Career Technical Education
SoCal ROC

Knowing how to turn lights on and off in your level can add to the action. Strategic placement of lights in the game can be used to lead the player to the right or wrong direction. This is how to make a light "toggle".

1. FIrst create a simple room using the Red Builder Brush. Make the room big enough for the player to move around, say X = 1024, Y = 1024 and Z = 256. Be sure to set the "Hollow" button!

2. Place a light inside the room (click floor, hold left mouse button down and press "L" on your keyboard)

3. RIght click on the light and convert to "PointLightToggleable".
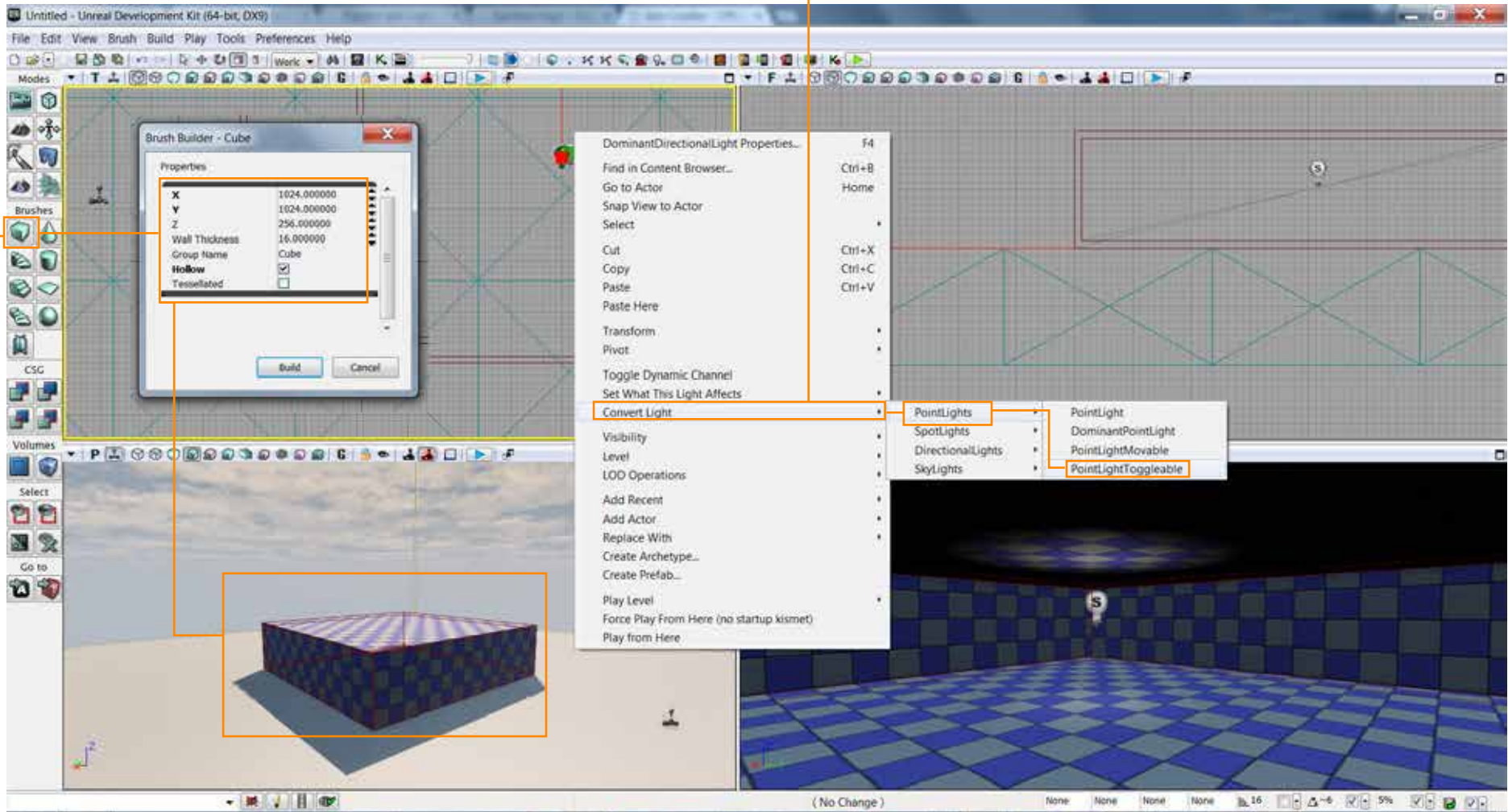
4. Now right click on the floor and make a "Trigger" anywhere in the room. The trigger does not have to ne near the light.

