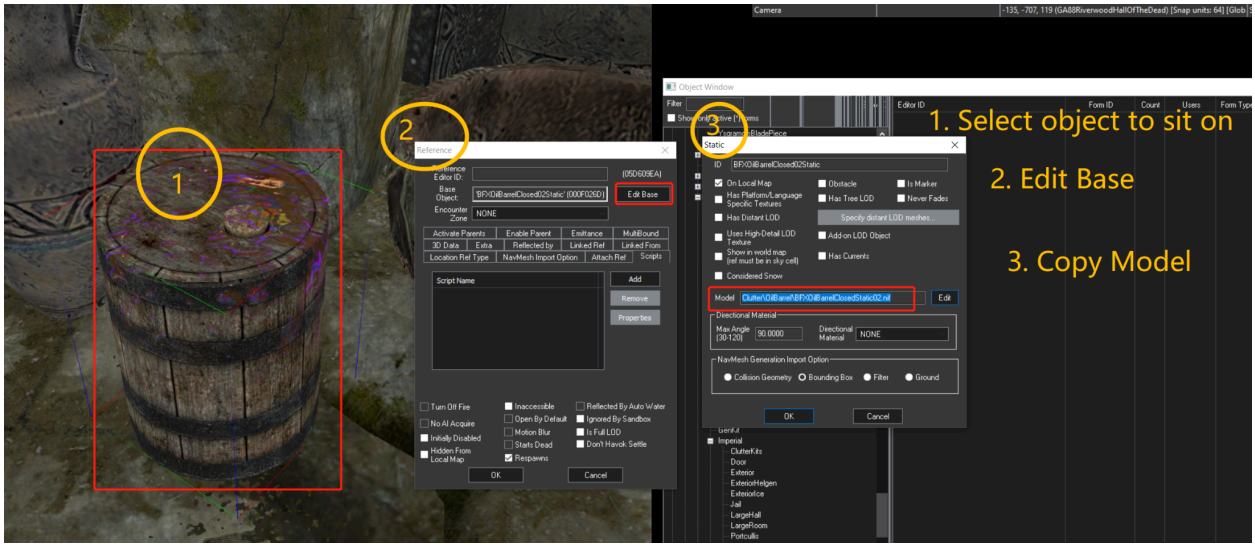
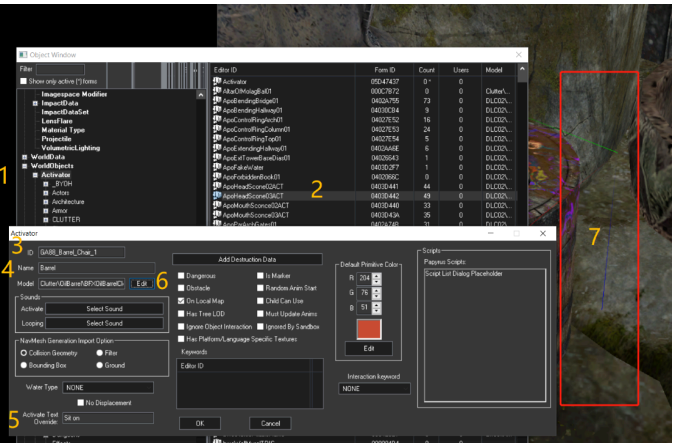
Skeever - Tutorial #3 - How to create a Custom Seat [2 hours to make]

Thank you Ichirou for teaching me.

Enjoy :)

