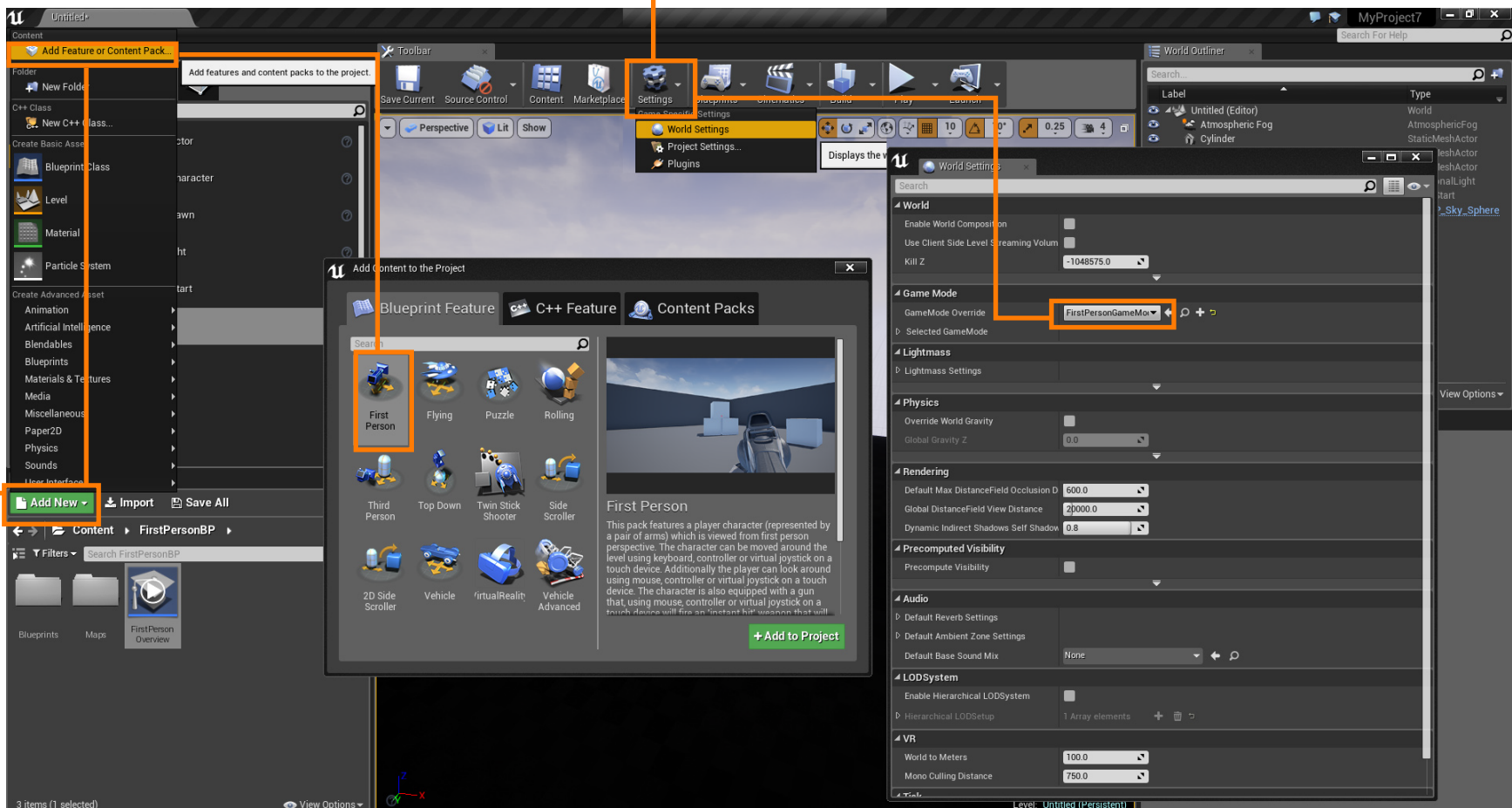


Giving your player a flashlight is a great way to create drama in your scene.

