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SoCal ROC

Game-Speed-Adjusting - Unreal Development Kit (64-bit, DX9) _ 0 ΣS File Edit View Brush Build Play Tools Preferences Help 🗅 😹 🚽 🔛 💁 🐚 🗠 ా 🖓 🕀 🕖 🖬 🗴 🗰 Worle 👻 👫 🔐 K, 🗃 -7 🛛 🧰 🎆) 🔍 े K K 🔍 🕿 🖳 💷 🌒 📕 🖉 📲 🗶 🕨 🔽 T 🙏 🔞 🏵 🔊 🔊 🔊 🔊 🔊 🖓 🖓 🖓 🖓 🖓 🖓 🛃 🚺 🕨 🕗 🛃 □ ▼ T ↓ 🕅 🛇 ♀ ♀ ♀ ♀ ♀ ♀ ♀ ↓ ↓ □ 🕨 🖗 Modes 10 of 0 UnrealKismet: Main Sequence Window 🗇 🗣 🖻 📼 耳 🌠 🖓 🔊 K. 🔕 1 3 Brushes 6 $\otimes \bigcirc$ 80 New Action New Matinee New Condition CSG New Variable New Event Actor AI × New Comment **P Console Event** New Comment (Wrap) P 1 0 8 0 9 9 Volumes Crowd New Object Var Using StaticMeshActor_3 Game Ended New Event Using StaticMeshActor_3 GFx UI × Select Create New Sequence: 1 Objs HUD ¥. Properties × Sequences 22 Sequences Paste Here Input ¥ Game-Speed-Adjusting - Sequence [3] 2 2 Level Loaded Seq Act Console Co Objective Go to ▼ Commands ... (1) 00 Particles • setspeed 20 1 [0] Pawn Sequence Action Physics ▼ Sequence Object Pickup Status Change Obi Comment **Player Spawned** Player Output Obj Comment To Screen Suppress Auto Comment Remote Event Sequence Activated Skipped Cinematic Used Vehicle Factory Event × Z ▼ ₩ ↓ W Current Level: Persistent Level Persistent Level.StaticMeshActor_3 Selected (396 Tris, 280 Verts, 0 Sections) 1.00000 1.00000 1.00000 1.00000 1.00000 1.00000 1.0000 1.0000 1.0000 1.0000 1.0000000 1.00000 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000 1.0000 1.00000

1. In Kismet, right click and open a New Event - "Player Spawned".

This is a simple Kismet linkage to adjust the speed that you move through your world.

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2. In Kismet, right click and open a New Action - Misc - "Console Command".



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This is a simple Kismet linkage to adjust the speed that you move through your world.

3. In Kismet, right click and open a New Variable - Player - "Player".

Game-Speed-Adjusting - Unreal Development Kit (64-bit, DX9) - 0 23 File Edit View Brush Build Play Tools Preferences Help 🗅 😹 🖯 🤹 📓 🦉 🗠 👓 🕼 🖓 🕲 🖬 🐮 🔤 worle 🚽 🛤 📓 K. 🗃 👘) 🗣 े K K 🔍 🕿 🗞 🗆 🍭 📕 🎦 🖏 🗶 💓 🔈 -7 | 📖 🎑 Modes 🍷 T 🙏 🕅 🏵 🖓 🔊 🔊 🌒 🔊 🖓 🗿 🕼 🖓 🖕 🍓 🔲 🕨 🔗 -**C** UnrealKismet: Main_Sequence K, Window 🗇 🔿 🔒 🖻 📼 🏋 🌠 🖓 🔊 K. 🔕 心意 Brushes 0 60 Out CSG New Action 1 New Matinee Volumes New Condition Bool New Variable External Variable Select Properties Float New Comment 22 Int New Comment (Wrap) Matinee Data New Object Var Using StaticMeshActor_3 Named Variable Go to New Event Using StaticMeshActor_3 Object 1 Player Player quence: 0 Objs Paste Here String Vector Named Variables in Persistent Level Named Variables in Other Levels × *Z 👻 🙀 🚺 🐨 Current Level: Persistent Level Persistent Level.StaticMeshActor_3 Selected (396 Tris, 280 Verts, 0 Sections) 1.0000 1.0000 1.0000 1.0000 H 16 V · A~6 V · 5% V · W ·

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This is a simple Kismet linkage to adjust the speed that you move through your world.

Socal ROC



6. Adjusting this number will make you go faster or slower.