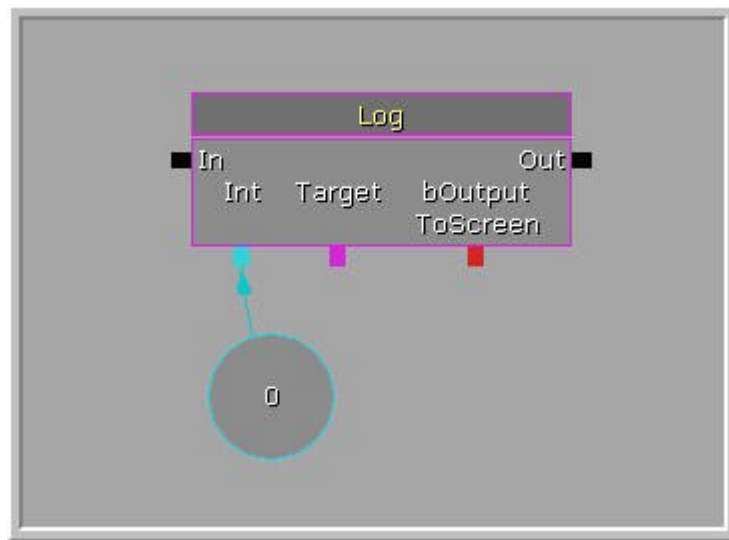


Kismet Tutorial-6 Changing Variables

Overview:

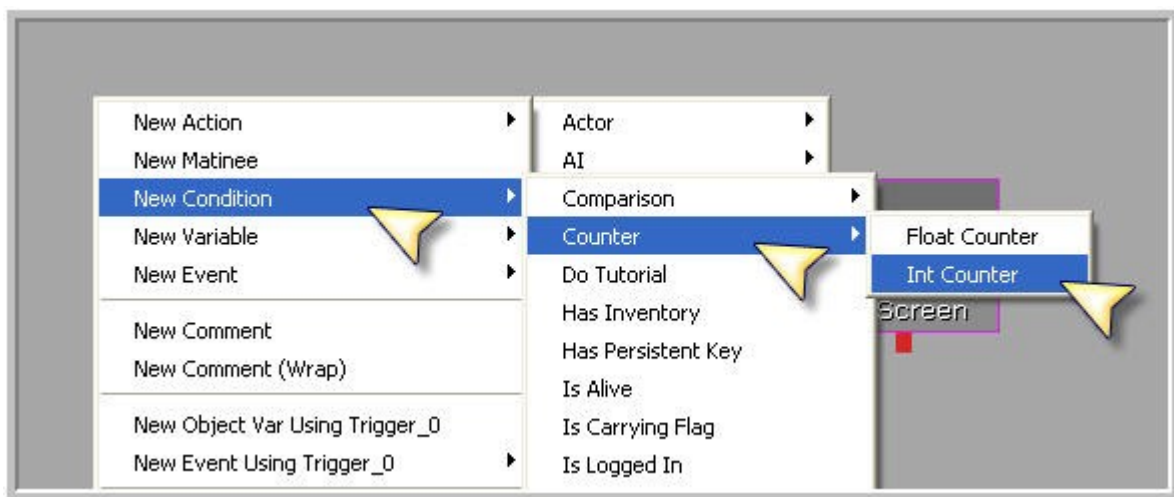
In the last tutorial you saw how you could view the value of a variable using Kismet. In this tutorial you will discover one way of changing the value of a variable and then viewing that change.