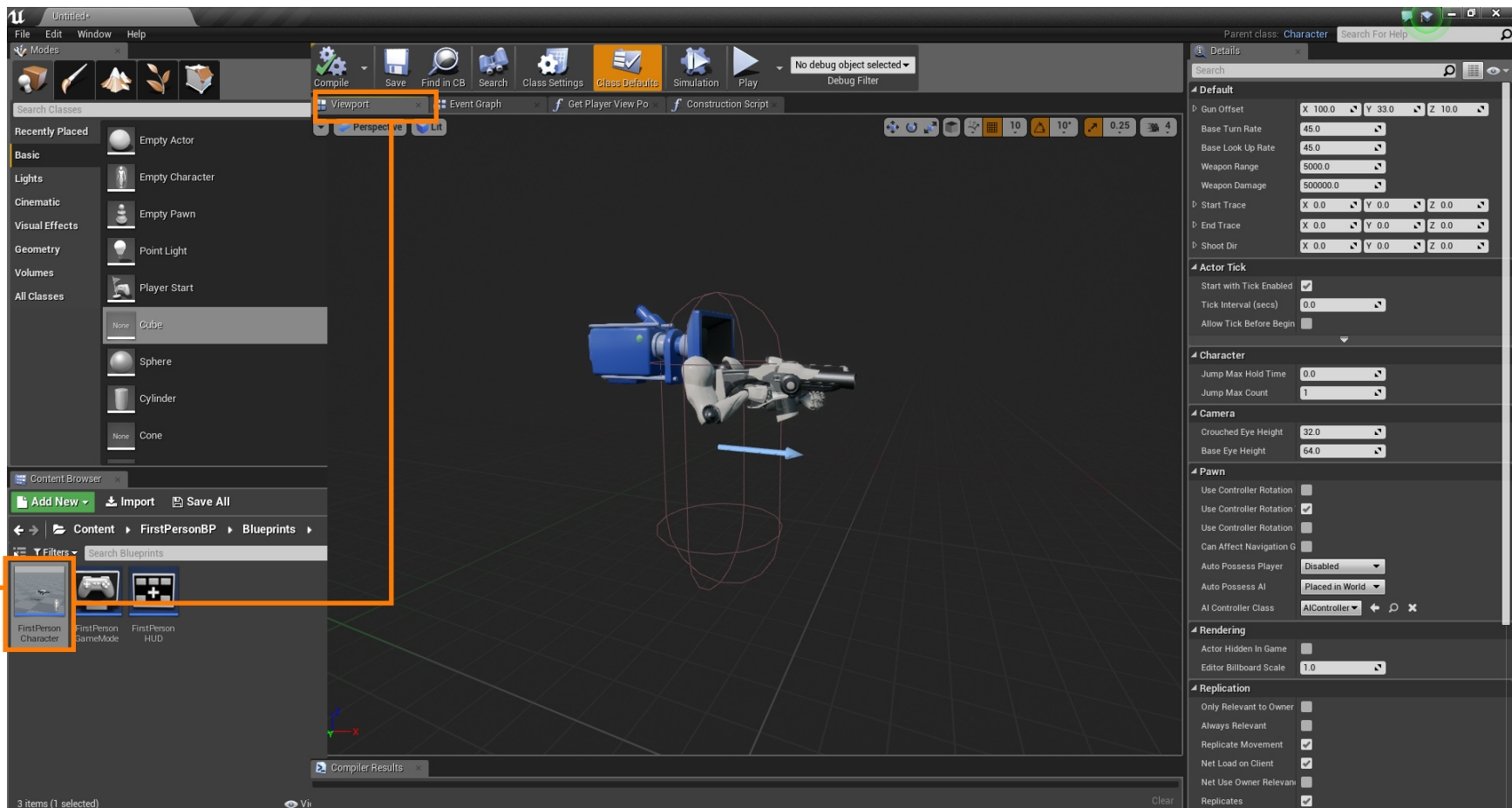
1. If you don't have a FPS in your level add one now.