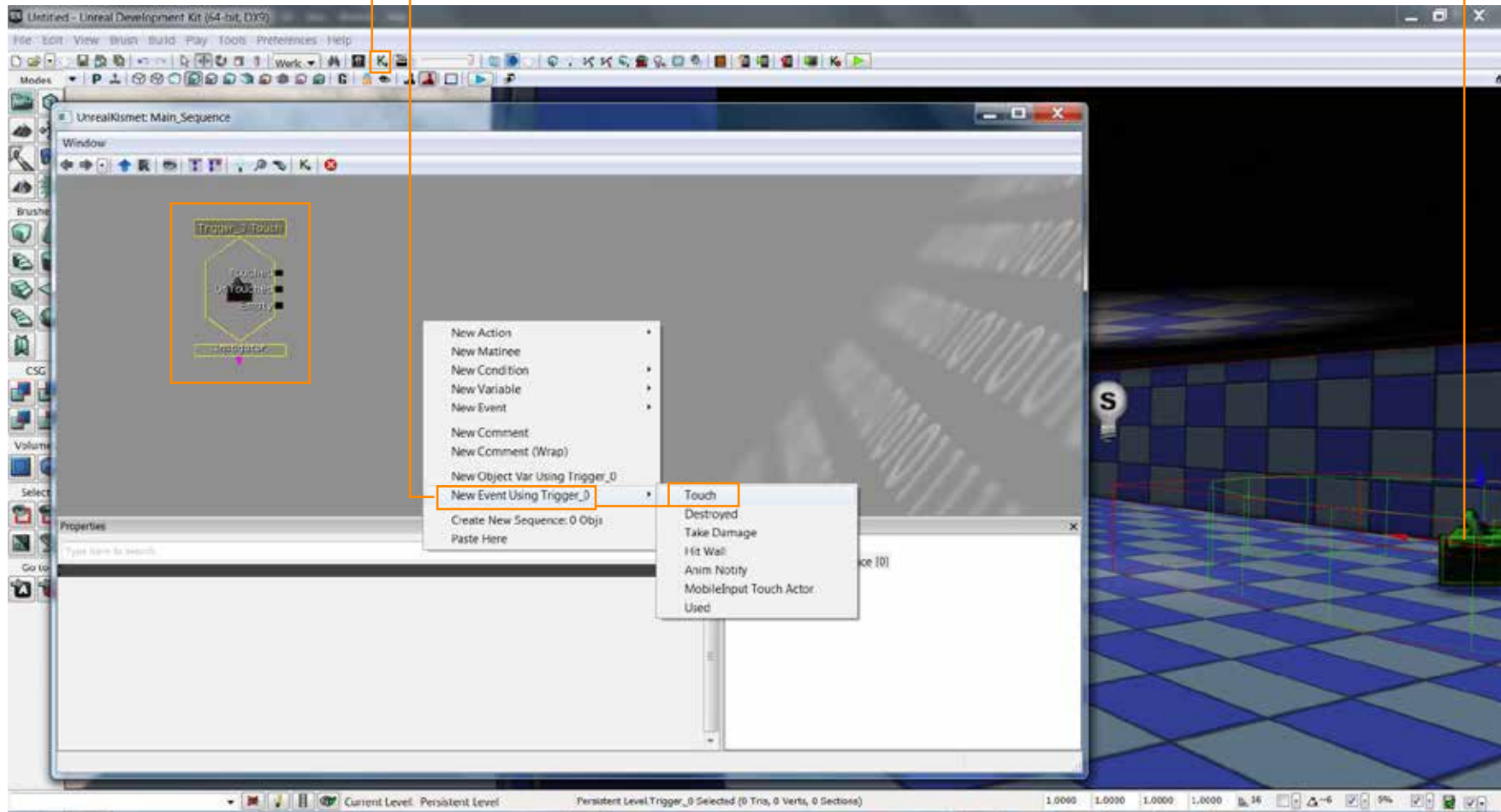**5.** Size the trigger large enough to easily find in this test example.
