

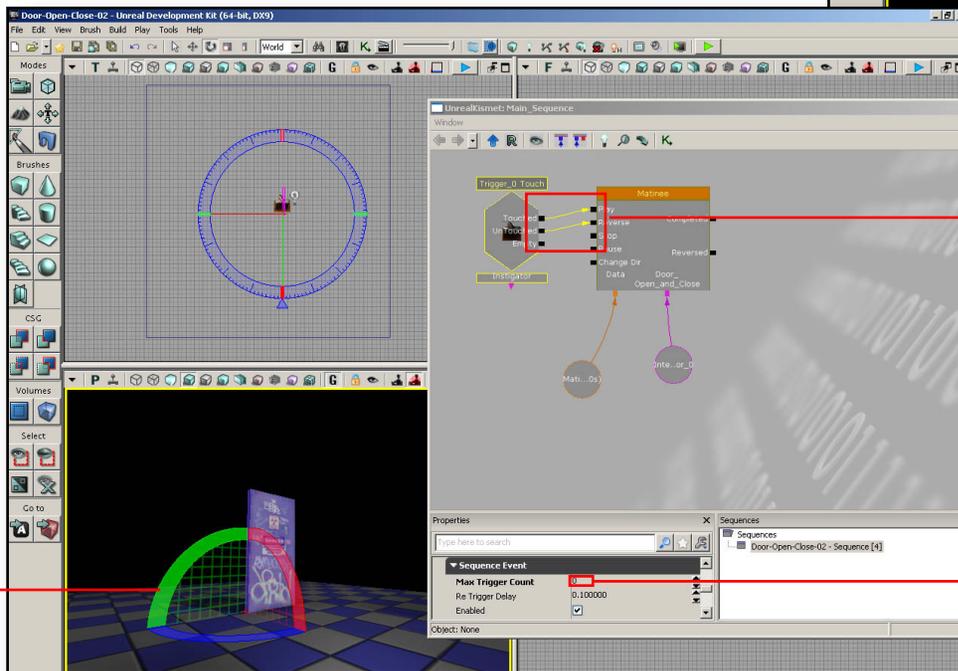
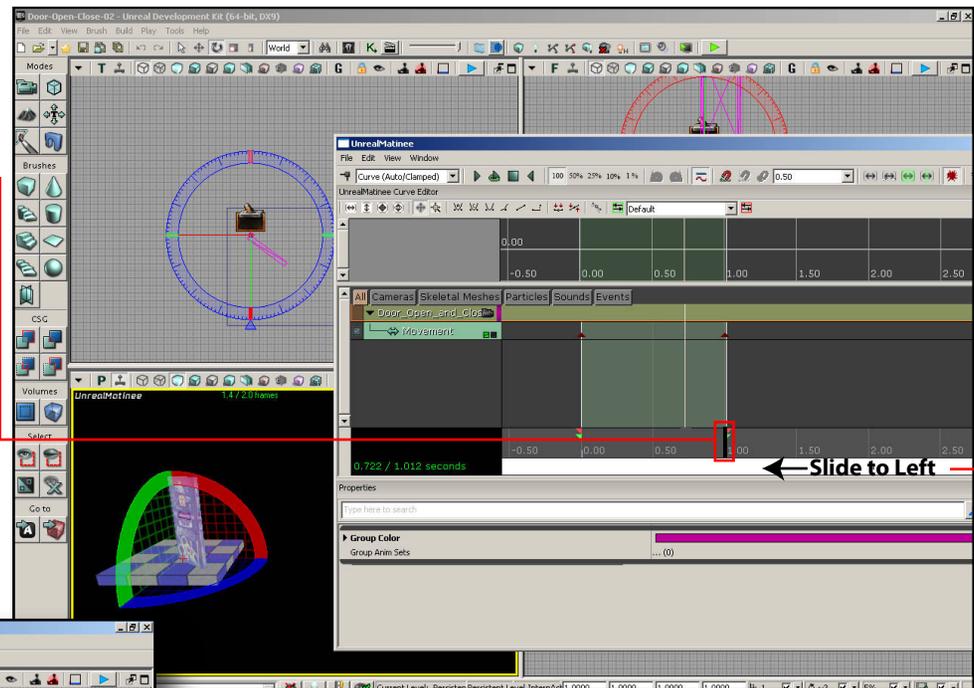
UnReal automatically sets timeline with a "Keyframe" to begin the door animation. All we will do is set another keyframe that ends the door animation. In other words - Closed to Open

Note: "The Timeline Marker" may be difficult to see. So, slide the white bar underneath the Timeline to the left.

1. Move the timeline marker to 1.00 seconds. (The "marker" is the vertical black bar)
2. Then click the "enter" button on your keyboard. Automatically, a new keyframe has been added.

Now we will animate the door

3. Make sure the keyframe at 1.00 is selected
4. In the viewport, select the door and rotate it from a closed position to an open position.



Last we will hook the 2 Kismet nodes together, the trigger and the matinee nodes.

5. Link the the "Touch" node to the "Play" node by dragging a connection wire.

Link the "Untouched" to the "Reverse" node, this will allow the door close.

6. Select the "Trigger" node and set the "Max Trigger Count" to "0", this allows the door to open and close multiple times.

Save the file. Add a light and play the game.