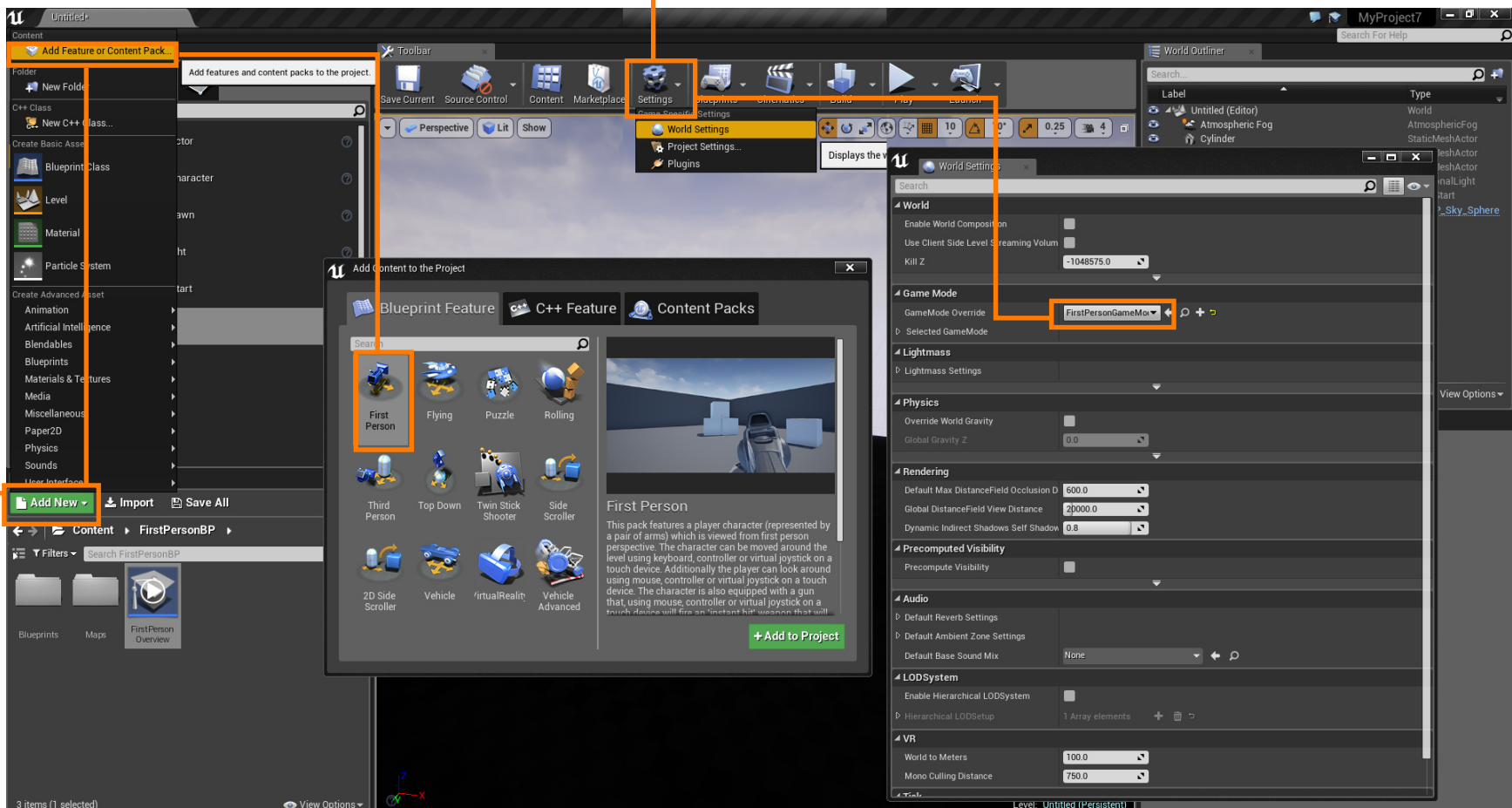Career Technical Education
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