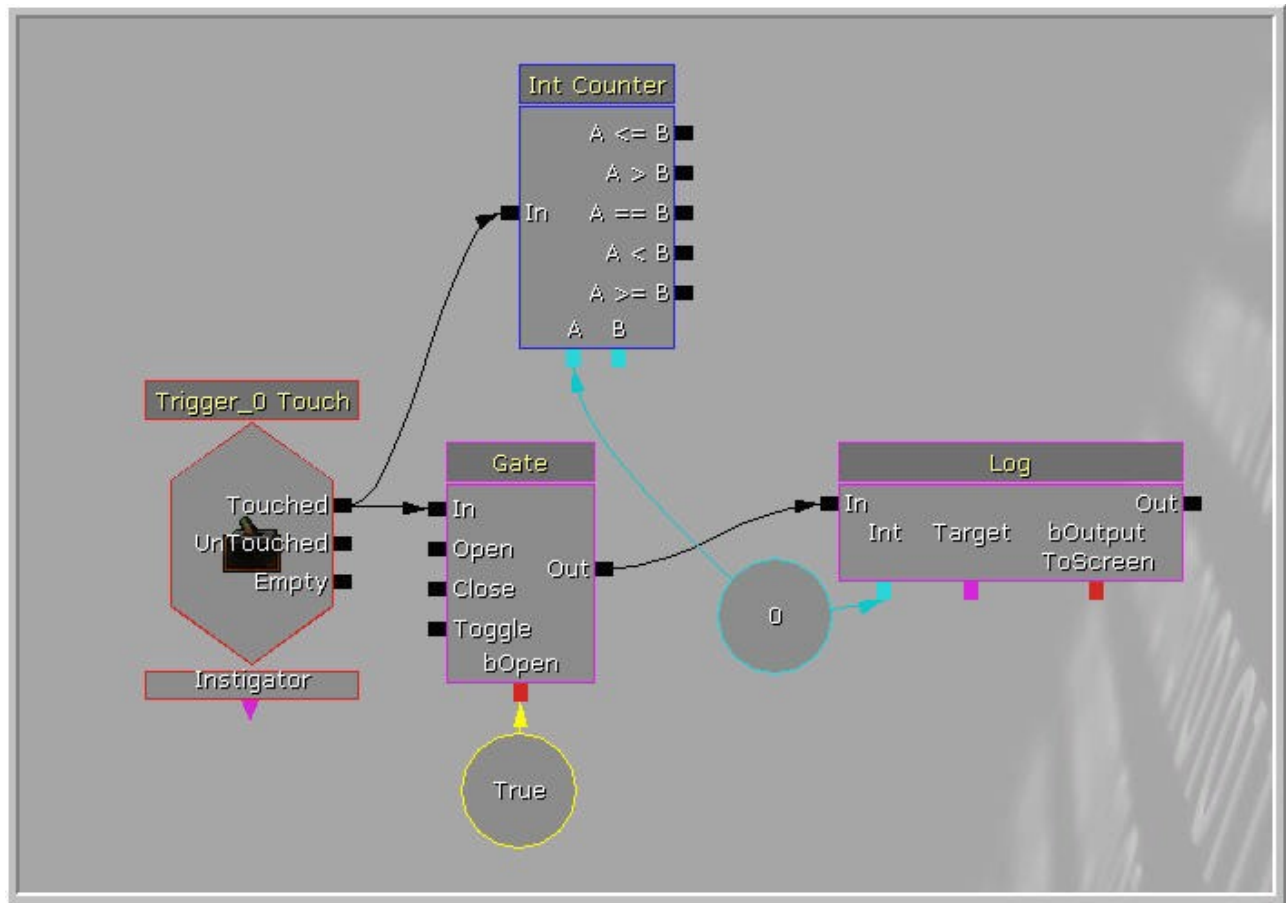


Kismet Tutorial – 8 Switch Counter Groups II

Overview:

