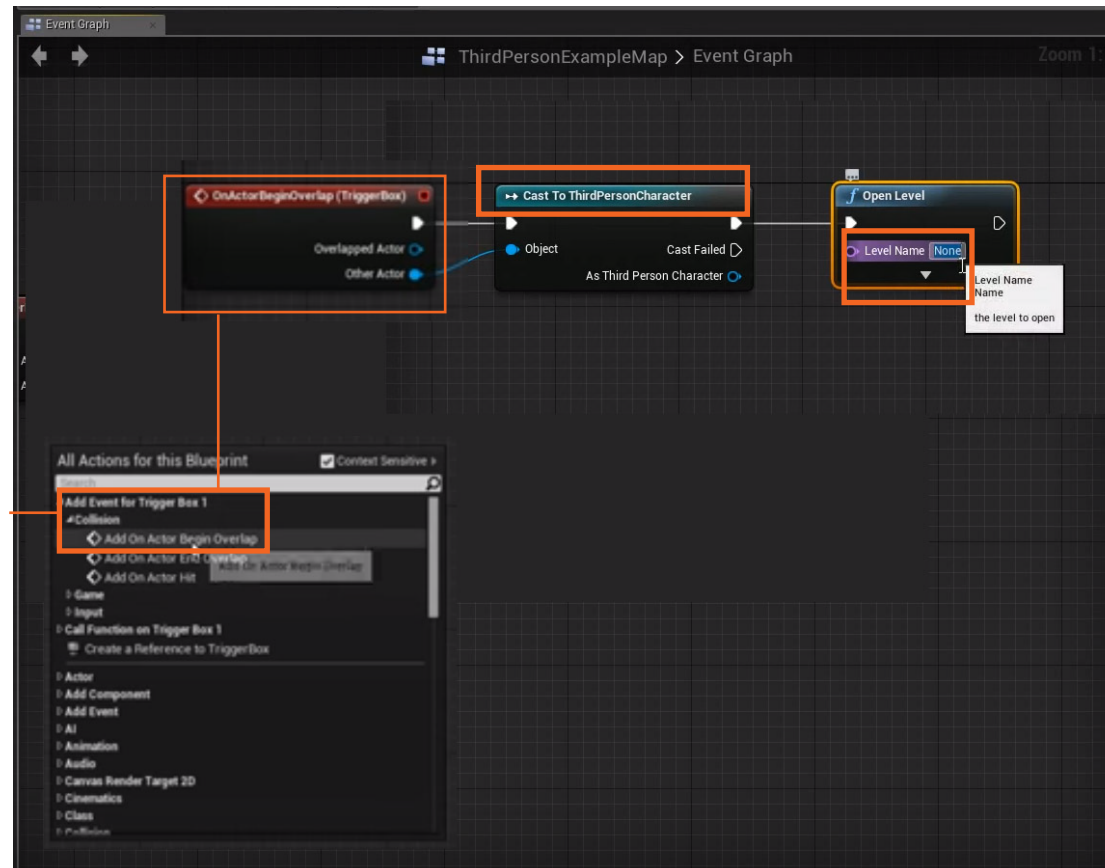## NOTE: This PDF applies only to Third Person Levels

Switching from one level in your project to another is a simple task

1. Set a Trigger volume in your level. This is where your player will touch the volume to be transfered to the other level.

2. Select the Trigger and open a level Blueprint and connect as shown.

4. Drag "Cast To Third Person Character"

5. Create "Open Level"

6. Type the **exact** name of the level you're targeting.

Compile and test.

3. Right click-
Open "Add On Actor Begin Overlap