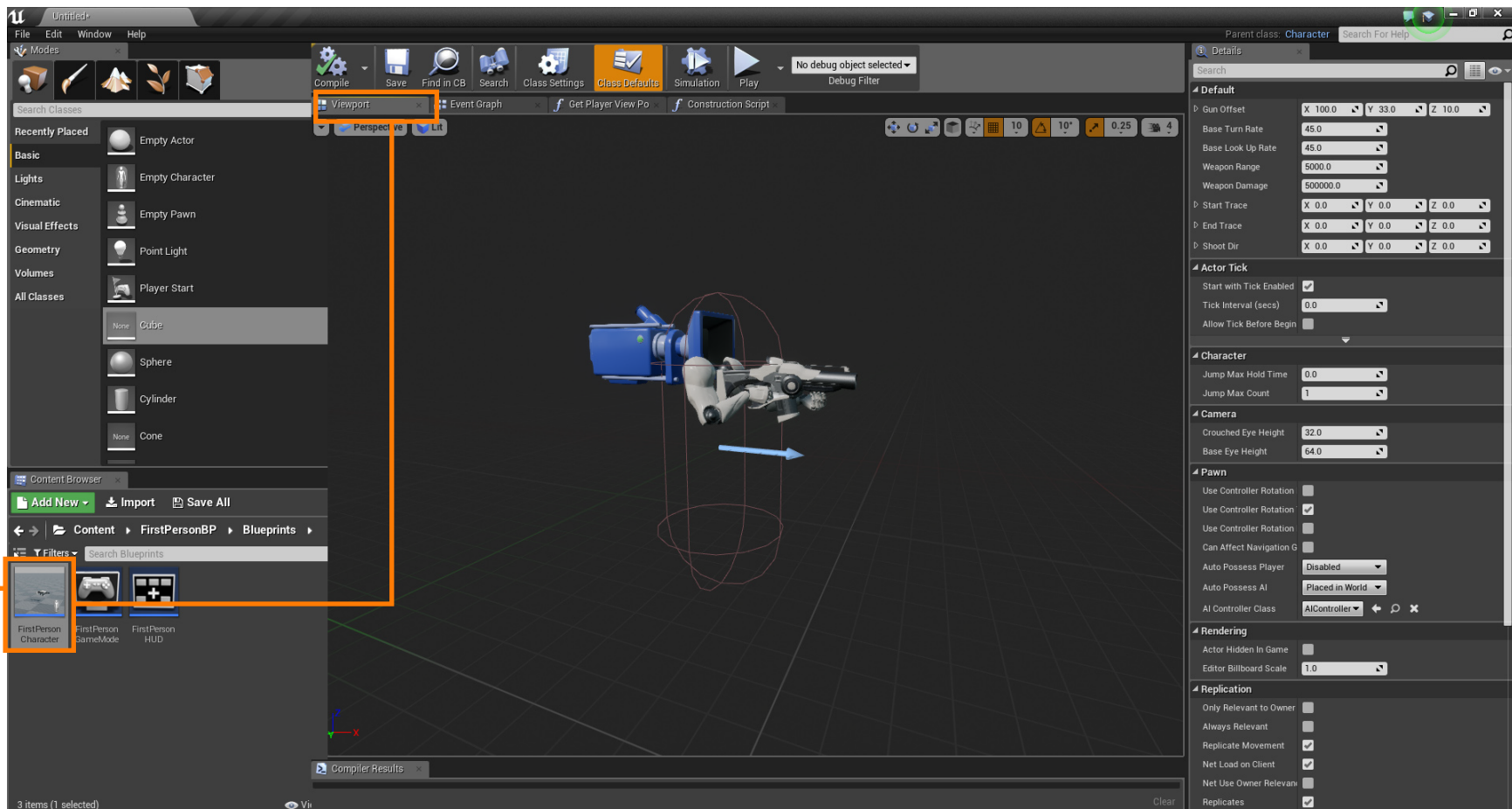**Giving your player a flashlight is a great way to create drama in your scene.**