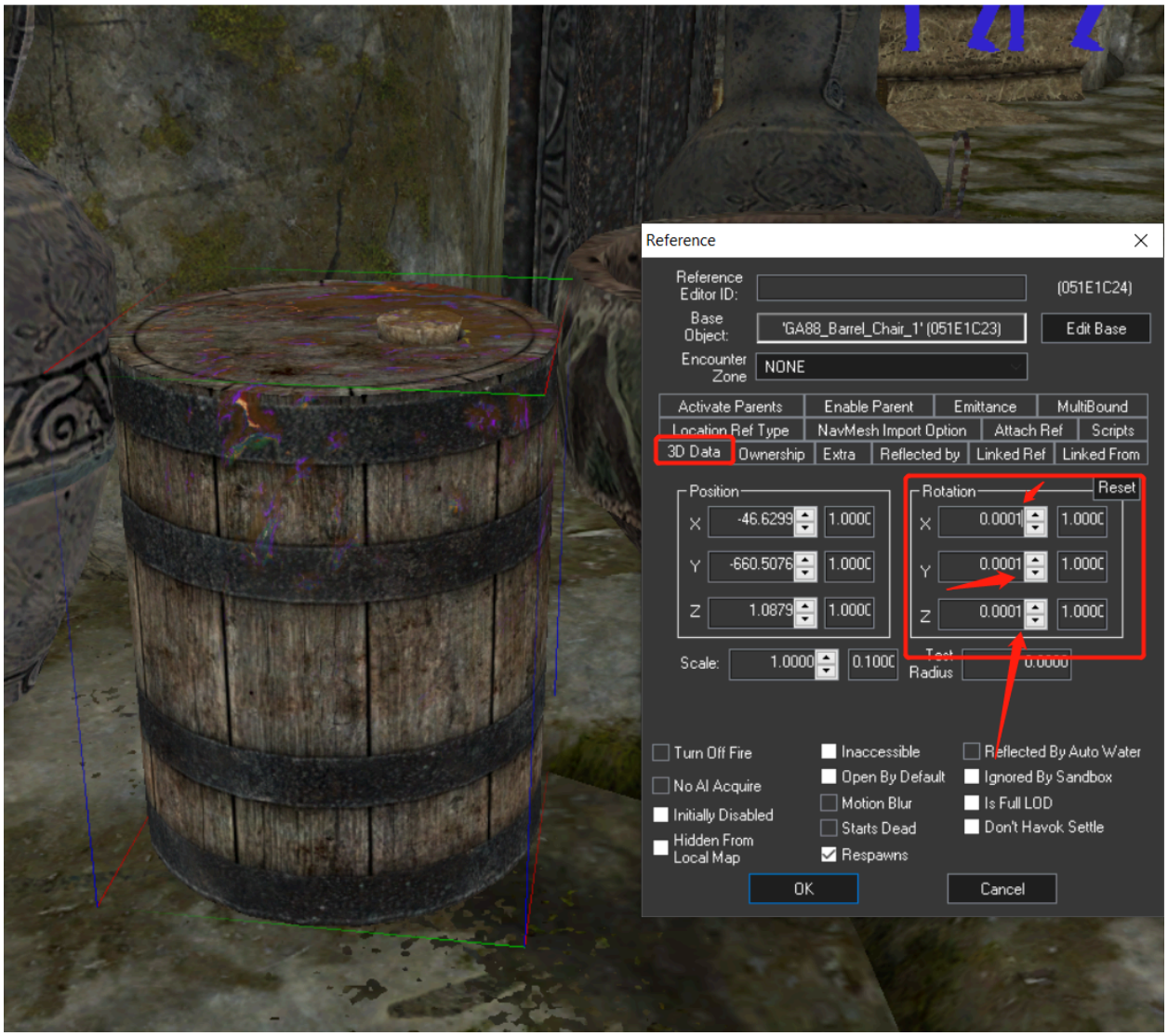


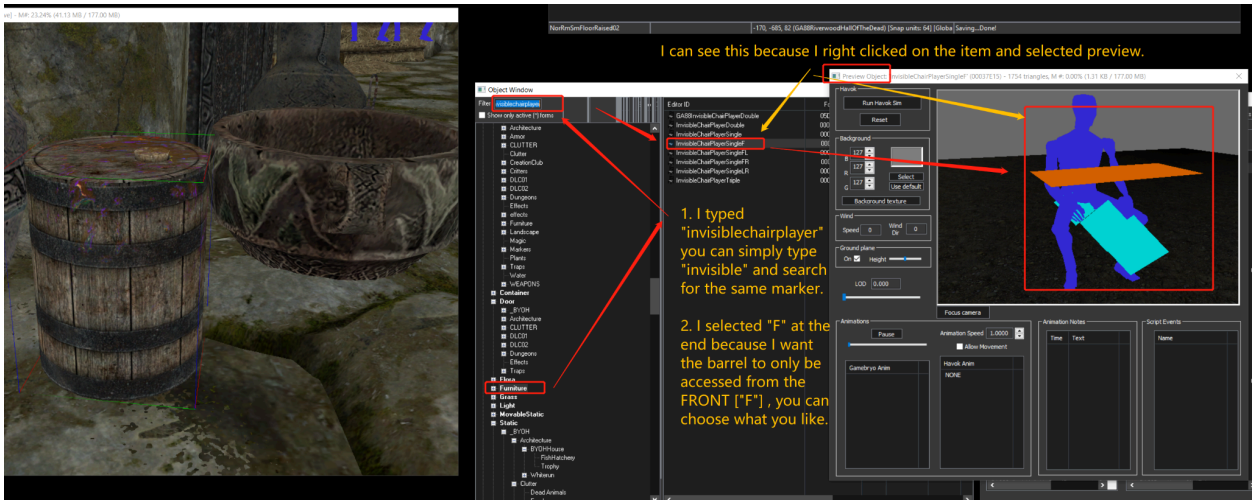
1. In Activators
2. Right click - create NEW
3. Give ID name
4. Give name
5. Give Activate Text
6. Edit Model
   6.1 Edit
   6.2 Make sure you are in the meshes folder
   6.3 Paste the line we copies from the barrel
