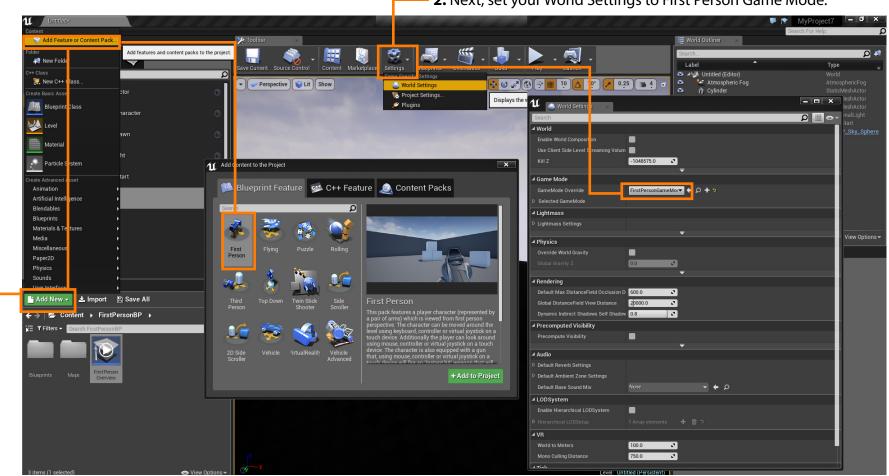
Page 1

Giving your player a flashlight is a great wayto create drama in your scene.

1. If you don't have a FPS in your level add one now.

Socal Roc



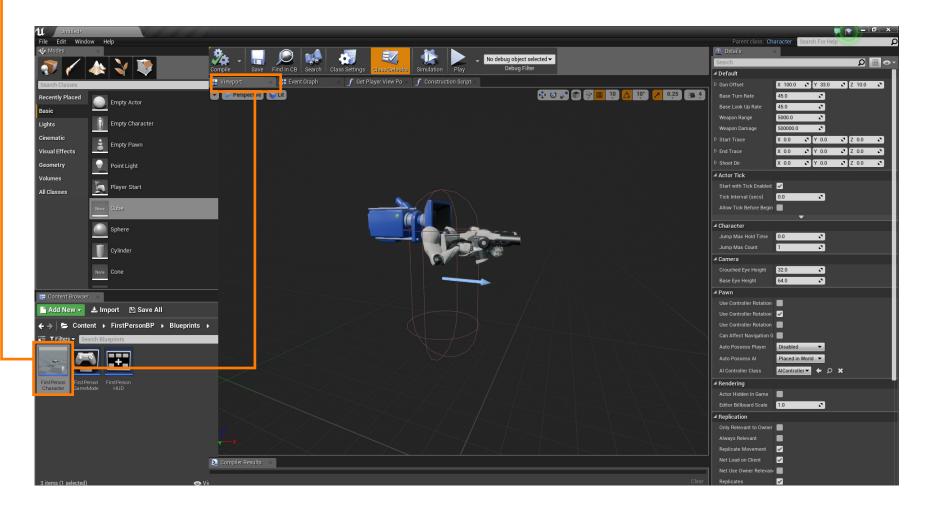
2. Next, set your World Settings to First Person Game Mode.

Flashlights

Page 2

3. Next we'll open the new FPS in Blueprint and select "Viewport"

Socal Roc



Flashlights

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- 4. Now add a new Spot Light component.

SoCal ROC

5. Postion the light. 6. You can adjust the various parameter of the Spot Light here. 11 File Edit Asset View Debug Window Help Parent class: Character S Details Compile Ξ No debug object selected 🕶 . Ω 🏢 👁 Debug Filter Save Find in CB Search Class Settings Simulation Play ▲ Variable FirstPersonCharacter(self) 書 Event Graph Variable Name SpotLight 🔺 🧻 CapsuleComponent (Inherited) 😯 🖸 🖃 🕂 🔳 197 🔼 197 🗾 9255 🛥 4 Perspective 😜 Lit 🔨 ArrowComponent (Inherited) Editable when Inherited 🧹 Transform n FP_Gur X 50.0 cm Y 0.0 cm Z 60.0 cm 🙀 SpotLight X 0.0° Y 0.0° Z 0.0° Z CharacterMovement (Inherited) X 1.0 Y 1.0 Z 1.0 💿 Static 👫 Stational ᅌ ▲ Sockets **x** Q 5000.0 2 Light Color 0.0 2 2 44.0 a My Blueprint 2 1000.0 🕂 Add New 👻 💽 ρ.... 2 ⊿Graphs 0.0 2 Functions (32) ÷ ✤ ConstructionScript ~ ~ Cast Shadows Macros ÷ Indirect Lighting Intensil 1.0 2 **⊿** Variables ▶ My Character Components 🗕 GunOffset **+** 0 🗕 WeaponRange Indirect Lighting Saturat 🗕 ShootDir + Shadow Exponent **Event Dispatchers** 2.0 🔰 Compiler Results 🛛 🗵 ▲ Performance Max Draw Distance 0.0 2

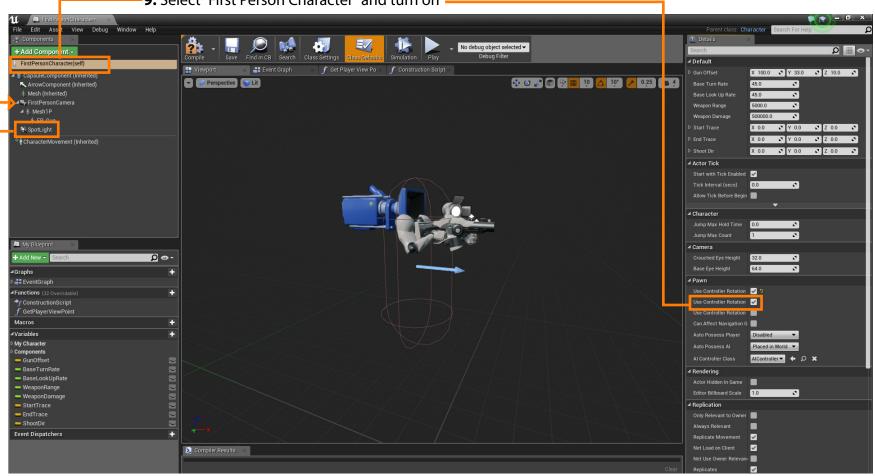
7. Compile and Save

Flashlights

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8. Drag the Spot Light into the "First Person Camera" folder. This attaches the light to the camera.

Socal Roc



-9. Select "First Person Character" and turn on -

10. Compile and Save and Play the game.