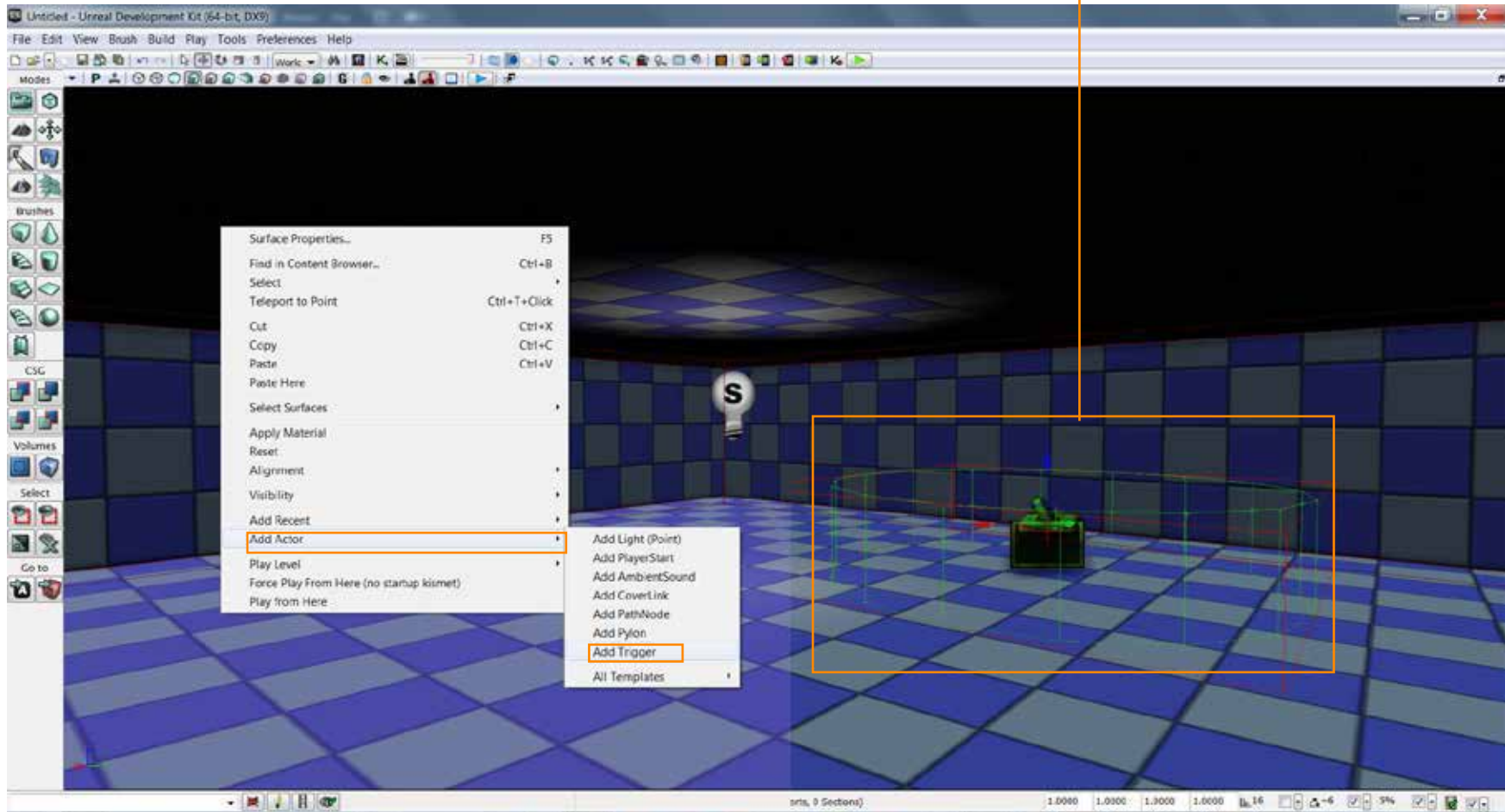
Now we will open "Kismet". Kismet is UDK's scripting program. This is were make things happen in