   6.4 now your activator should look like the barrel
7. Place the activator in the world space you like

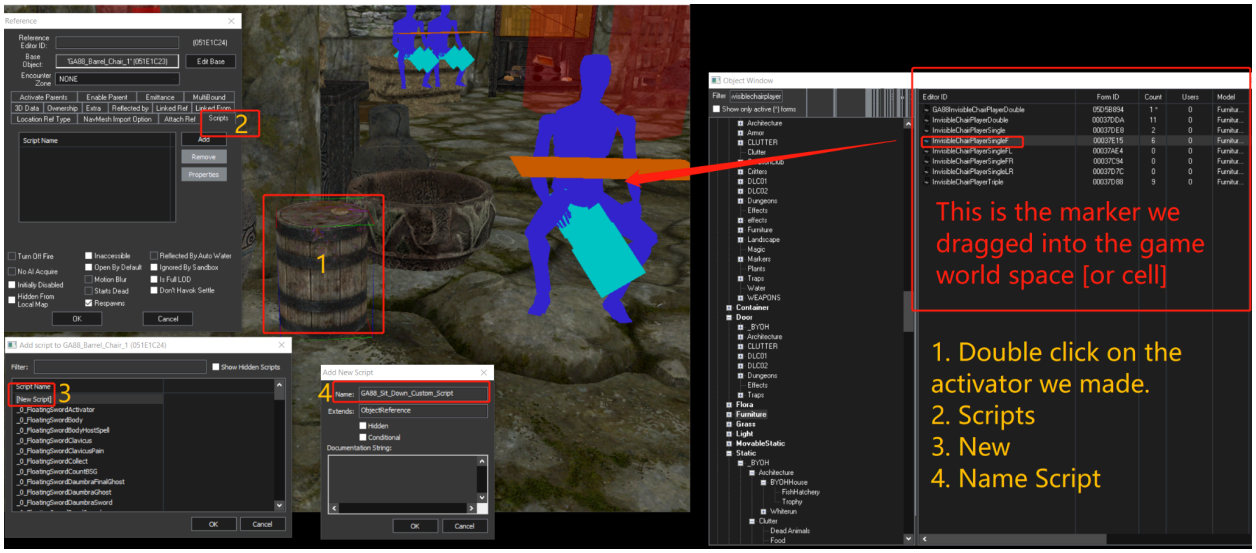


Double click on activator - 3D Data and for no reason change the rotation by adding a "1" at the end because I asked you to.

erspective] - M#: 23.24% (41.13 MB / 177.00 MB)