2. Next, set your World Settings to First Person Game Mode.





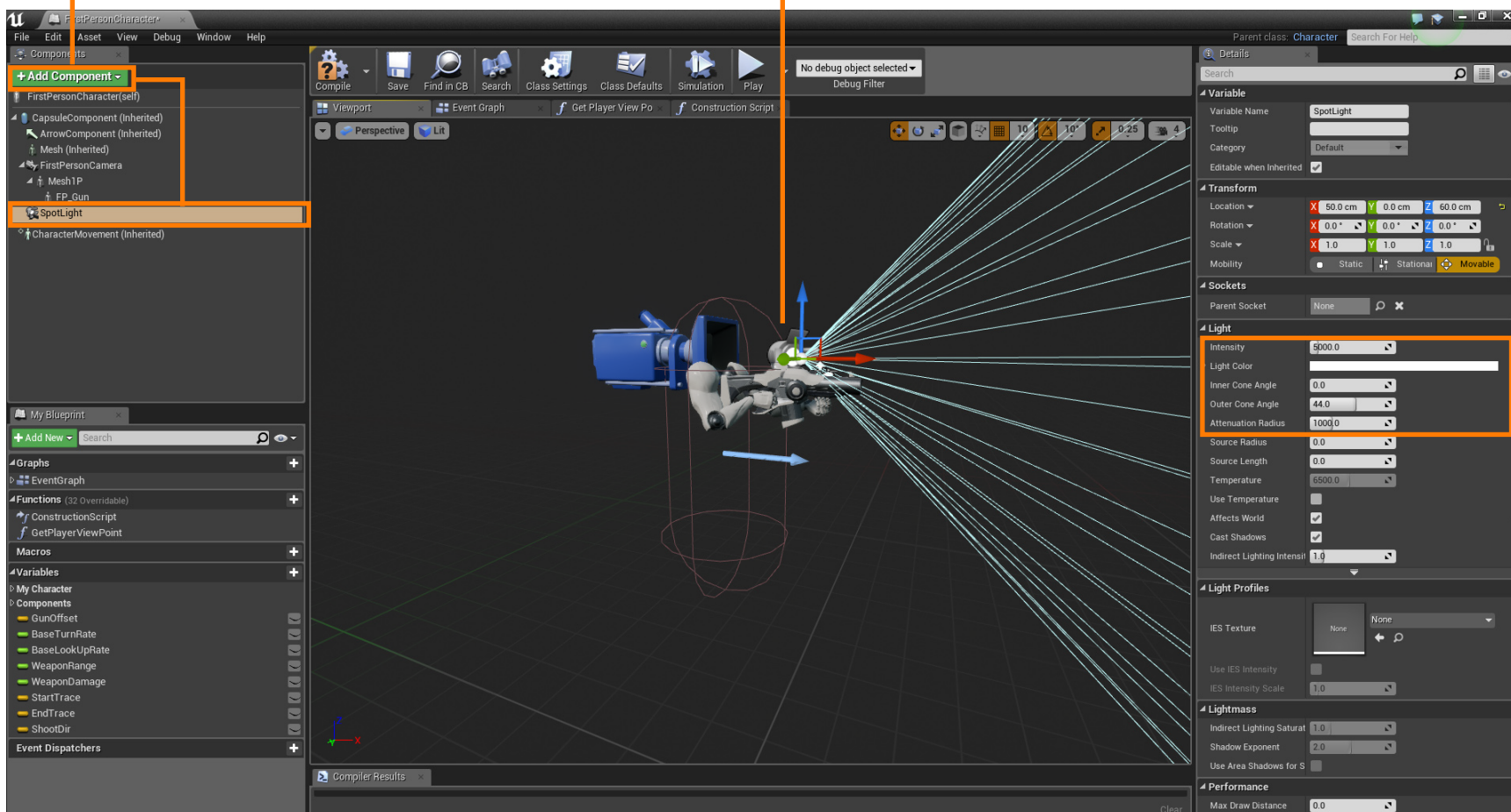
3. Next we'll open the new FPS in Blueprint and select "Viewport"