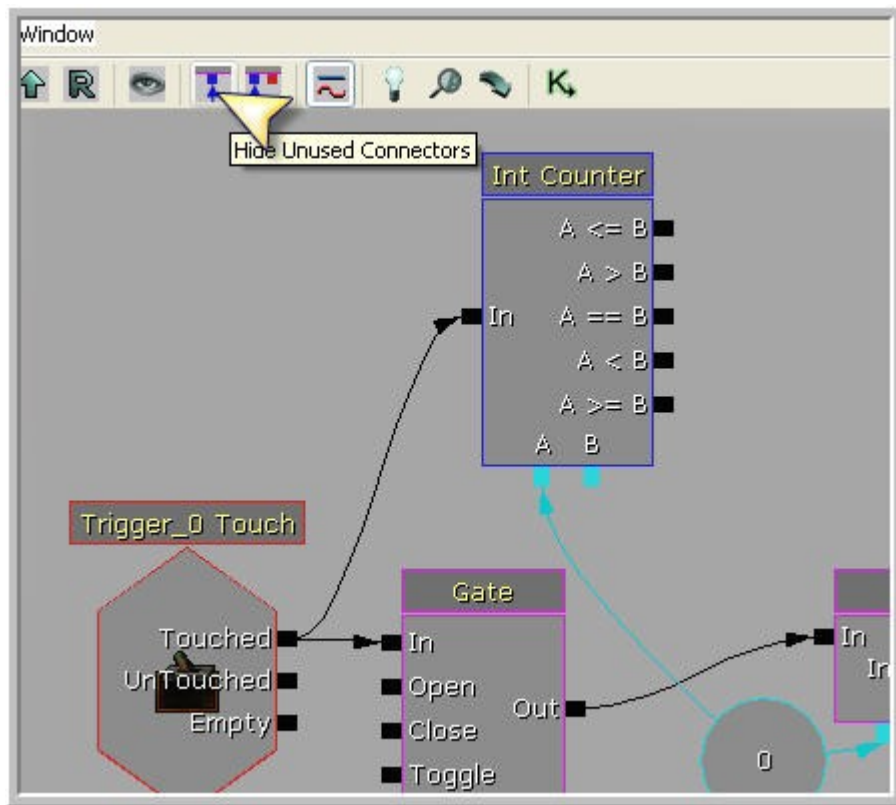
In the last tutorial you saw how to create a Switch Counter Group (SCG). In this tutorial you will discover how to simplify these groups. Doing this will allow you to manage and control many different SCGs for your game. Recall that the use of SCGs can play a major role in the playability and realism of your game.

1. From your last tutorial you should have the SCG in Kismet as shown below:



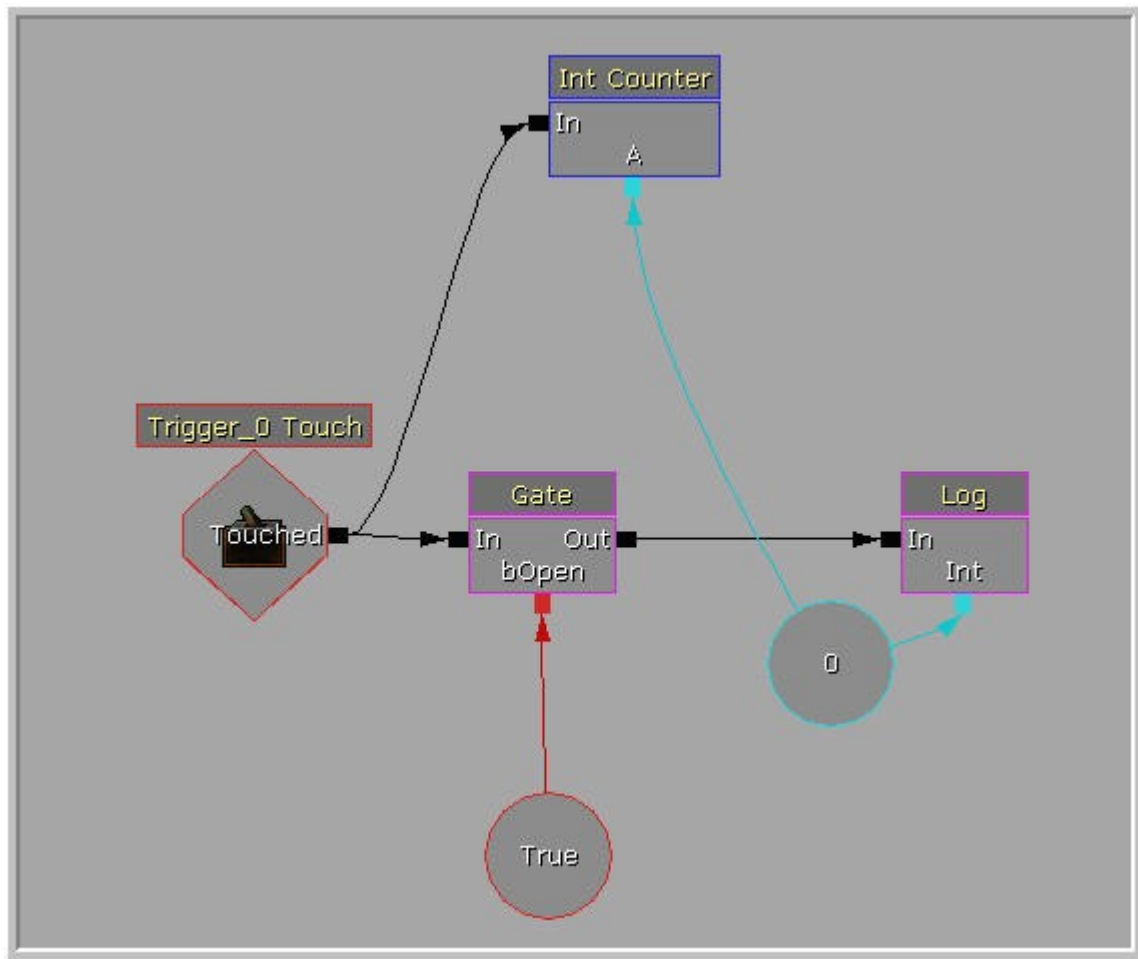
[Switch Counter Group from Kismet Tutorial – 7.]