your game; open doors, make target fall, control lights etc.
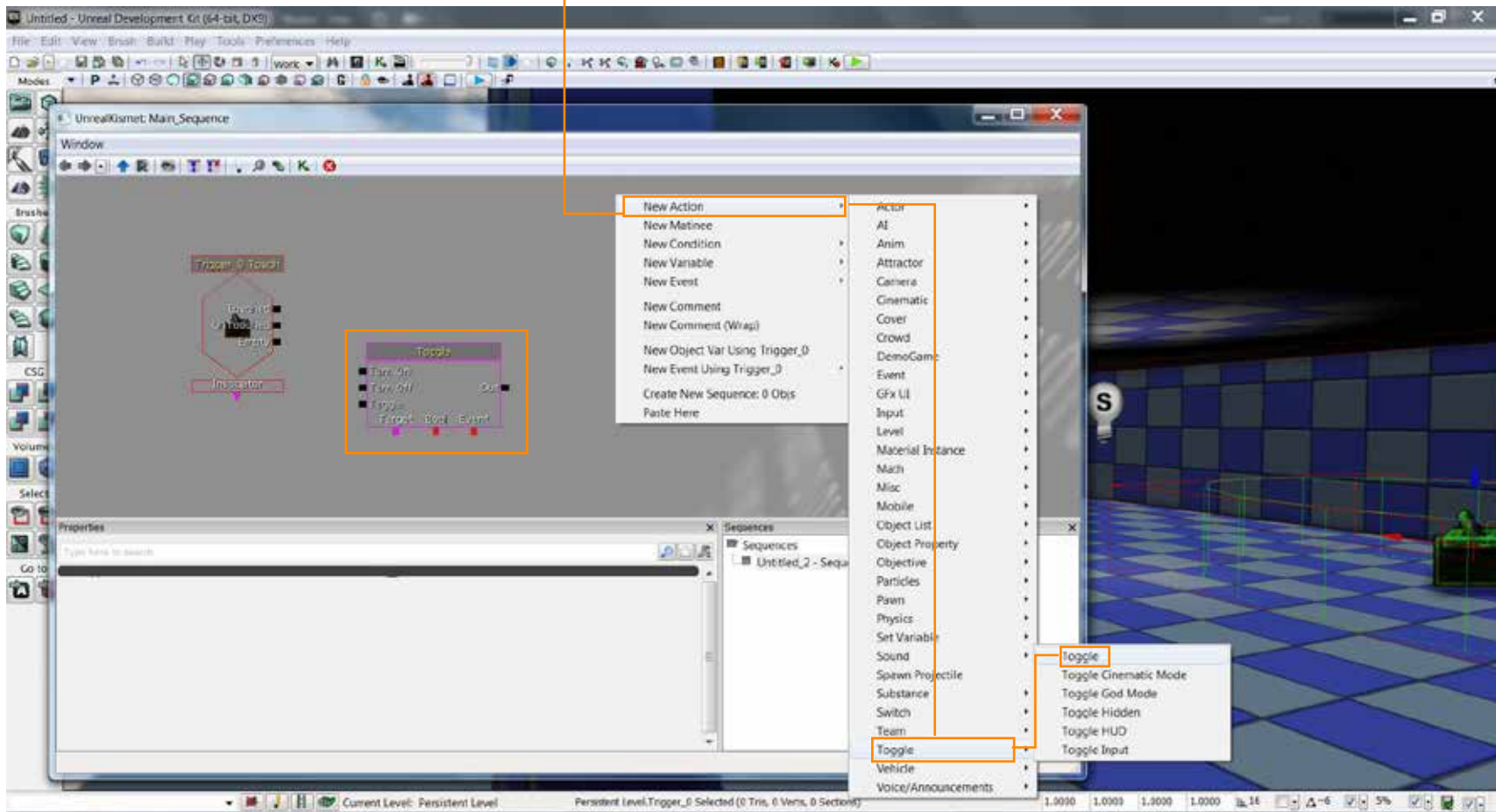
6. Select the trigger.