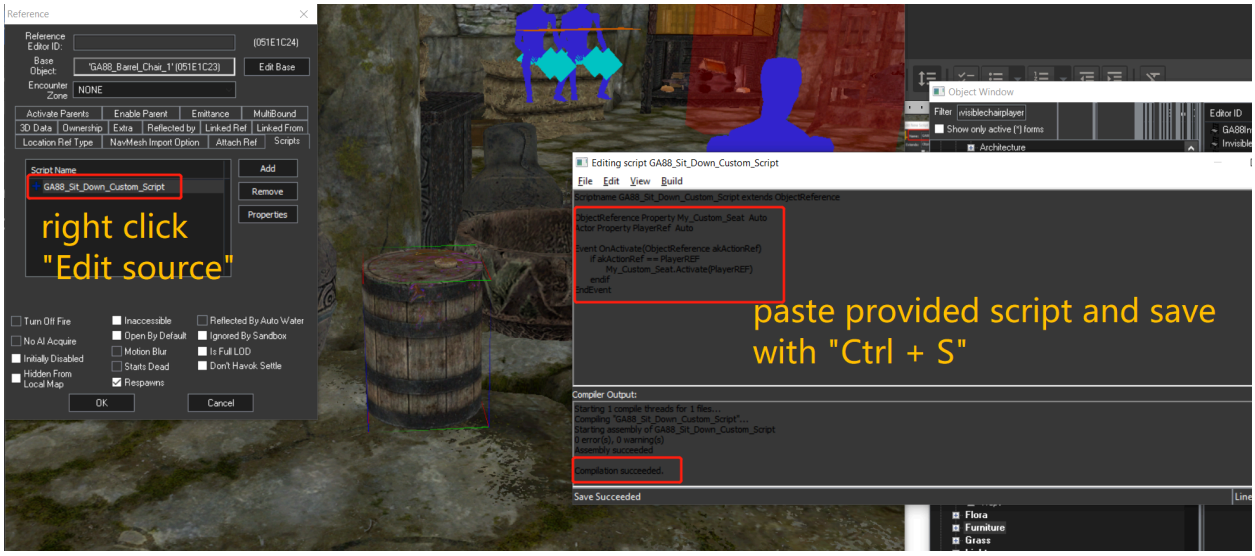


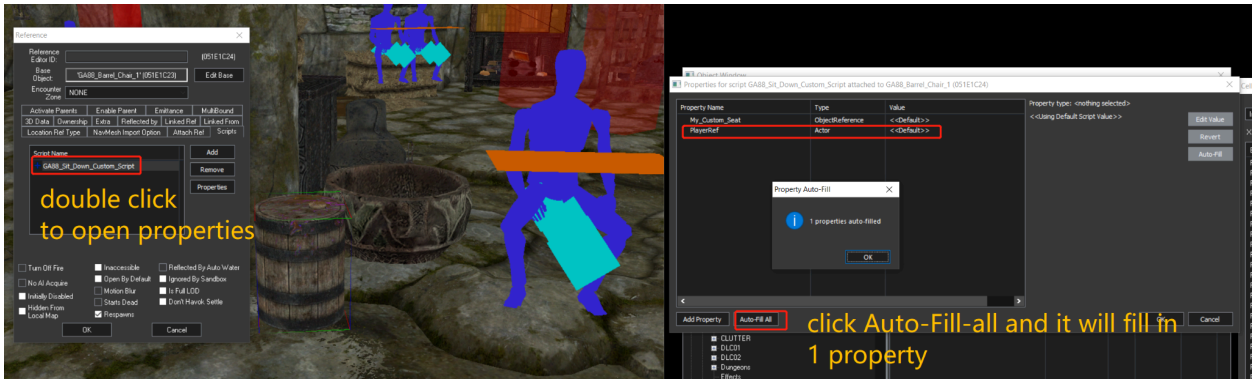


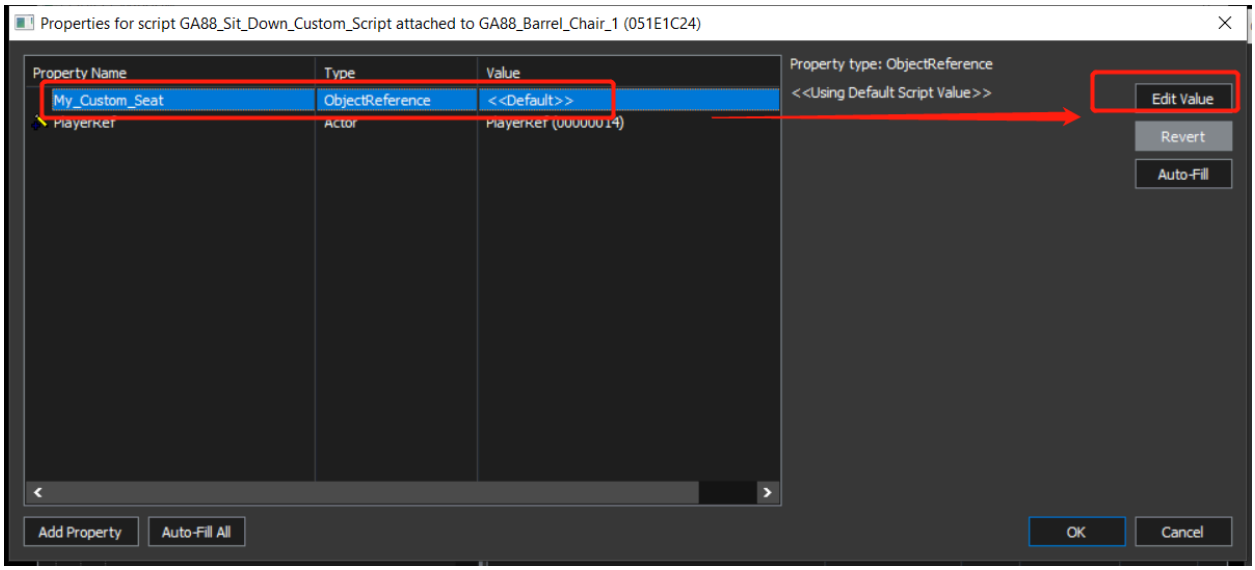