2. Go to the top menu bar and click on the Hide Unused Connectors button as shown below:



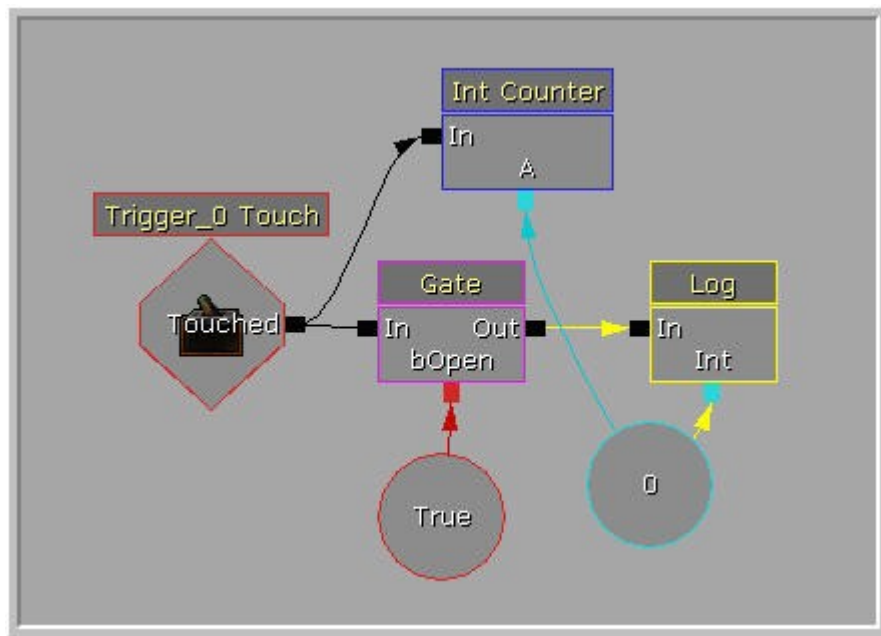
[Hiding Unused Connectors.]

3. You may have to click on the Kismet work surface after clicking on the Hide Unused Connectors button. Your resulting screen should look like something shown in the figure below:



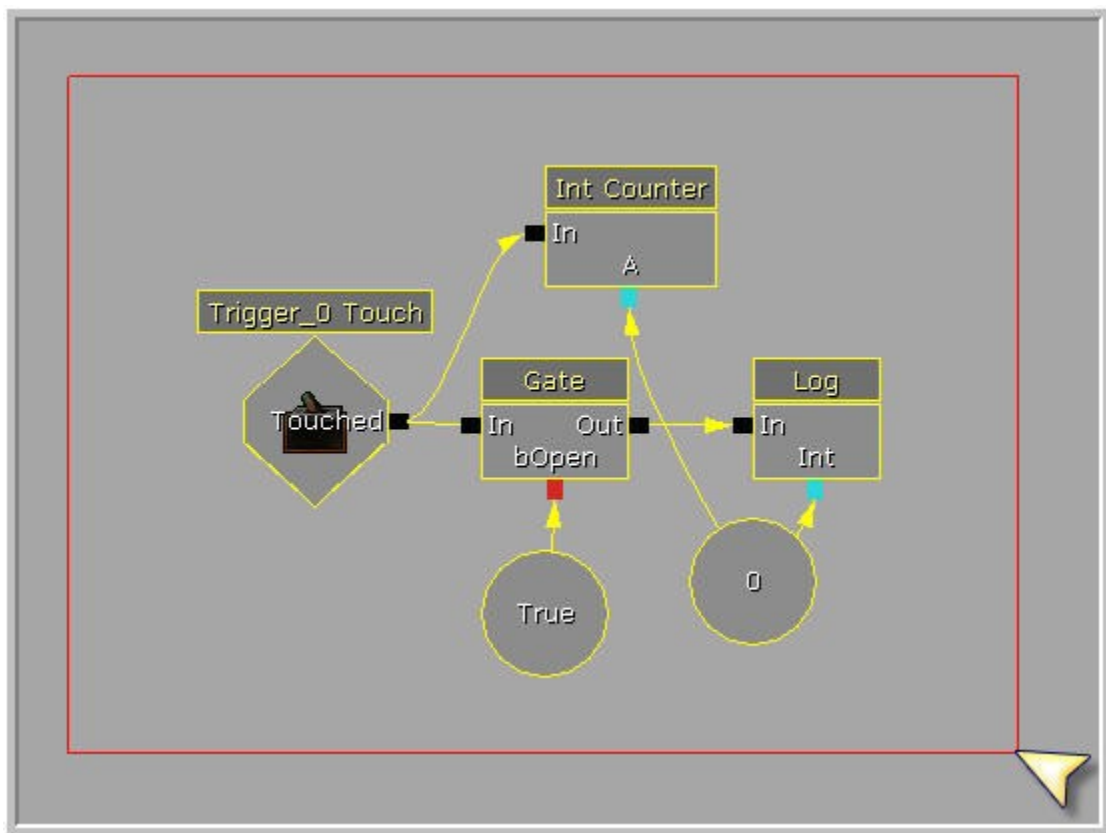
[Results of checking Hide Unused Connectors in Kismet.]