4. Now add a new Spot Light component.

5. Position the light.

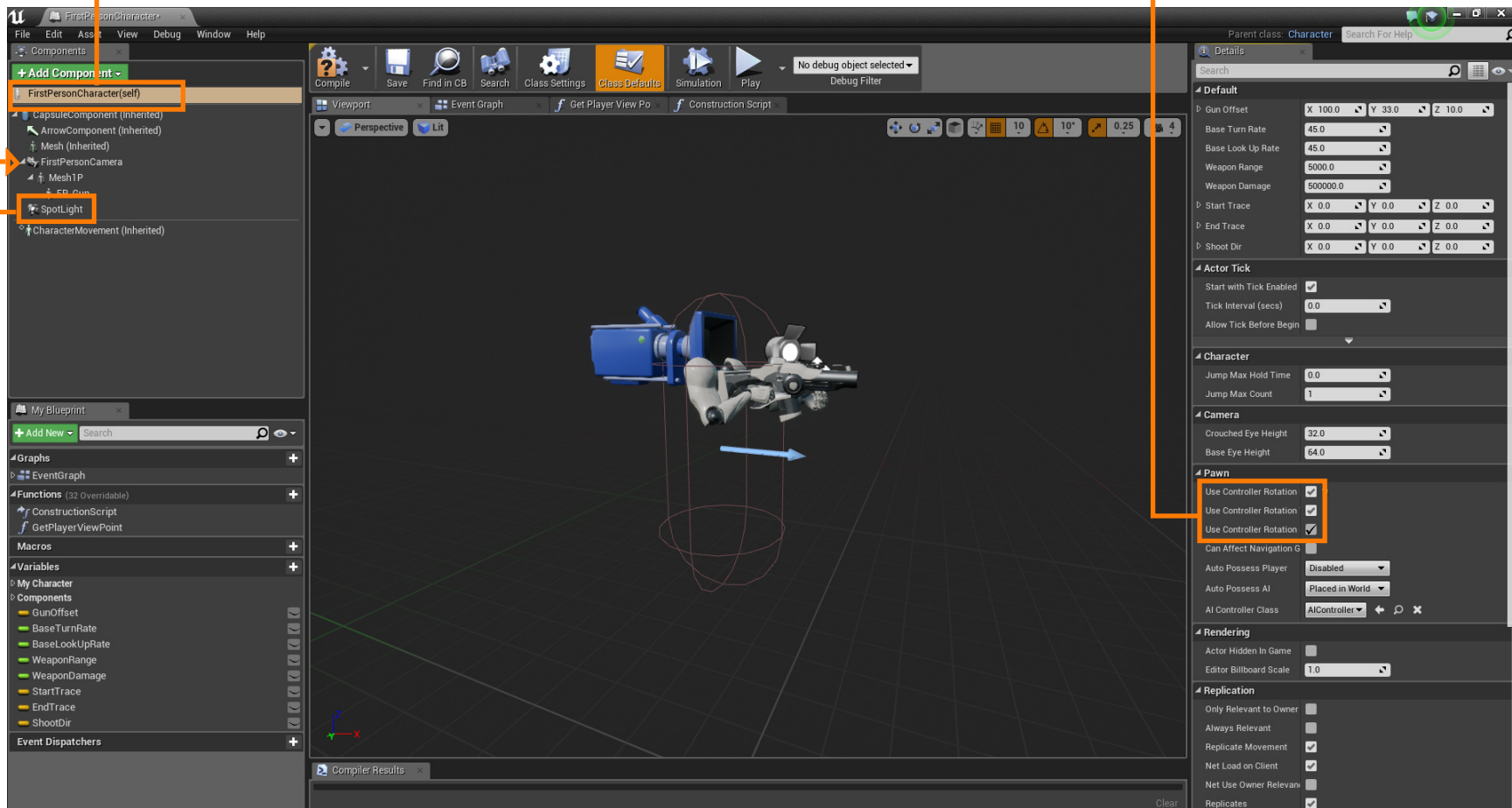
6. You can adjust the various parameter of the Spot Light here.