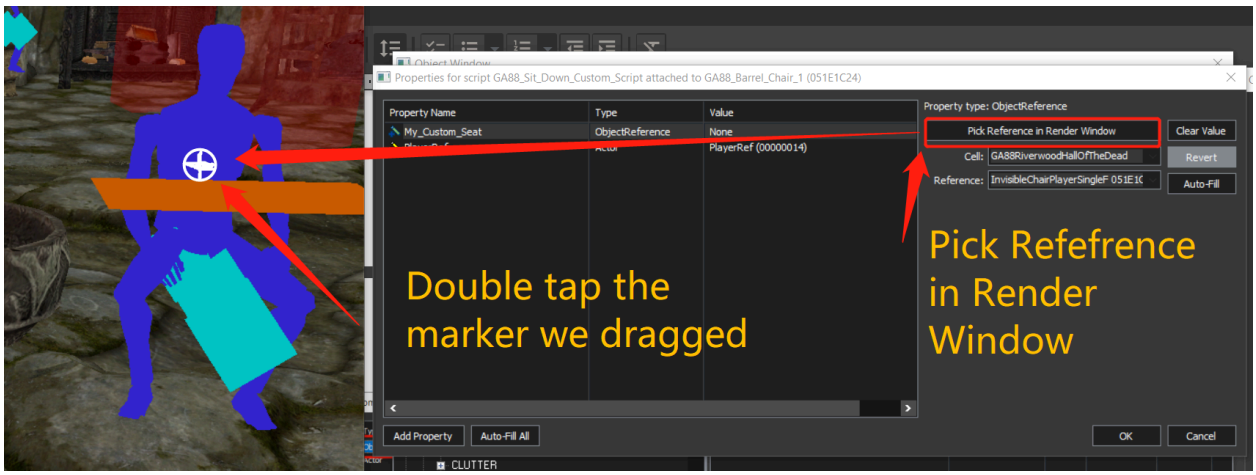
----Here at the top, your script name will be-----
Below it, copy the text and save your script.

