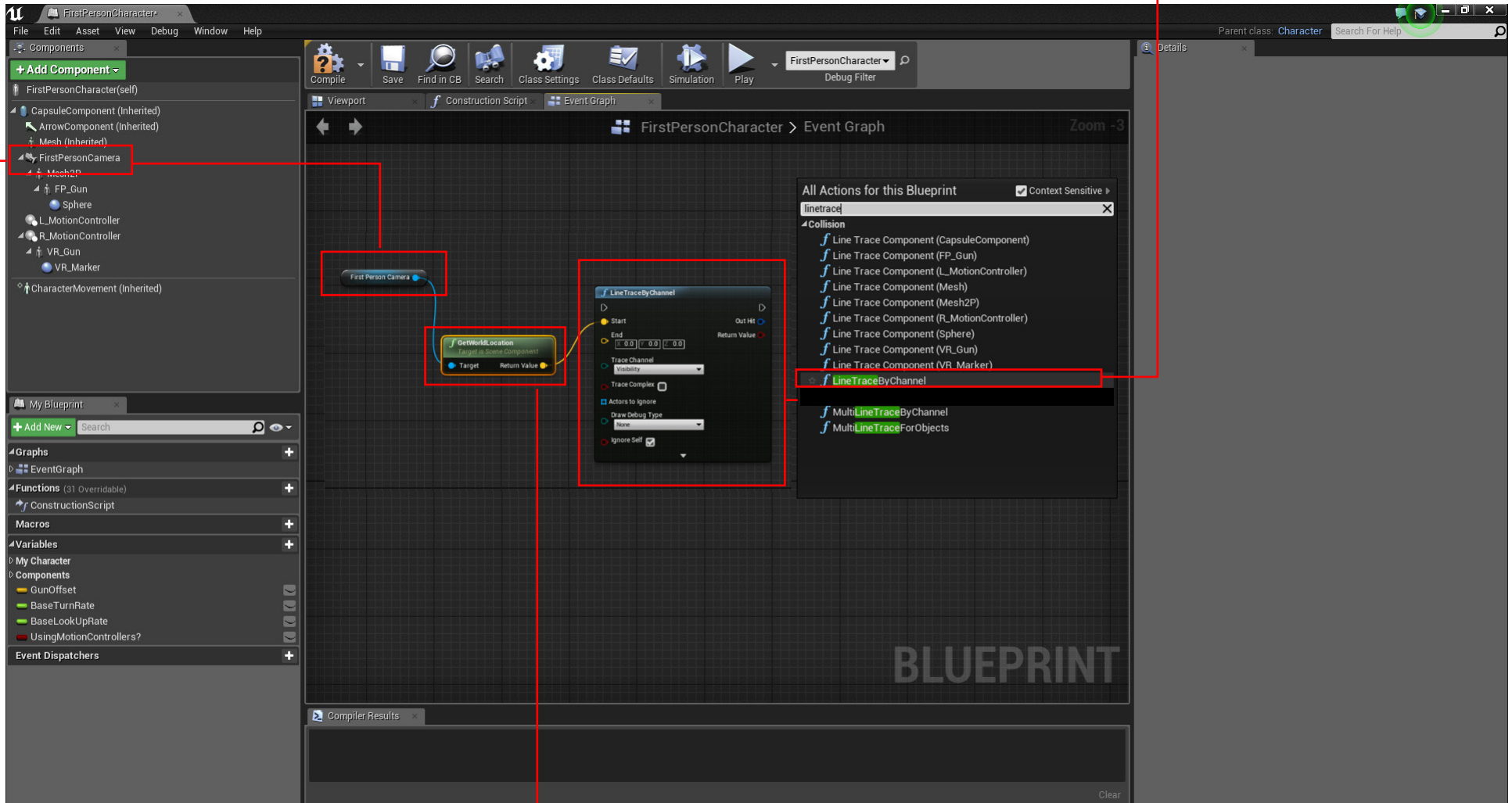**Career Technical Education**
SoCal ROC

NOTE: This works for a First Person level.