5. Open Kismet

**7.** Right click in the Kismet window select "New Event Using Trigger_0 - Touch"

Now you'll set up an "Action" to be triggered by the "Event" you set up in the previous steps.

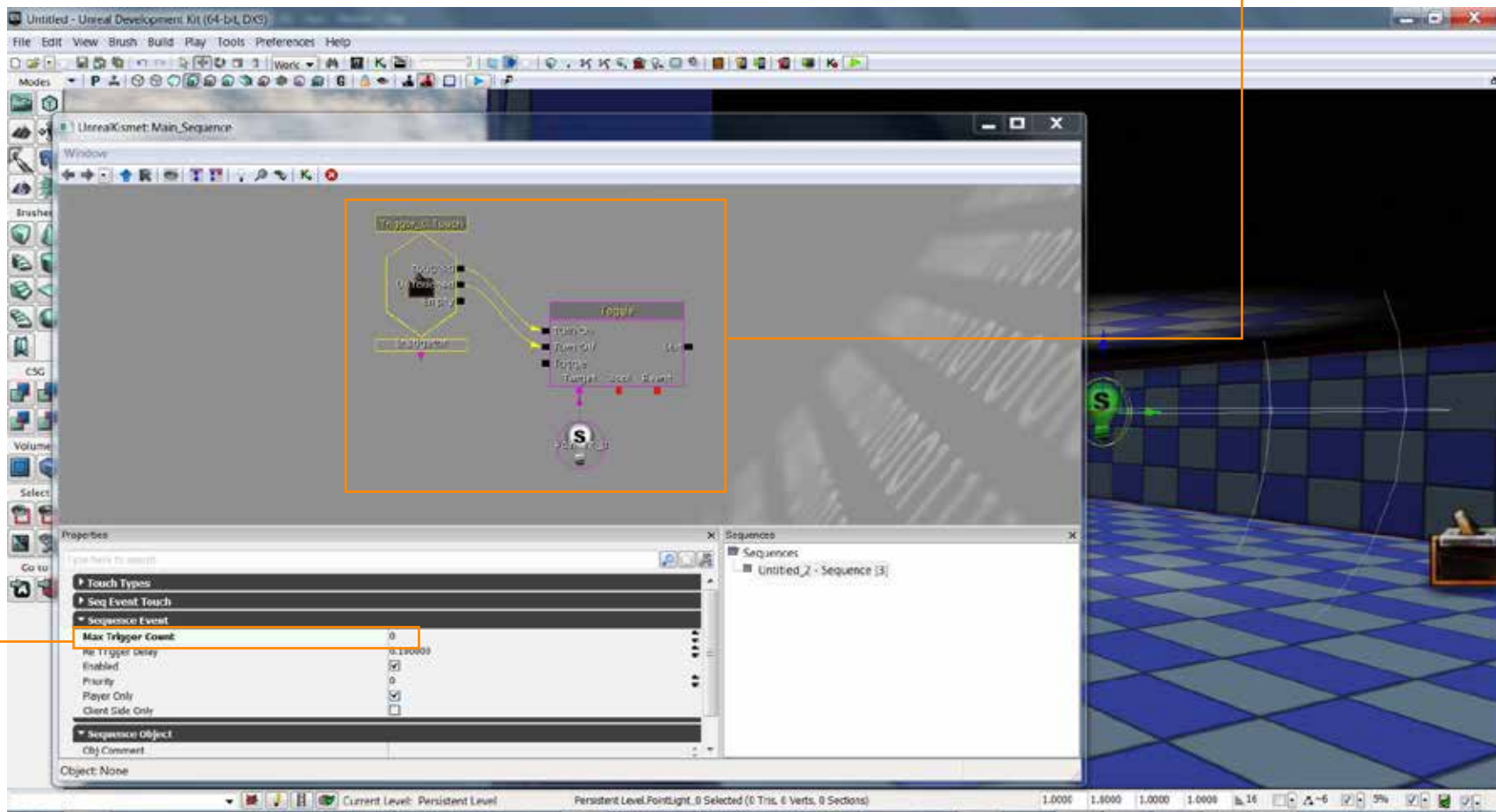**8.** Right click in the Kismet window and select

Now you'll set the target of action… the light.