7. Compile and Save

8. Drag the Spot Light into the "First Person Camera" folder. This attaches the light to the camera.

9. Select "First Person Character" and turn on

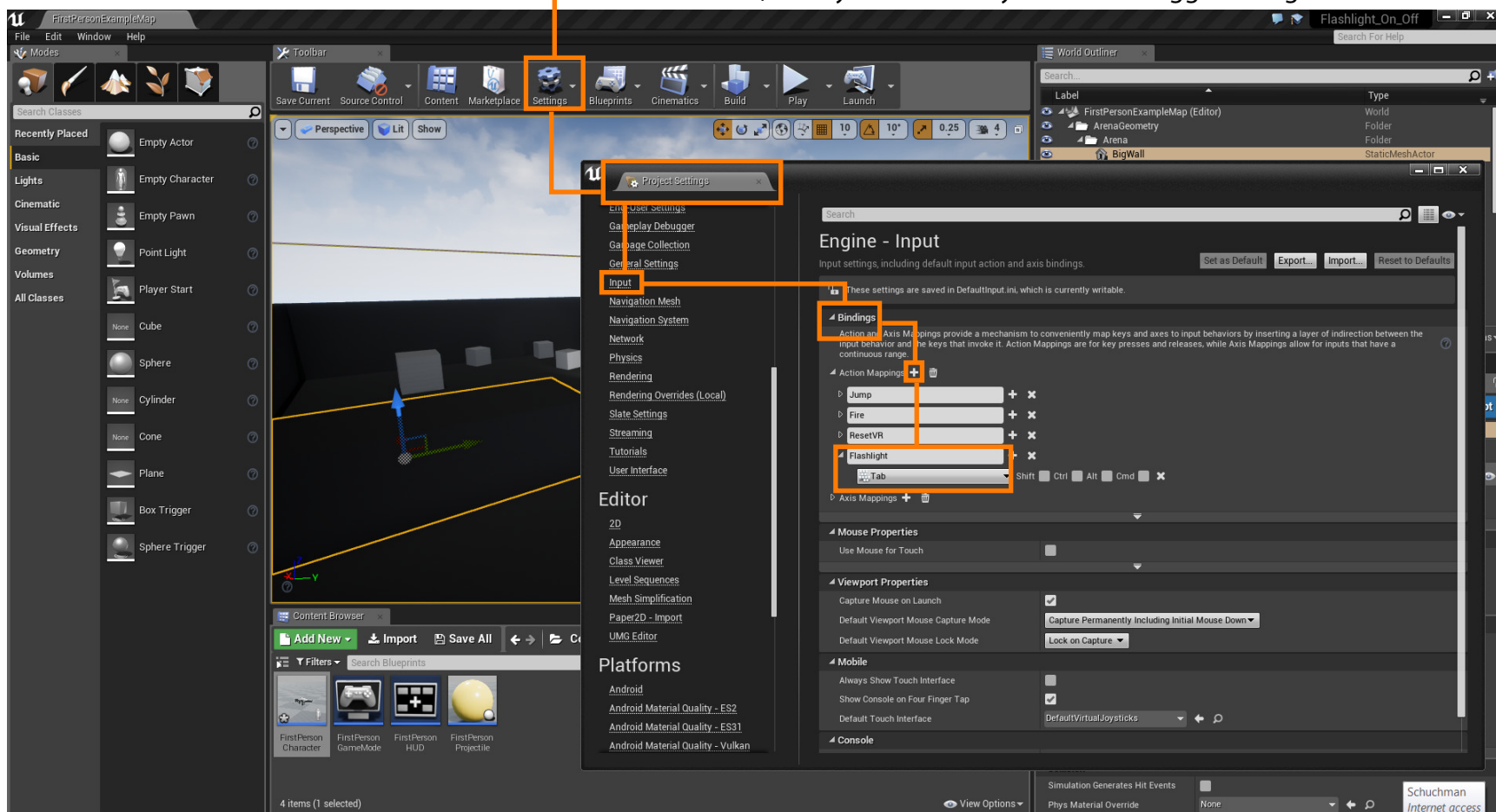


10. Compile and Save and Play the game.

Now you'll set up a keyboard command to turn the light on and off.

11. Open "Settings" and select "Project Settings".

- Open "Input"
- Open "Bindings"
- Add a new "Action Map"
- Call it "Flashlight"
- Select "Tab" (the keyboard stroke you'll use to toggle the light on and off)



12. Open the characters Blueprint. Select and drag light Spotlight into the Blueprint and create the links in the order listed:

- Input Action Flashlight
- FlipFlop
- Toggle Visibility
- Toggle Visibility
- Print String
- Print String

The screenshot displays the Unreal Engine Blueprint editor for a character named 'FirstPersonCharacter'. The main viewport shows an 'Event Graph' with a sequence of nodes: 'InputAction Flashlight' (Pressed) triggers a 'FlipFlop' node. The 'FlipFlop' node has two outputs, 'A' and 'B'. Output 'A' leads to a 'Toggle Visibility' node (Target is Scene Component), which then connects to a 'Print String' node (In String: 'off'). Output 'B' leads to another 'Toggle Visibility' node (Target is Scene Component), which then connects to a 'Print String' node (In String: 'on'). A 'Spot Light' node is highlighted in the Components panel on the left and is being dragged into the event graph. The right-hand side of the editor shows the properties of the 'Spot Light' component, including its location, rotation, scale, and light settings.