4. Using the Ctrl key with the left mouse button arrange the Sequence Objects as shown in the figure below:



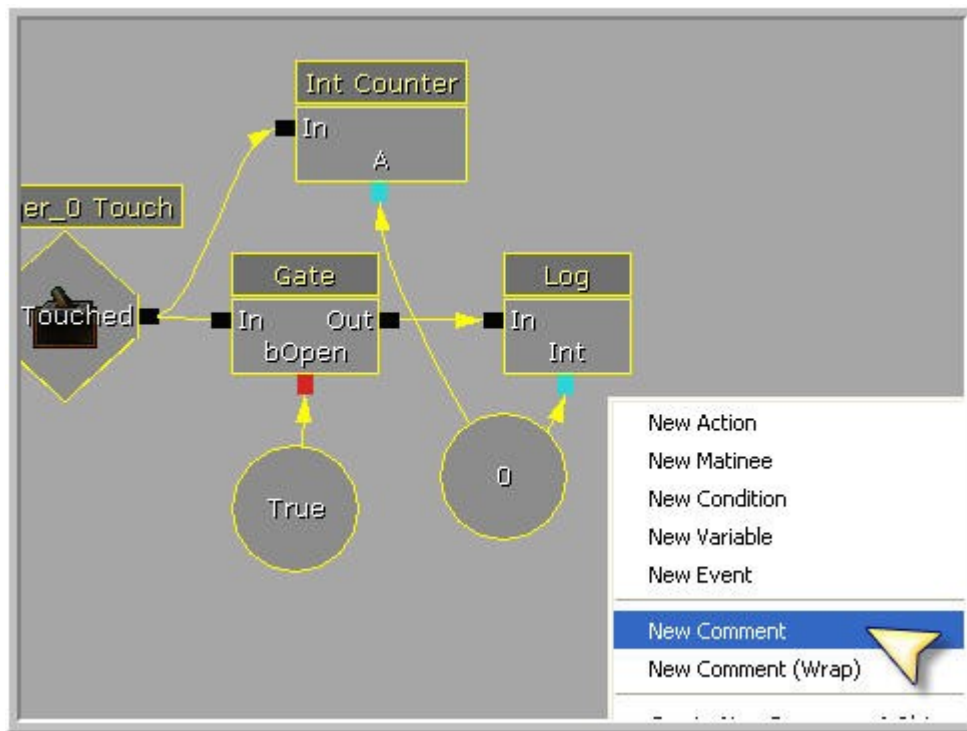
[Arranging the Sequence Objects in Kismet.]

5. Holding down the Alt and Ctrl keys left-mouse button drag a box around all of the Sequence Objects as shown below:



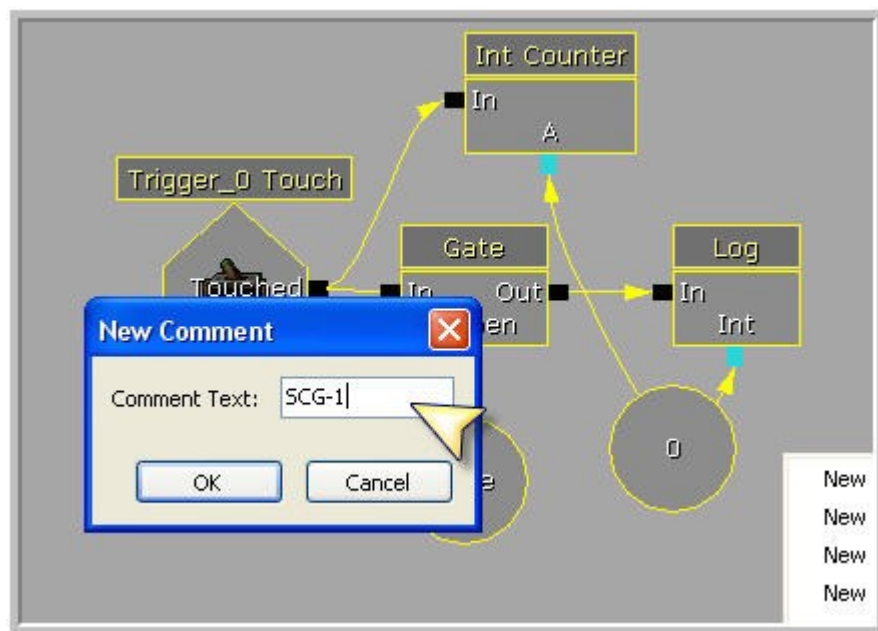
[Selecting all Sequence Objects with Ctrl Alt Left Drag.]