8. Select your light and right click again in the Kismet window and choose "New Object Var Using Point Light-0"

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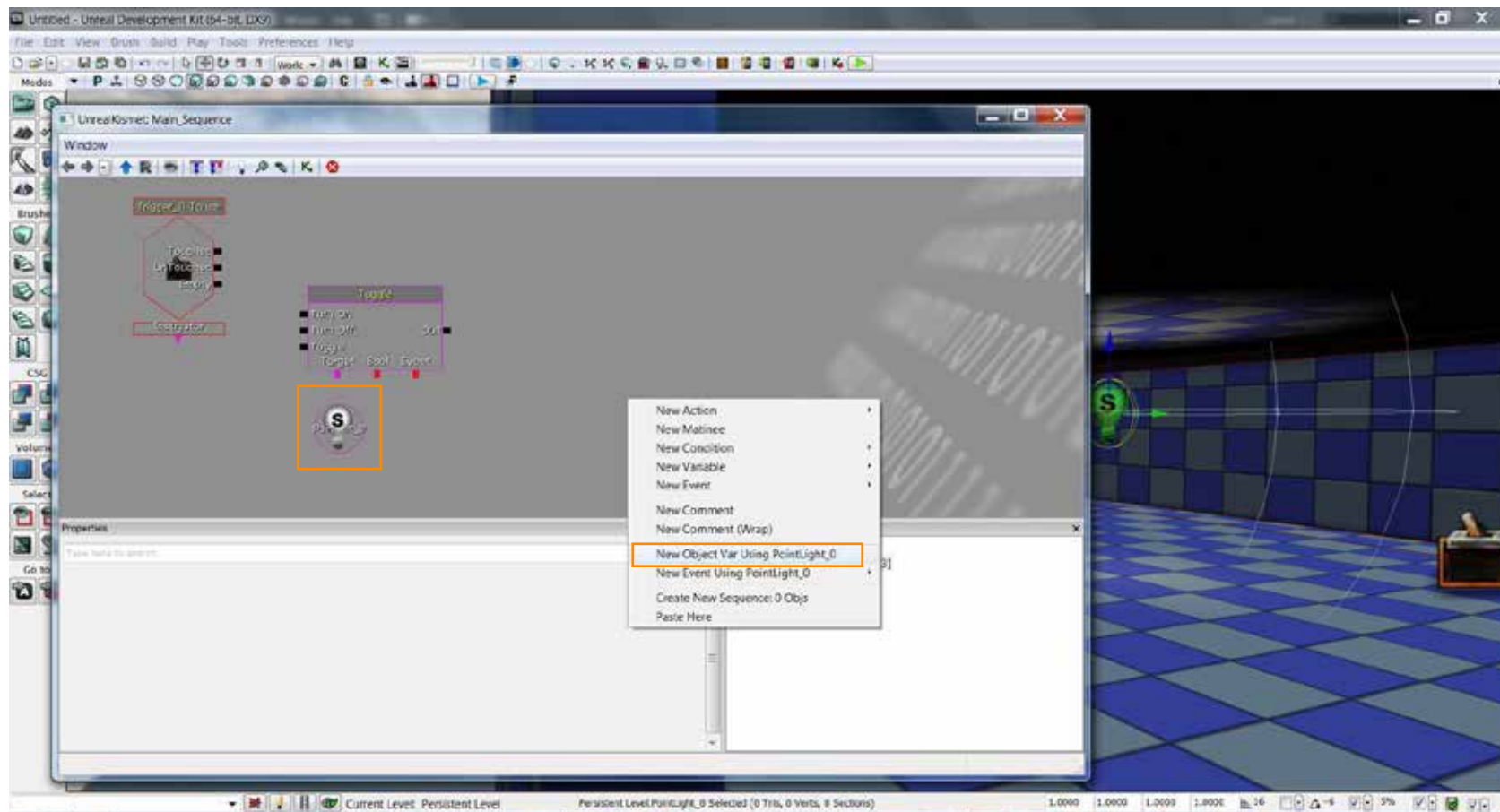
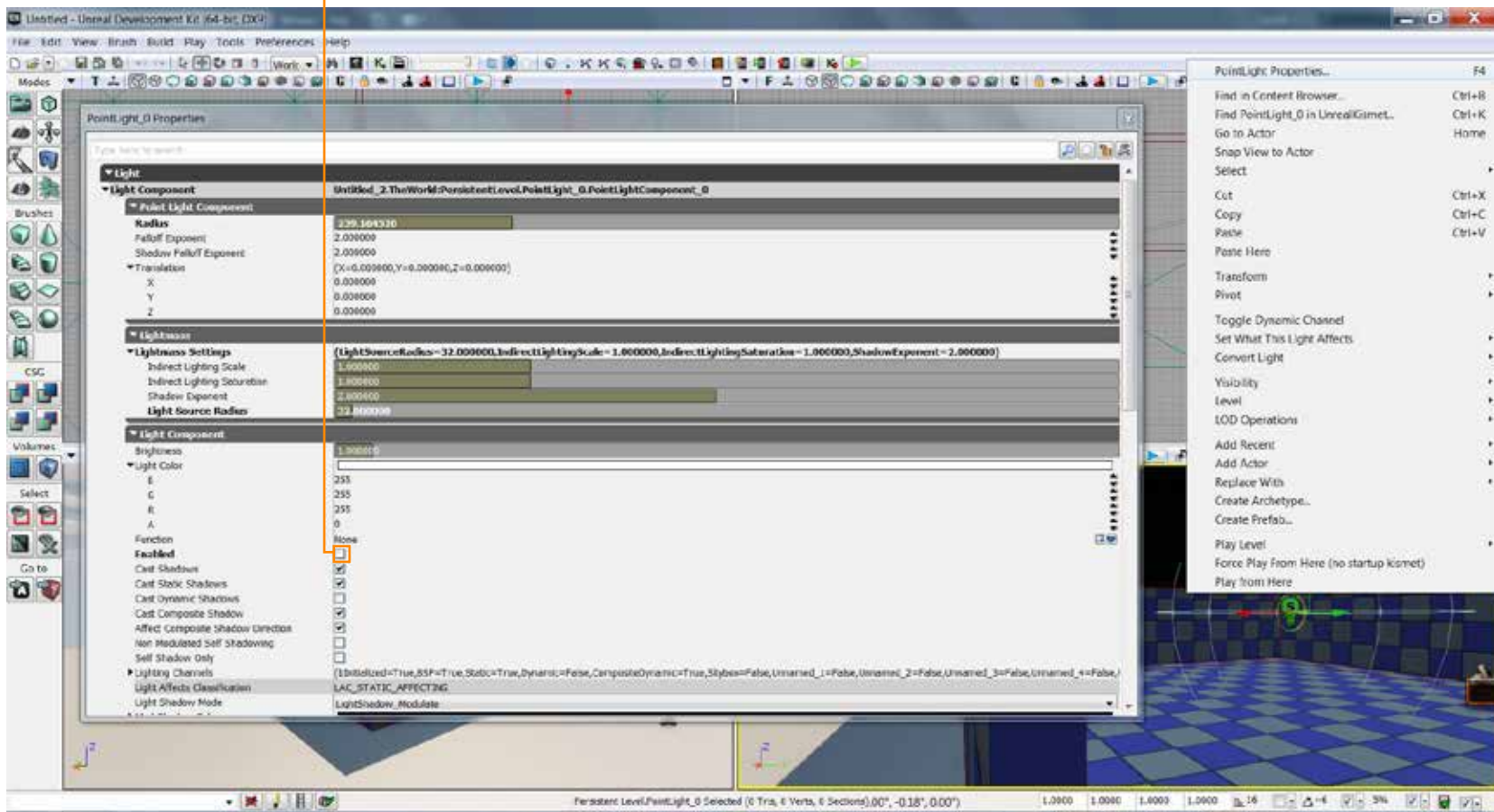**9.** Connect the nodes as indicated

10. Set the "Max Trigger Count" to "0". THis allows the light to toggle an infinite number of times.

11. One last setting. Lights by default are set to "On". But for this experience, we want the light to be off and then we trigger it to turn on.

So, right click on the light and open its' "Properties"

Then uncheck "Enable"

12. Rebuild the scene and play the effect.