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

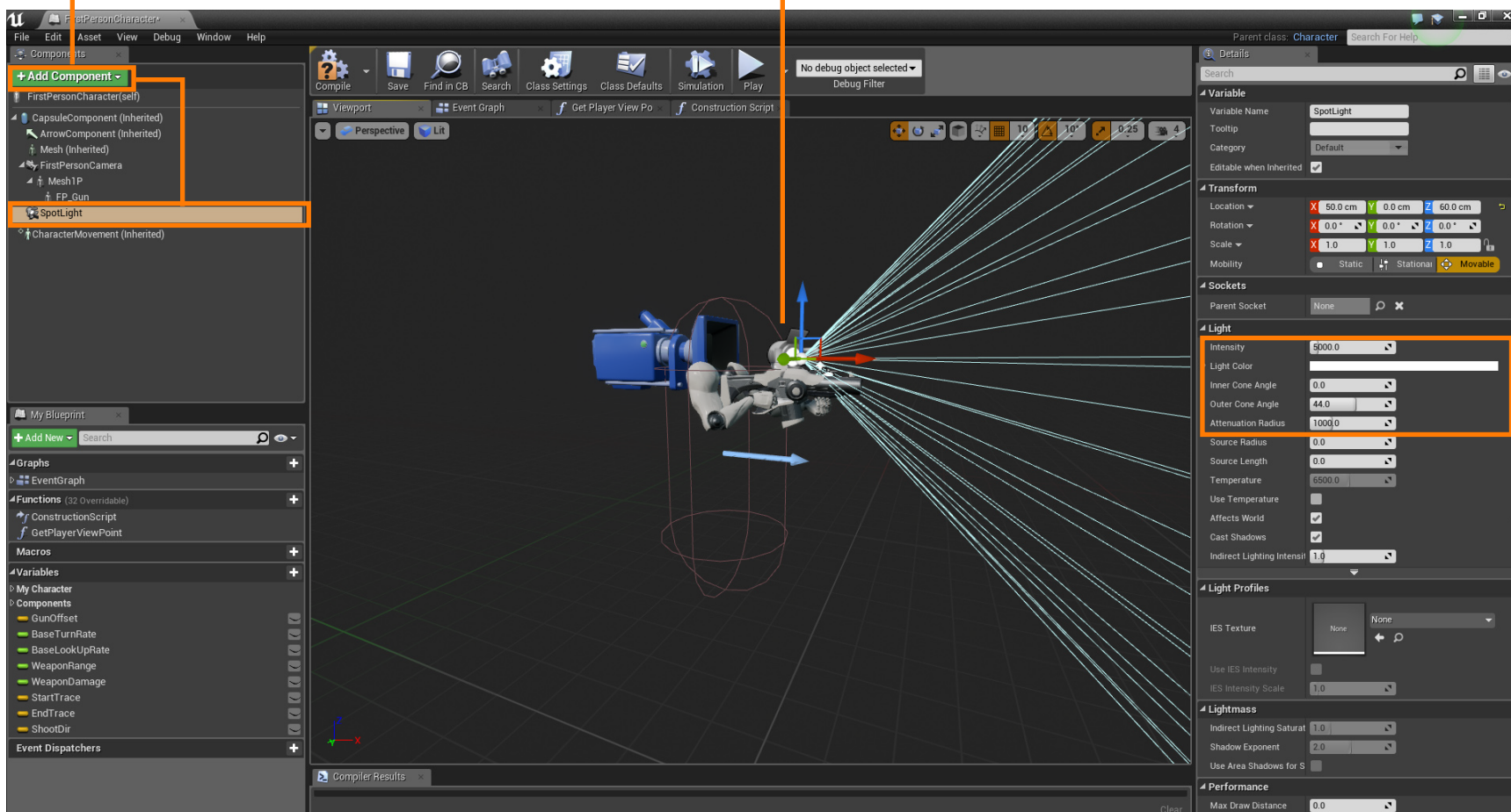**2.** Next, set your World Settings to First Person Game Mode.