- Next, right-click and select New Comment from the resulting pop-up menu. Observe that all of the Sequence Objects are bordered in yellow indicating that all of them have been selected.

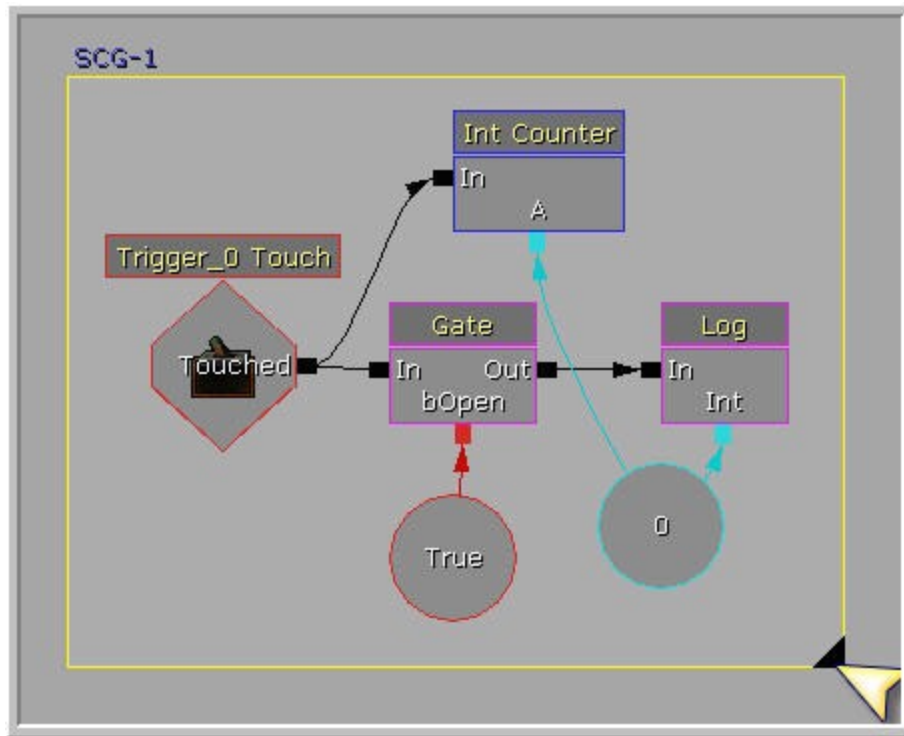


[Selecting the New Comment option in Kismet.]

- A pop-up menu will appear for the title of your group. In this example SCG-1 was used. The title chosen should be descriptive of the SCG.

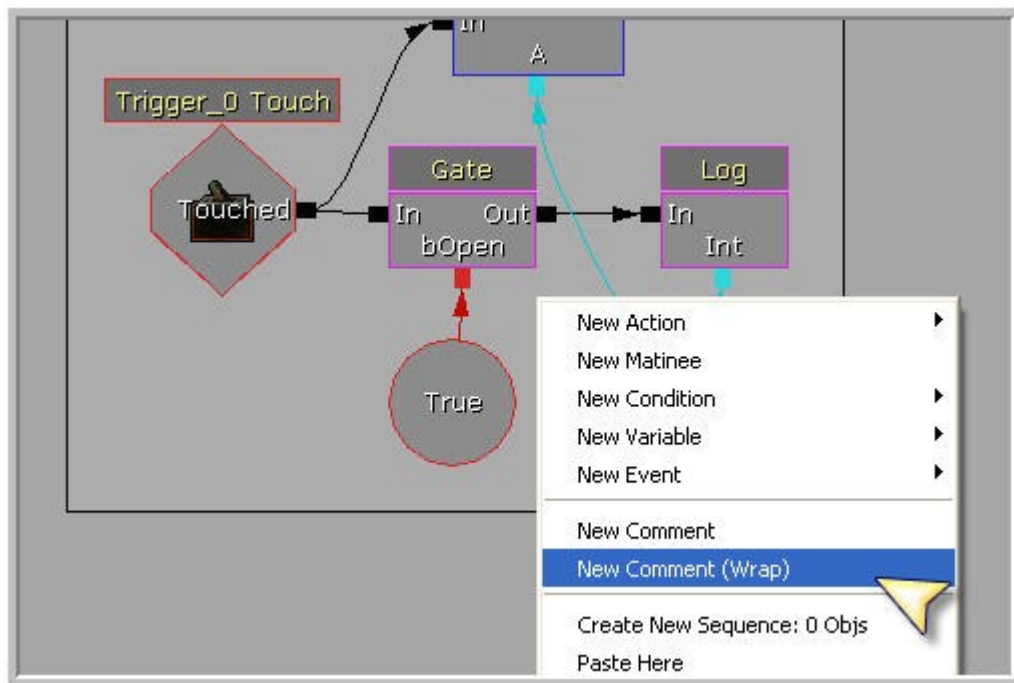


8. The result of the above action is shown in the figure below: Note that you can change the size of the bounding box by dragging on the bottom right tab.

