

Interactive Lights

V1



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1. Introduction

Welcome to Interactive lights. This pack has been made to be as simple as possible in regards to set up and implementation into your project. Whilst I plan to evolve this pack over time the core set-up process will remain the same. I will update this document should I need to clarify.

You can see a video Overview and setup here: <https://www.youtube.com/watch?v=JHPxzPIOVjc>

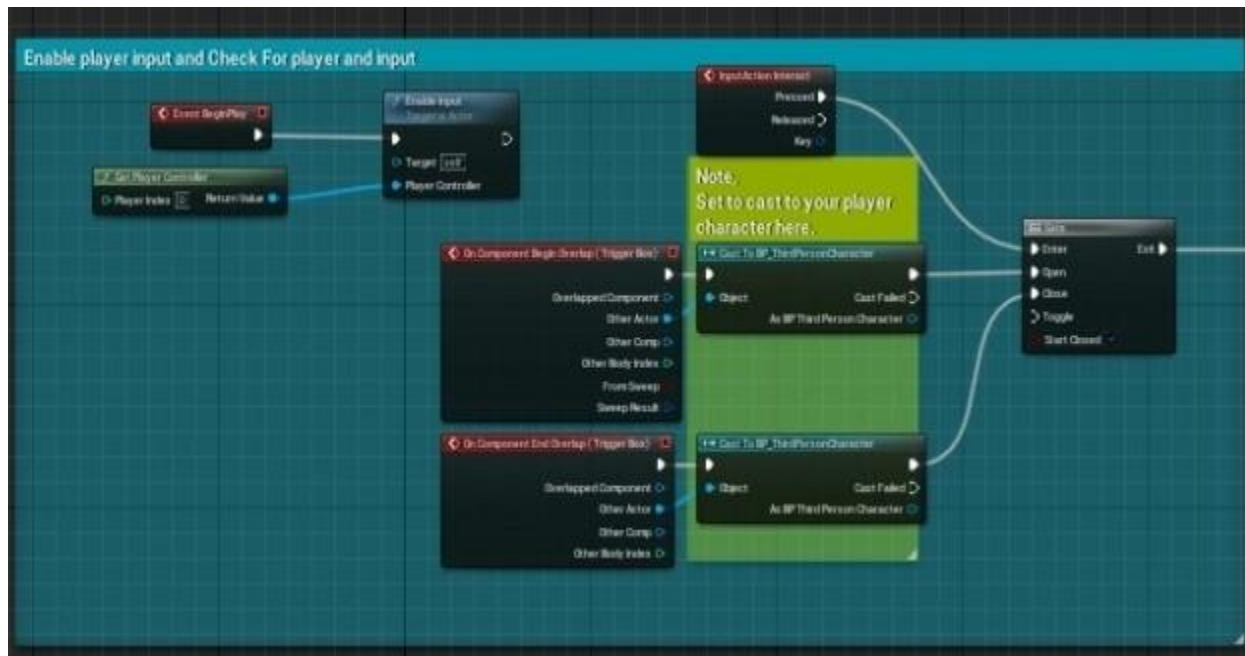
2. Basic Overview

Interactive lights can be used in a variety of ways. You can link one light to a switch. We can also add many lights to one switch or, many switches to one light. We will break this down further on.

3. Initial Setup

The first thing to mention when setting up interactive lights is to make sure the Lightswitch_BP is looking for your character. As default, it is set up to use Unreal's Default character. If you are using the default character there you can skip this section.

To change the character so we are looking for the right one simply open Lightswitch_Bp and head to this section shown in the image below.



We want to change the “Cast to Bp_ThirdpersonCharacter” to whichever your player character is called.

Do this for both the “On Component begin overlap” And “On Component End overlap” Events.

Note, This may be added as default but please double check.

The image shows the Unreal Engine 4 Project Settings window. On the left is a sidebar with a tree view containing categories like Encryption, GameplayTags, Maps & Modes, Movies, Packaging, Supported Platforms, Target Hardware, Game, Asset Manager, Asset Tools, Engine, AI System, Animation, Animation Modifiers, Audio, Chaos Solver, Collision, Console, Control Rig, Cooker, Crowd Manager, Data Driven CVars, Debug Camera Controller, Gameplay Debugger, Garbage Collection, General Settings, and Localization. The 'Engine' category is selected. The main panel displays the 'Engine - Input' settings. It includes a search bar at the top, a description of input settings, and a note that settings are saved in DefaultInput.ini. The 'Bindings' section shows 'Speech Mappings' with 0 elements. The 'Action Mappings' section lists 'Jump' and 'Interact'. The 'Interact' action is expanded, showing a list of input bindings: 'E' (Keyboard), 'Shift' (Keyboard), 'Ctrl' (Keyboard), 'Alt' (Keyboard), 'Cmd' (Keyboard), and 'Touch' (Mobile). The 'Viewport Properties' section shows 'Capture Mouse on Launch' checked, 'Default Viewport Mouse Capture Mode' set to 'Capture Permanently Including Initial Mouse Down', and 'Default Viewport Mouse Lock Mode' set to 'Lock on Capture'. The 'Input' section shows 'Enable Legacy Input Scales' checked. The 'Mobile' section shows 'Always Show Touch Interface' unchecked, 'Show Console on Fox Finger Tap' checked, 'Enable Gesture Recognizers' unchecked, and 'Default Touch Interface' set to 'DefaultVirtualJoysticks'. A 'Virtual Keyboard (Mobile)' section is partially visible at the bottom.

Adding an interactable light into your scene is a straightforward task. We even have a video showing the progress here <https://www.youtube.com/watch?v=JHPxzPIOVjc> Head to 2 minutes in the video and we fully break down the setup process.