Being able to pick up an object and move it is great way to hide secret doorways or passages in your level.
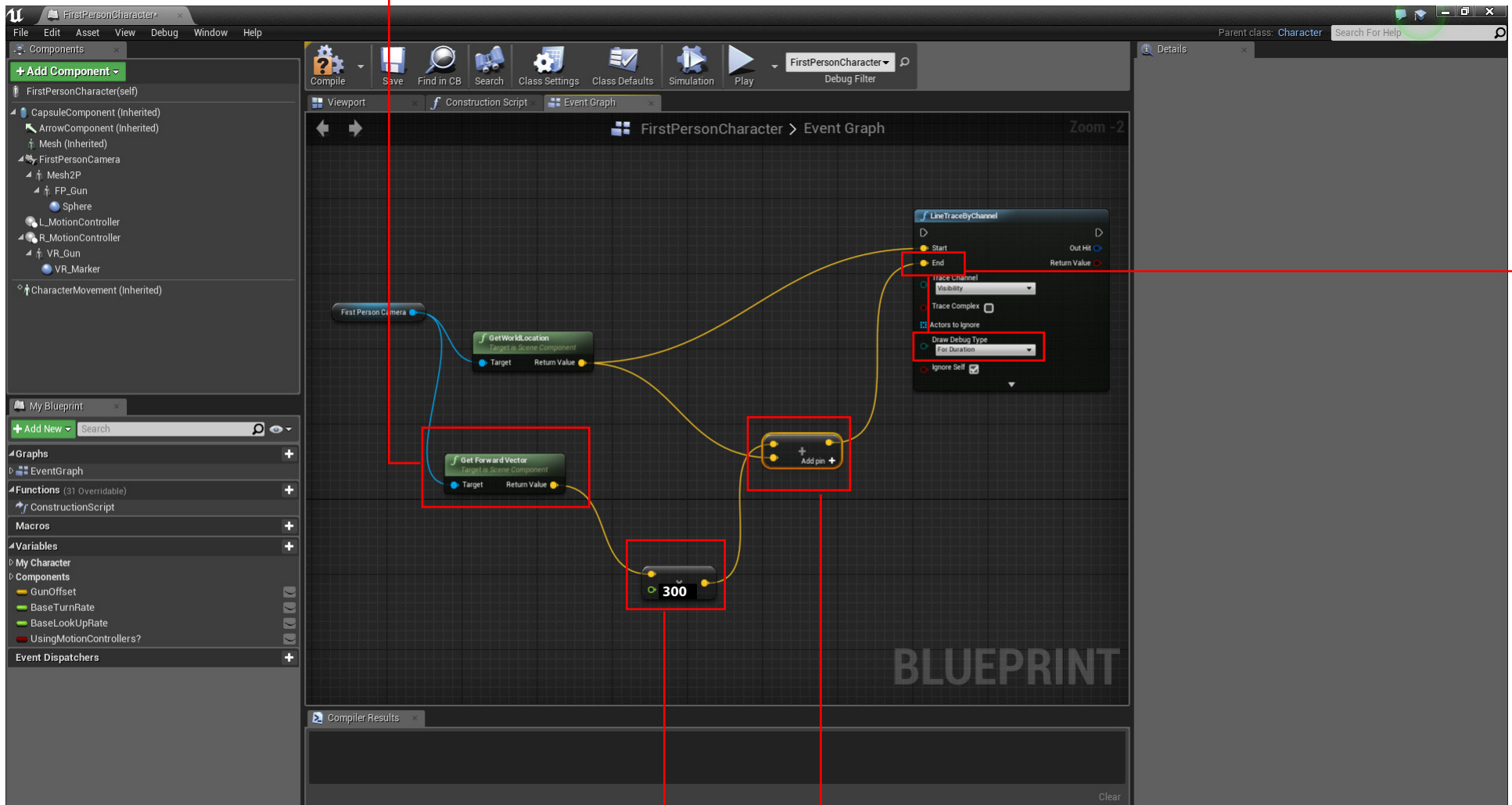
1. Open the First Person Blueprint and create a LineTraceForChannel

2. Drag the FirstPersonCamera into the Blueprint

3. From the Camera drag a WorldLocation and connect to the Start

Career Technical Education

SoCal ROC

4. Drag from the Camera a "Get Forward Vector".

5. Drag Vector*Float
Set to 300

6. Drag Vector + Vector and connect to End
and set "For Duration"

Career Technical Education

SoCal ROC

8. Click Add Component and create a "Scene Utility". Rename the Scene Utility to "Held Object Location" Make sure the new component is child of the Camera (Drag the component on top of the Camera.)