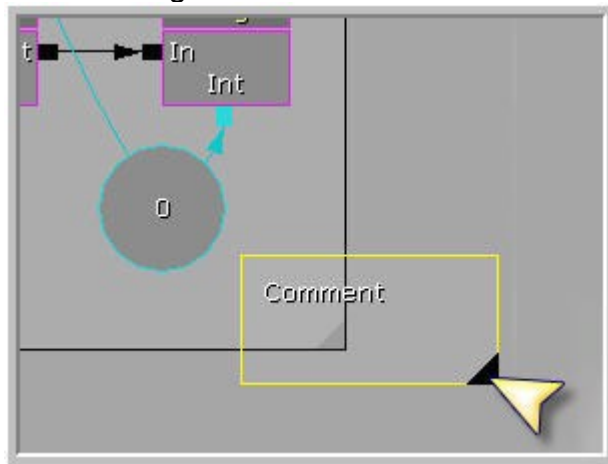


[Bounding the SCG Sequence Objects.]

9. Next, right-click on the grouping as shown below. Select New Comment (Wrap).

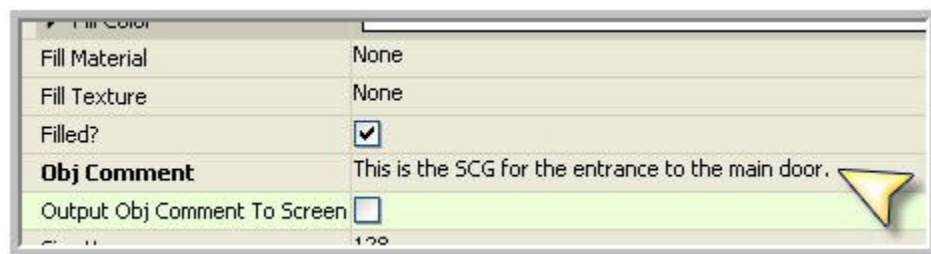


10. The results are shown in the figure below:



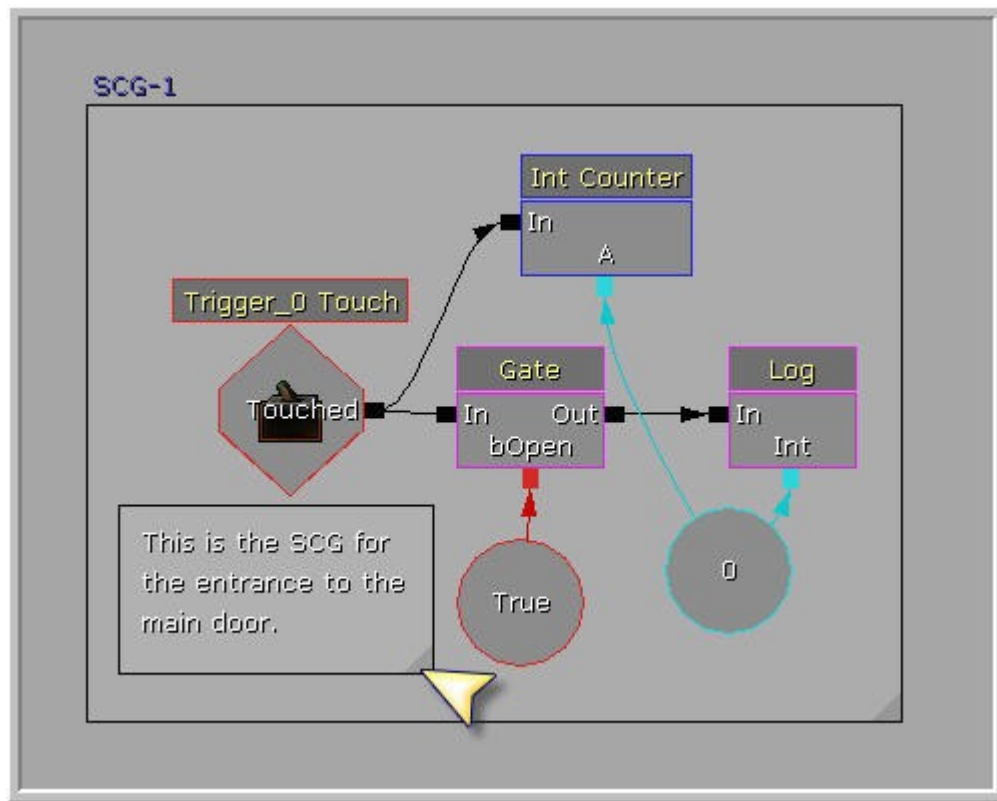
[Results of New Comment (Wrap) selection in Kismet.]