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

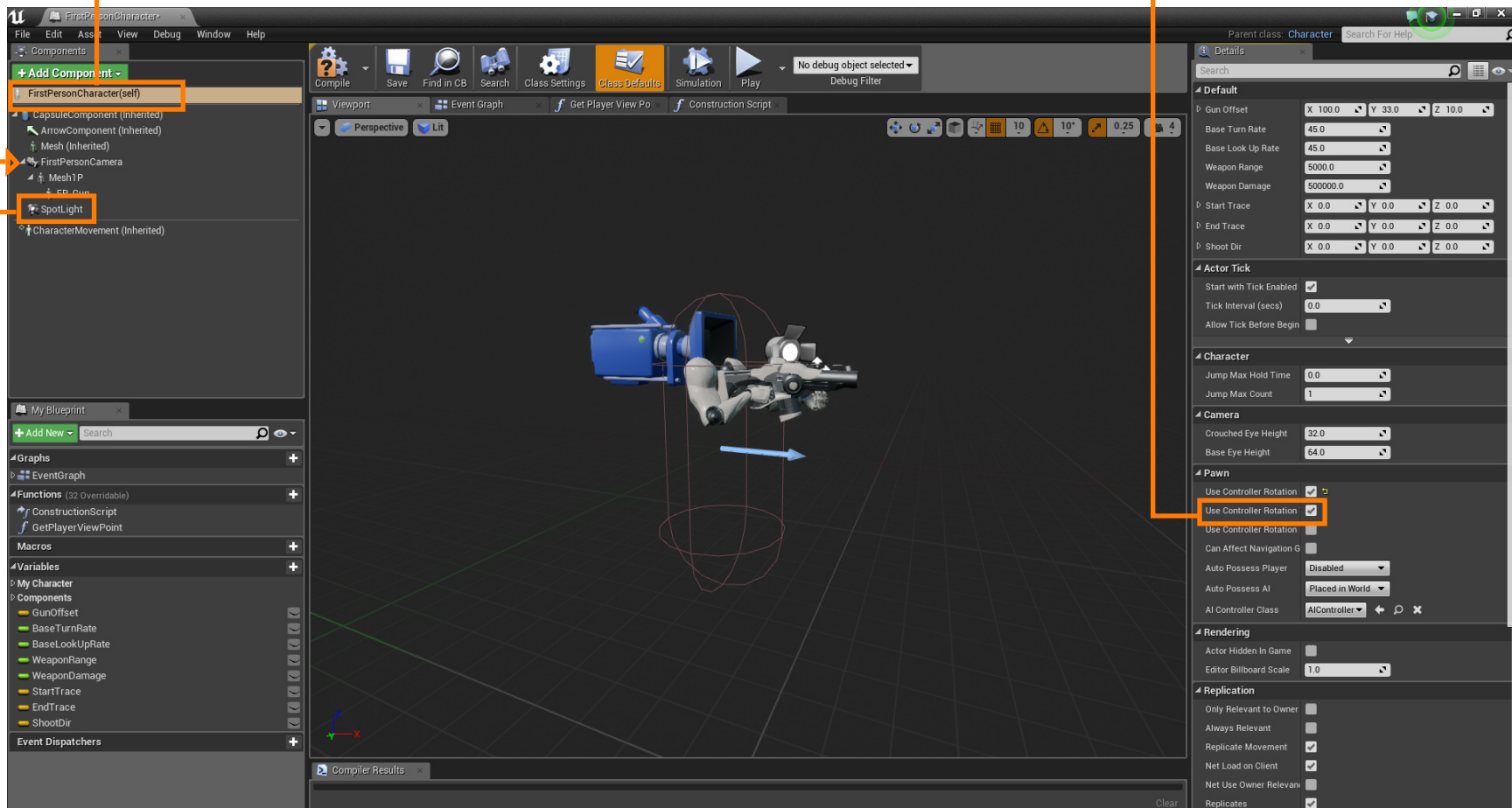**4.** Now add a new Spot Light component.

5. Postion the light.

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

7. Compile and Save

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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.