7. Click Add Component and select "Physics Handle"
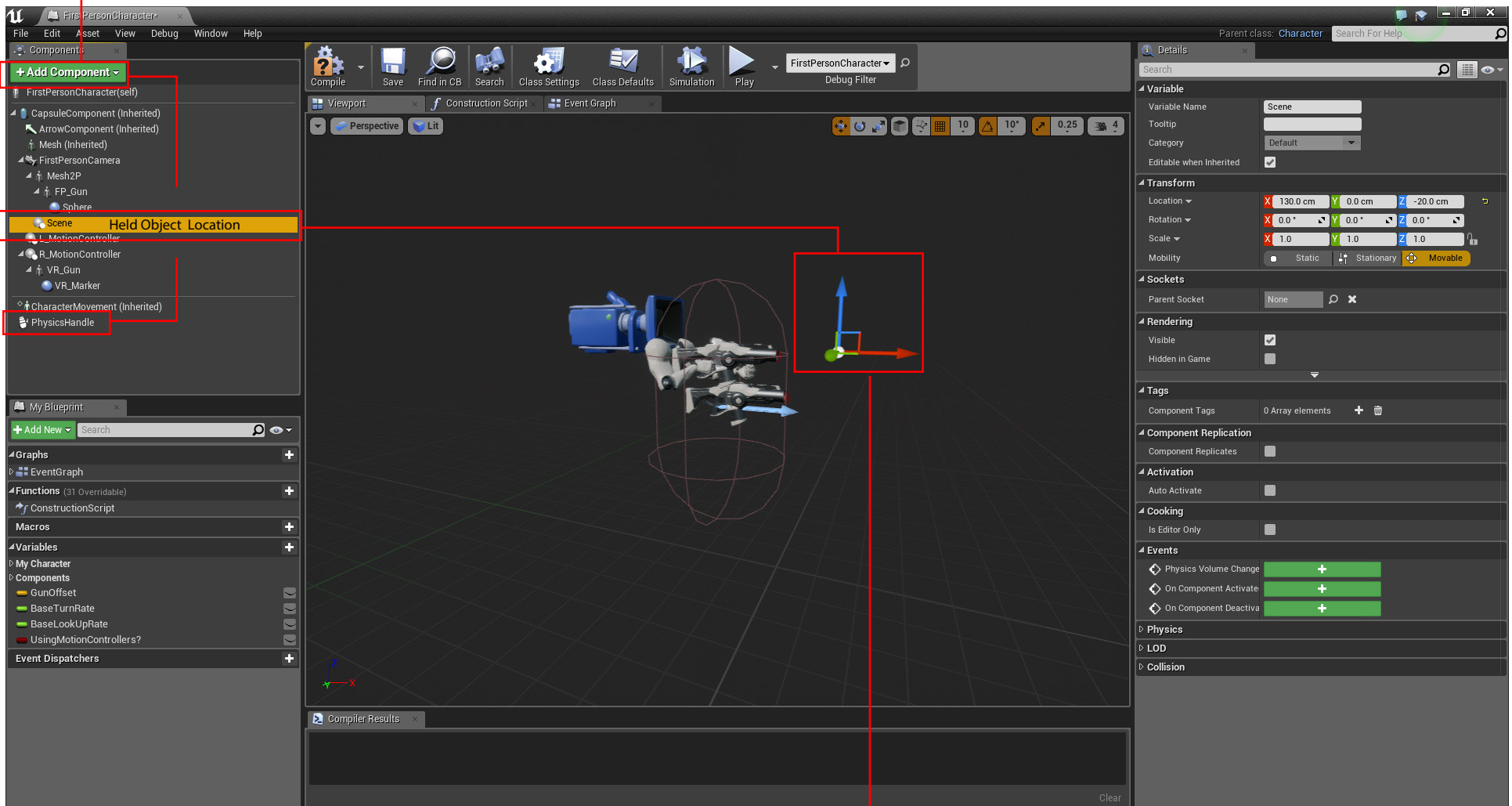
9. Move the Physics Handle in front of the camera so the player can see the thing being lifted.