11. Next go to the Properties section of the New Comment selection as shown below. Enter a detailed description of the purpose of your new SCG.



[Entering a detailed description for your SCG in Kismet.]

12. Arrange your new SCG as shown below:



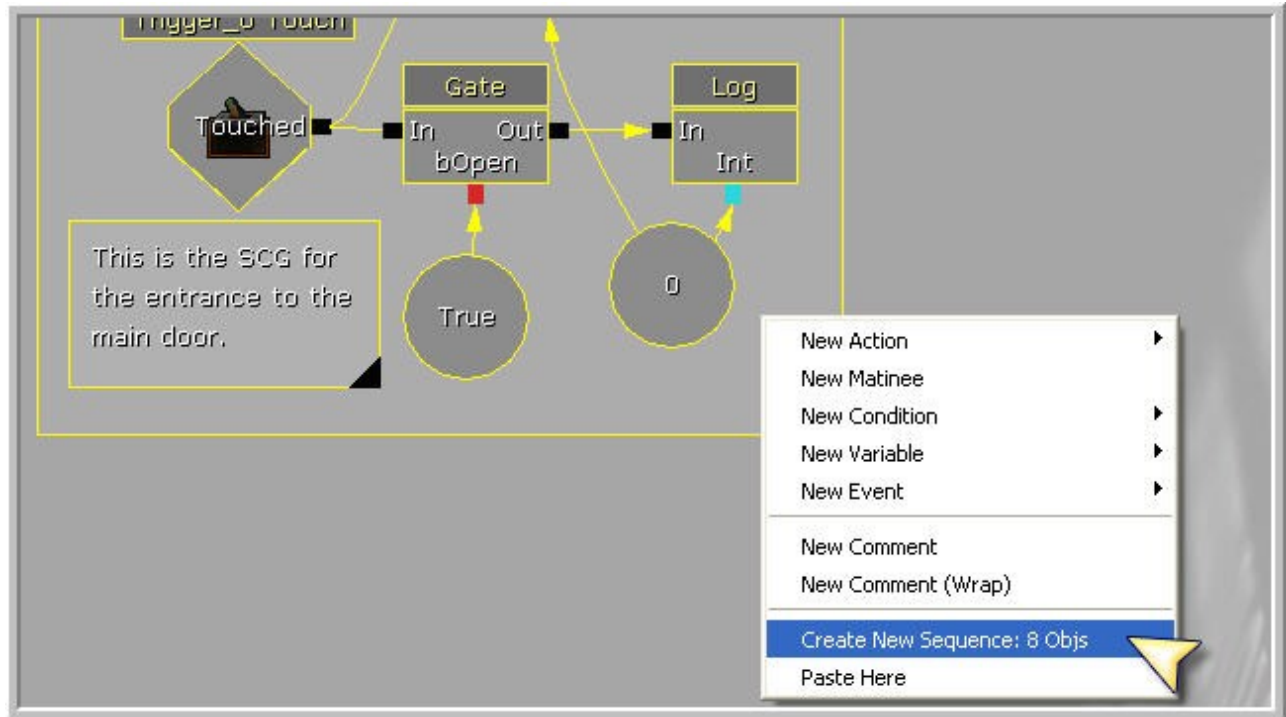
[Arranging the SCG in Kismet.]

13. Note that by zooming out (mouse wheel), the title of the SCG does not change in size. See below:



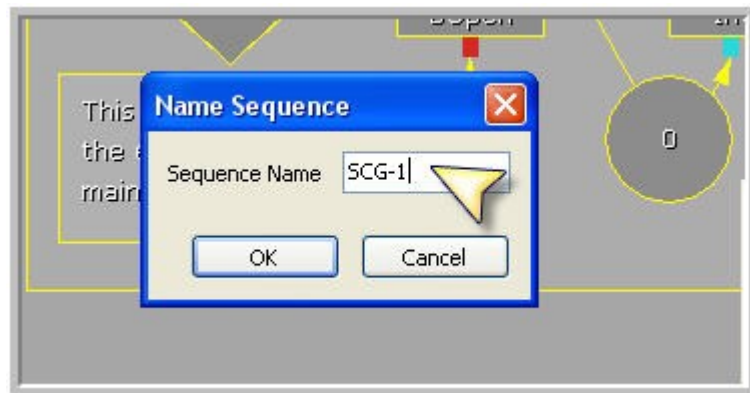
[SCG title does not change on zooming out.]