1. Open Kismet and set up a Log Sequence object with an Integer type variable as shown below:



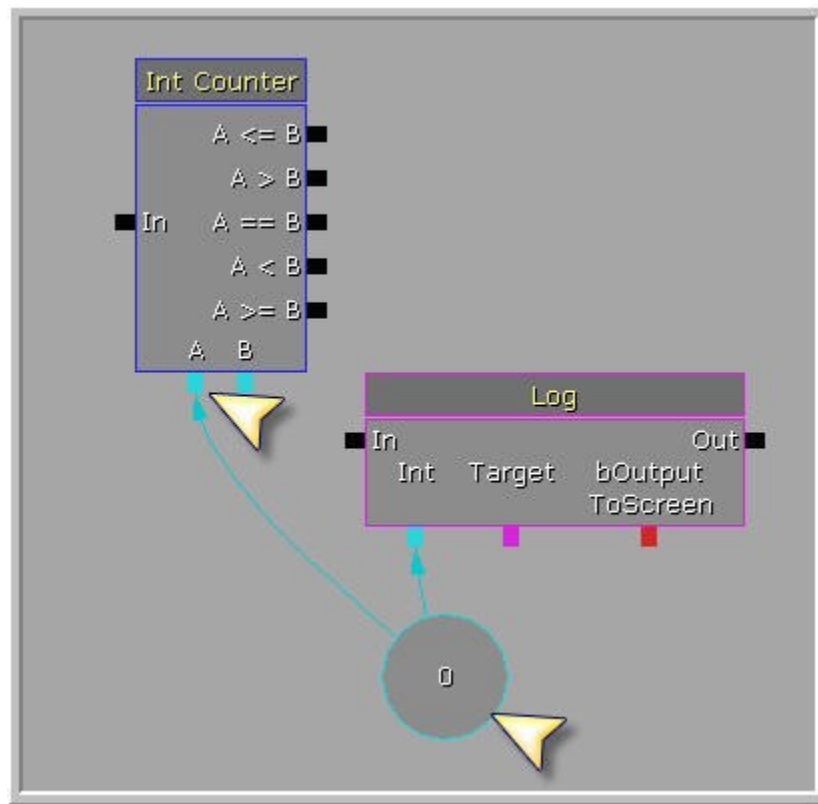
[Setting up the Log Sequence Object]

2. Next, in Kismet open the Int Counter sequence object as shown below:



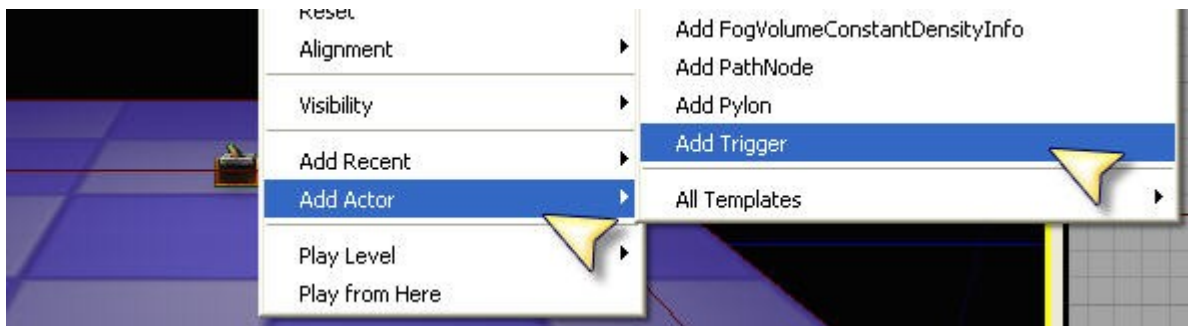
[Opening the Int Counter Sequence Object]

3. Connect the A connector of the Int Counter to the Integer Variable. See below:



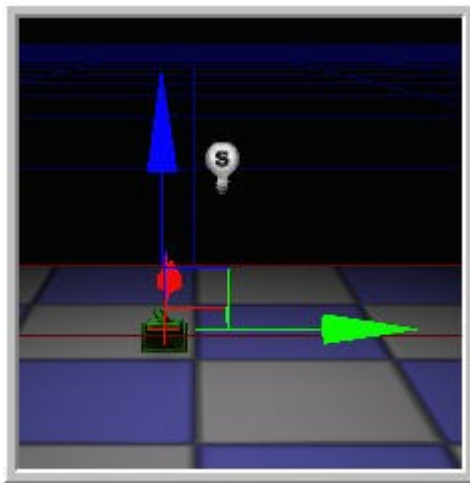
[Connecting the Int Counter to the Int variable.]