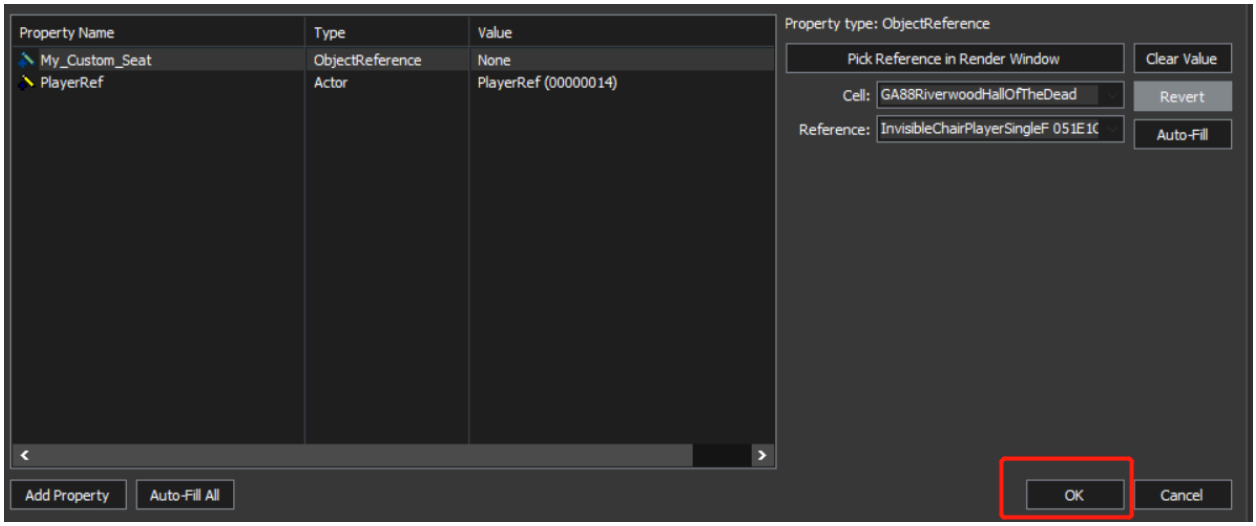
```
ObjectReference Property My_Custom_Seat  Auto
Actor Property PlayerRef  Auto

Event OnActivate(ObjectReference akActionRef)
        if akActionRef == PlayerREF
                My_Custom_Seat.Activate(PlayerREF)
        endif
EndEvent
```