14. Using the Ctrl-Alt left-mouse drag, select all of the Sequence Objects, then right-click and select Create New Sequence – 8 Objs as shown below:



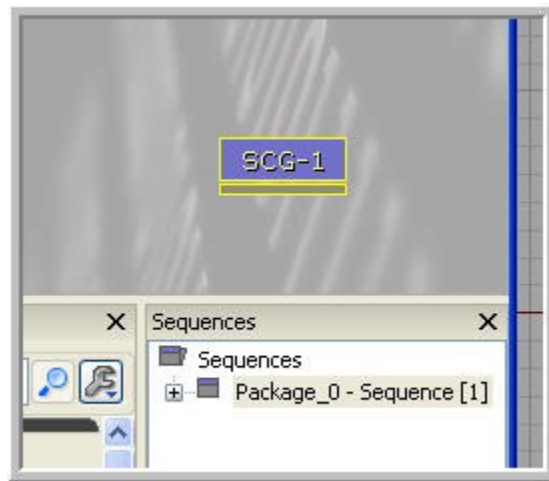
[Selecting Create New Sequence.]

15. A pop-up box will appear as shown below. Enter a descriptive name for your SCG.



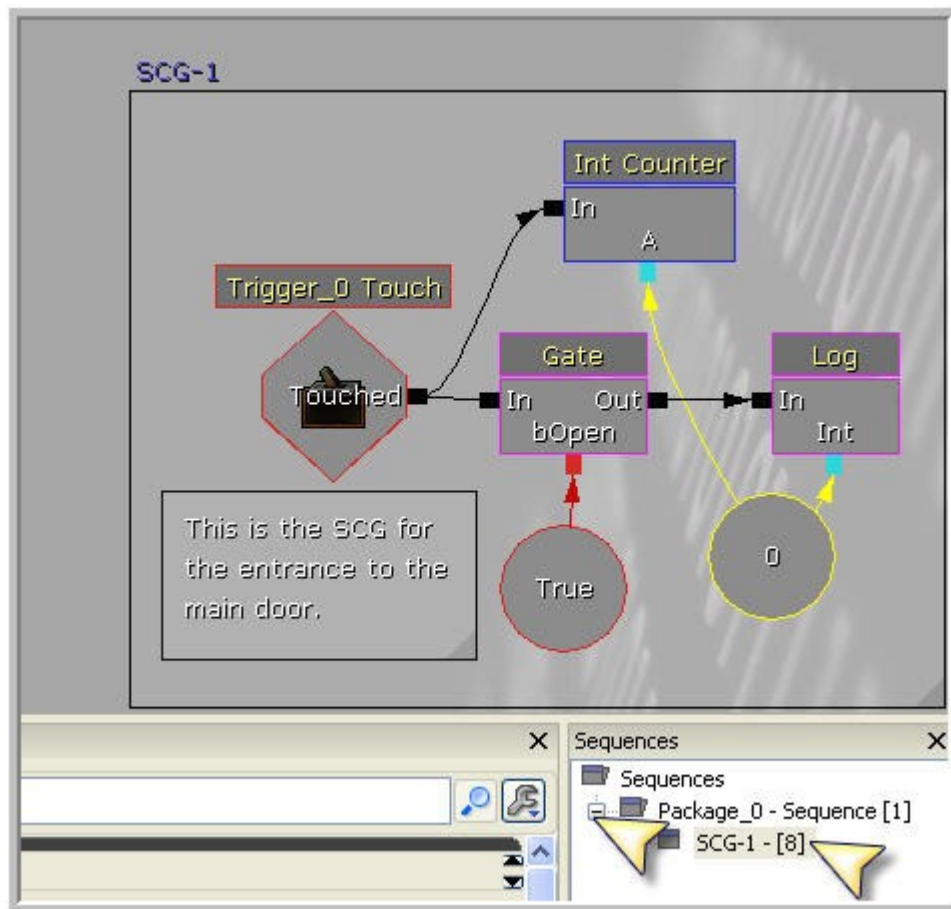
[Entering a descriptive name.]

16. The results of the above selection is shown below: Note the items appearing in the Sequences window...



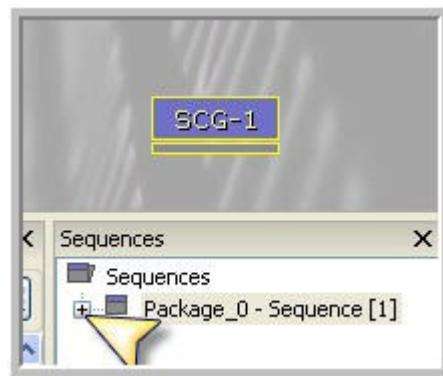
[Result of new Sequence Object.]

17. As shown in the figure below, you can open the Package_0 – Sequence[1], then select SCG-1 and your Sequence Object Package will open so you can see the details.



[Seeing the details of your Sequence Object Package.]

18. By clicking on the Package_0 again you can simplify the display of your new SCG as shown below:



[Simplifying the display of your SCG in Kismet.]

Summary

In this tutorial you discovered how to arrange your SCGs to make them more descriptive, easier to modify and to group in Kismet. This is important because your game may contain many of these SCGs. In the next tutorial you will discover how to better control your variables used in the SCGs you create.