4. Go to the 3-D viewport of the editor and right-click to bring up the menu. From there select the Add trigger as shown below:



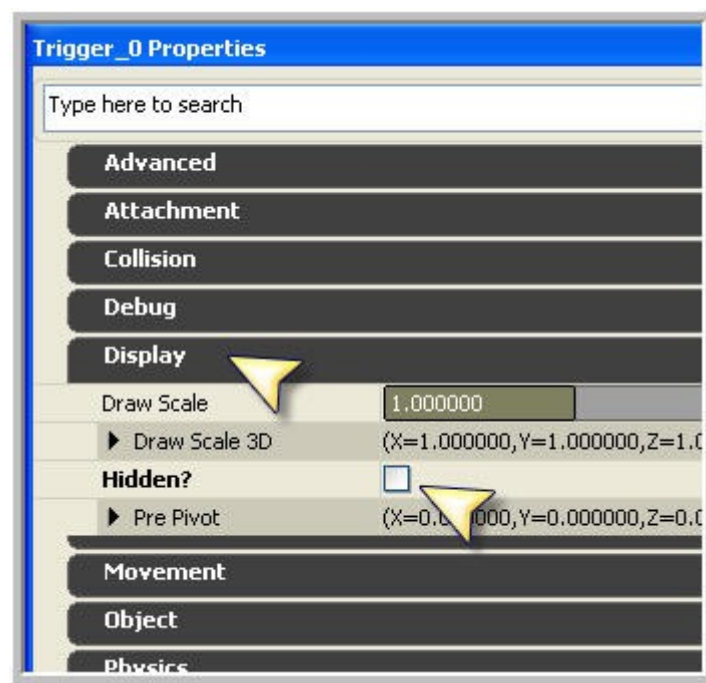
[Selecting the Add Trigger in the 3-D viewport.]

5. Double left-click (or hit F4 with the trigger selected) on the Trigger Icon. See below:



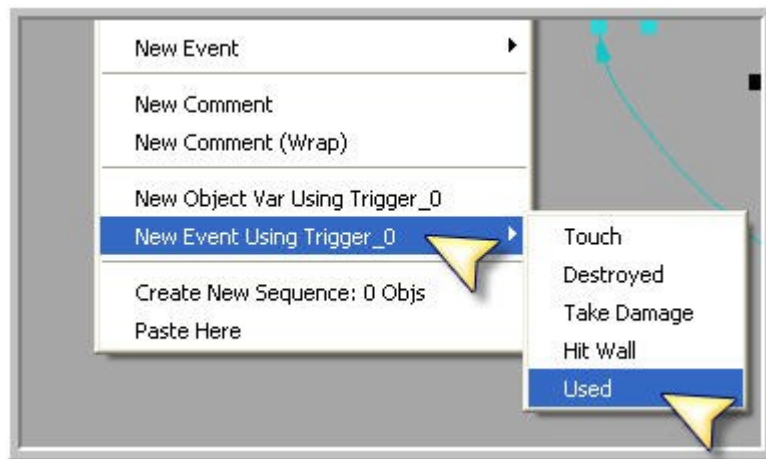
[The trigger icon in the 3-D viewport.]