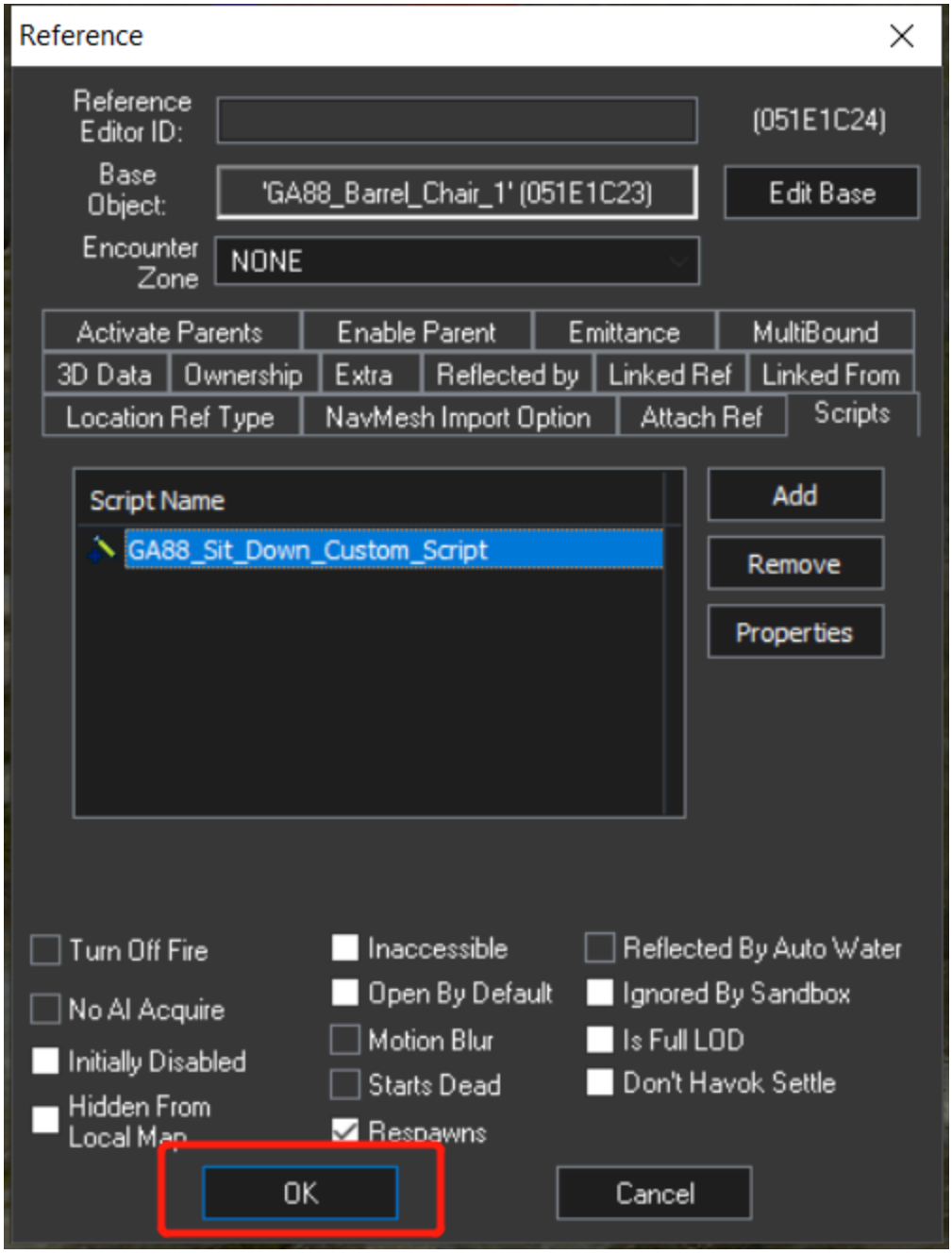

right click
"Edit source"
paste provided script and save
with "Ctrl + S"


double click
to open properties
click Auto-Fill-all and it will fill in
1 property


Properties for script GA88_Sit_Down_Custom_Script attached to GA88_Barrel_Chair_1 (051E1C24)
Property Name
Type
Value
My_Custom_Seat
ObjectReference
<<Default>>
PlayerRef
Actor
PlayerRef (00000014)
Property type: ObjectReference
<<Using Default Script Value>>
Edit Value
Revert
Auto-Fill
Add Property
Auto-Fill All
OK
Cancel


Properties for script GA88_Sit_Down_Custom_Script attached to GA88_Barrel_Chair_1 (051E1C24)
Property Name
Type
Value
My_Custom_Seat
ObjectReference
None
PlayerRef (00000014)
Property type: ObjectReference
Pick Reference in Render Window
Clear Value
Cell:
GA88RiverwoodHallOfTheDead
Revert
Reference:
Auto-Fill
Double tap the marker we dragged
Pick Refefrence in Render Window
Add Property
Auto-Fill All
OK
Cancel
CLUTTER


Property Name
Type
Value
My_Custom_Seat
ObjectReference
None
PlayerRef
Actor
PlayerRef (00000014)
Property type: ObjectReference
Pick Reference in Render Window
Clear Value
Cell:
GA88RiverwoodHallOfTheDead
Revert
Reference:
InvisibleChairPlayerSingleF 051E1C
Auto-Fill
Add Property
Auto-Fill All
OK
Cancel


Reference
Reference Editor ID:
(051E1C24)
Base Object:
'GA88_Barrel_Chair_1' (051E1C23)
Edit Base
Encounter Zone
NONE
Activate Parents
Enable Parent
Emittance
MultiBound
3D Data
Ownership
Extra
Reflected by
Linked Ref
Linked From
Location Ref Type
NavMesh Import Option
Attach Ref
Scripts
Script Name
GA88_Sit_Down_Custom_Script
Add
Remove
Properties
Turn Off Fire
No AI Acquire
Initially Disabled
Hidden From Local Map
Inaccessible
Open By Default
Motion Blur
Starts Dead
Respawns
Reflected By Auto Water
Ignored By Sandbox
Is Full LOD
Don't Havok Settle
OK
Cancel

Place marker on
Activator

You now have a working chair

Credits and notes

This document was created by Skeever [I write my name not to promote myself, rather take responsibility if anything goes wrong]

Why this style of tutorial?
I believe this style saves time on videos and makes it possible for those special people who can not watch a lot of videos to learn how to accomplish certain things. I hope this is useful, I find it funny to make the player sit in strange places in the interiors I created.

As with all my tutorials, share this with anyone, this document is published on the web and is free for all to use.