6. Next, make sure that the **Hidden?** Option is **NOT** selected. See below:



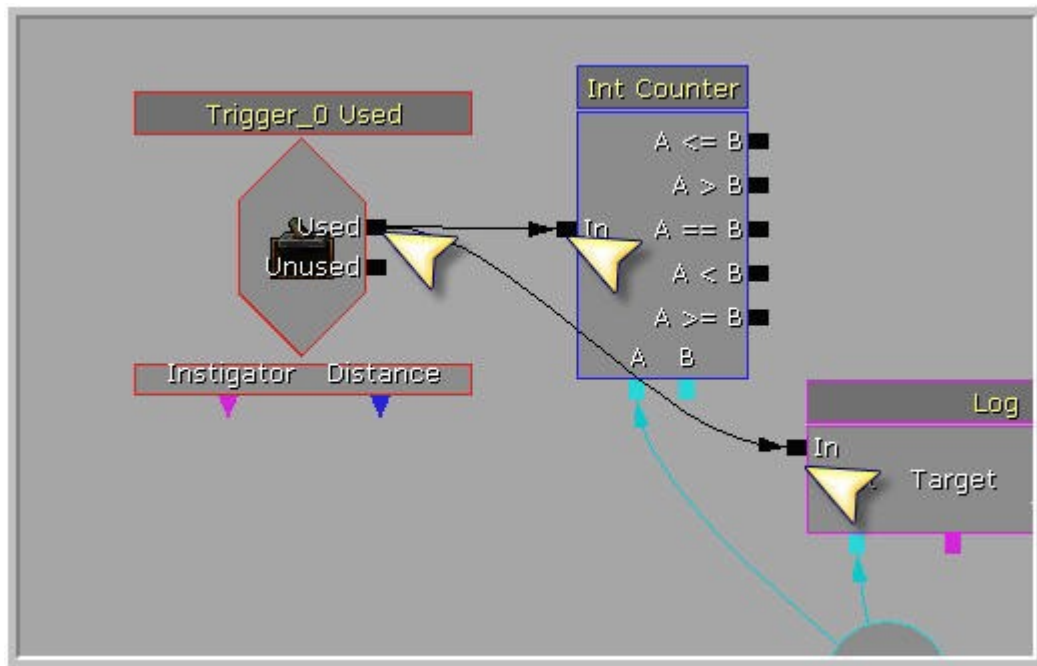
[Unselecting the Hidden? Option.]

7. Now, with the Trigger Icon still selected in the 3-D viewport, go into Kismet and with a right-click bring up the menu shown below and select the Used option of the New Event Using Trigger_0 option.



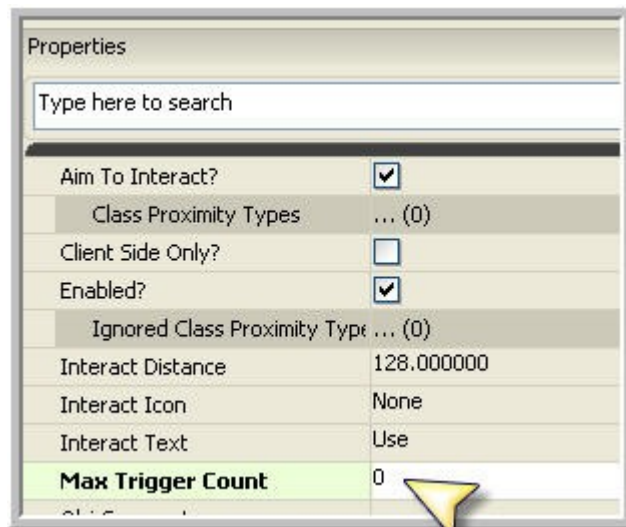
[Selecting the Used Option for your Trigger.]

8. Make the following connections as shown below:



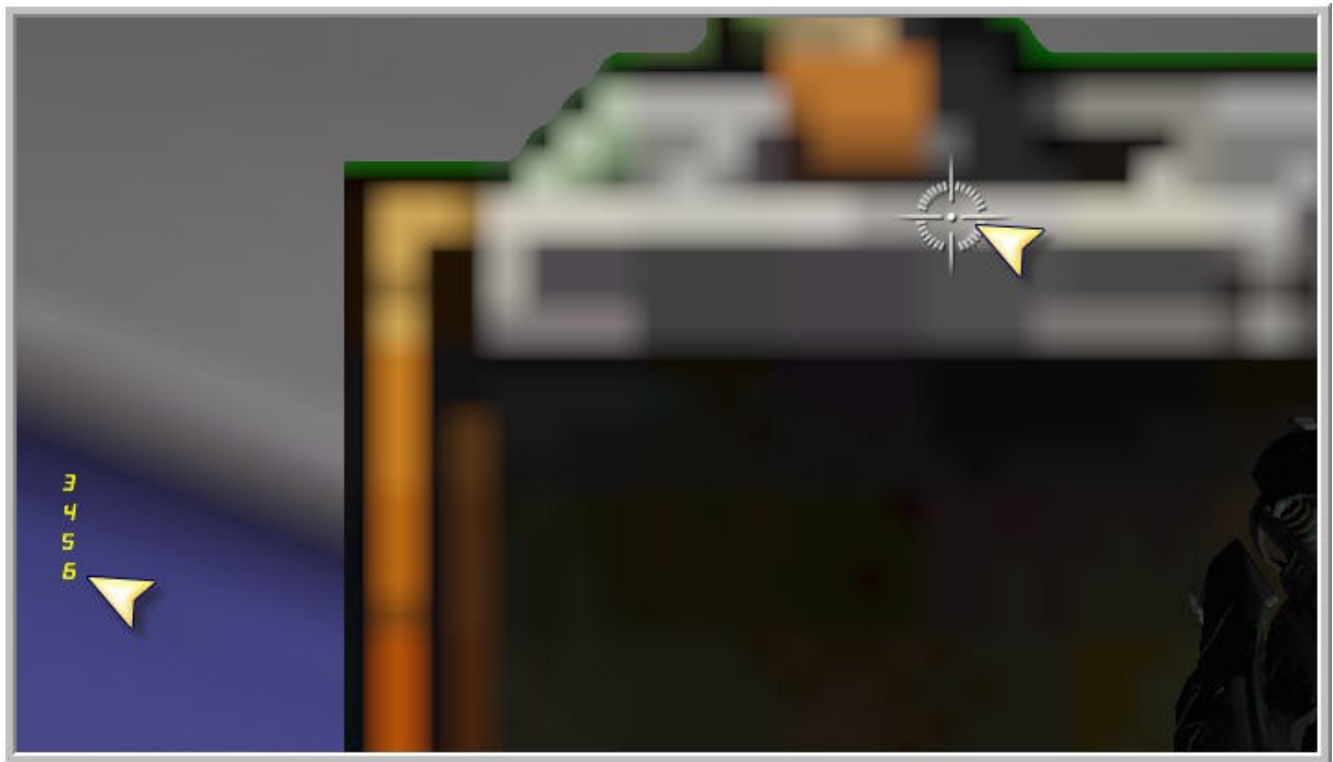
[Connecting the **Used** output to the **In** of the **Int Counter** and the **Log**.]

9. With the Trigger_0 Used icon selected, go to its Properties menu and change the Max Trigger Count from 1 to 0. (A setting of 0 means that you can use the trigger as many times as you want to.). See below:



[Setting the Trigger Count to 0.]

10. Next, go back to the Editor and build your level. Then play the level. Get close to the Trigger icon and point to it. Pressing the **E** key will cause the trigger to be *used*. Note the count output on your screen. You are increasing the value of the Int variable everytime you *Use* the trigger. See below:



[Observing the value of the Int variable change everytime the Trigger is Used.]

Summary

In this tutorial you discovered how to create a simple counter in Kismet and see the value of that counter in the actual game interface. In the next tutorial you will see how to use counters with Kismet arithmetic operators. Doing this will give you a valuable insight into the workings of Kismet.