10. Drag two copies of the Physic Handle inot the Event Graph
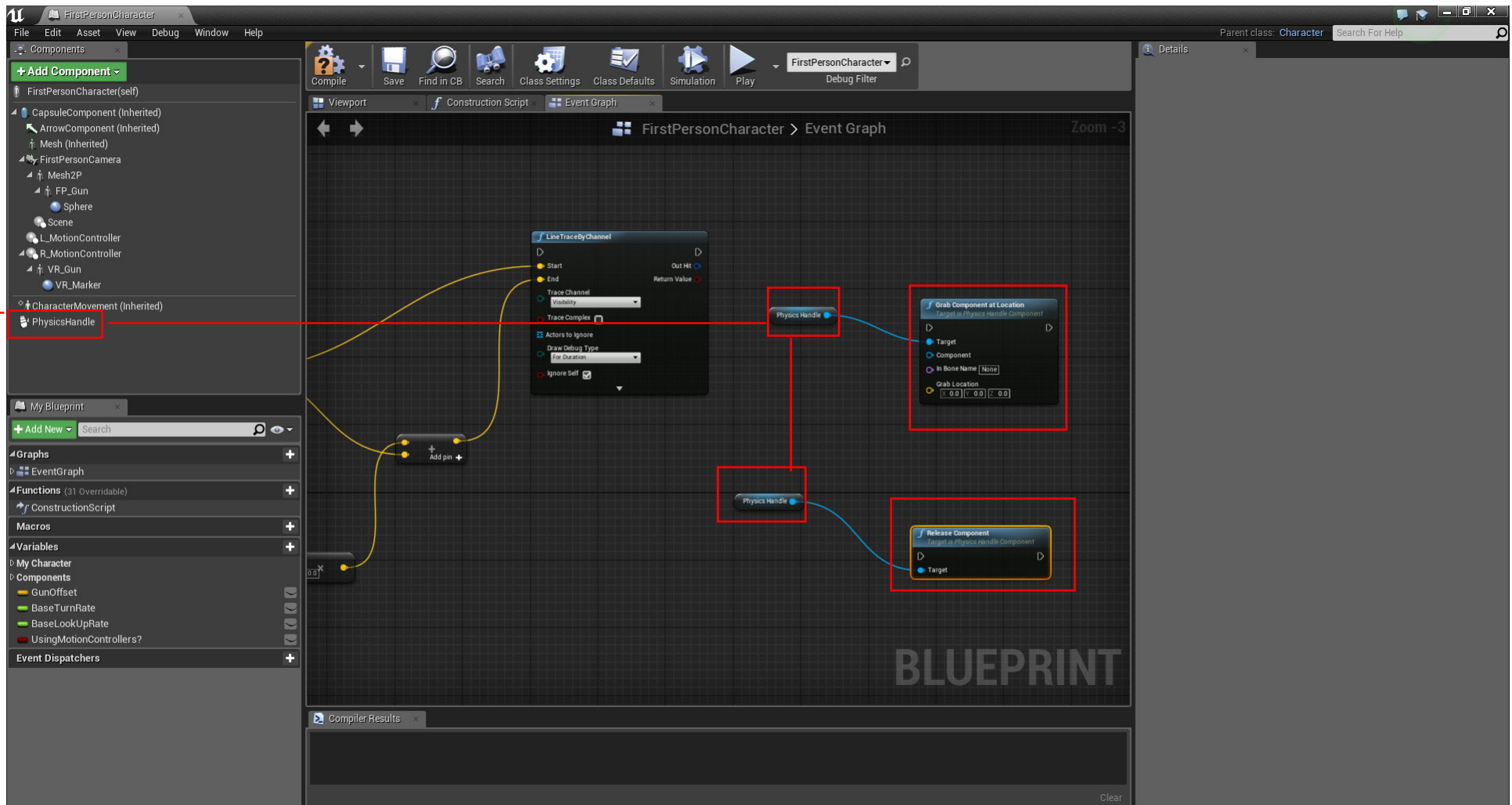
11. Drag and select "Grab Component at Location" and "Release Component".

Career Technical Education
SoCal ROC

12. Drag a "Branch" from the Line Trace

13. Drag a "Break Hit Result"

14. Drag a "Is Simulating Physics"

Career Technical Education
SoCal ROC

15 Drag another Branch and connect as shown.
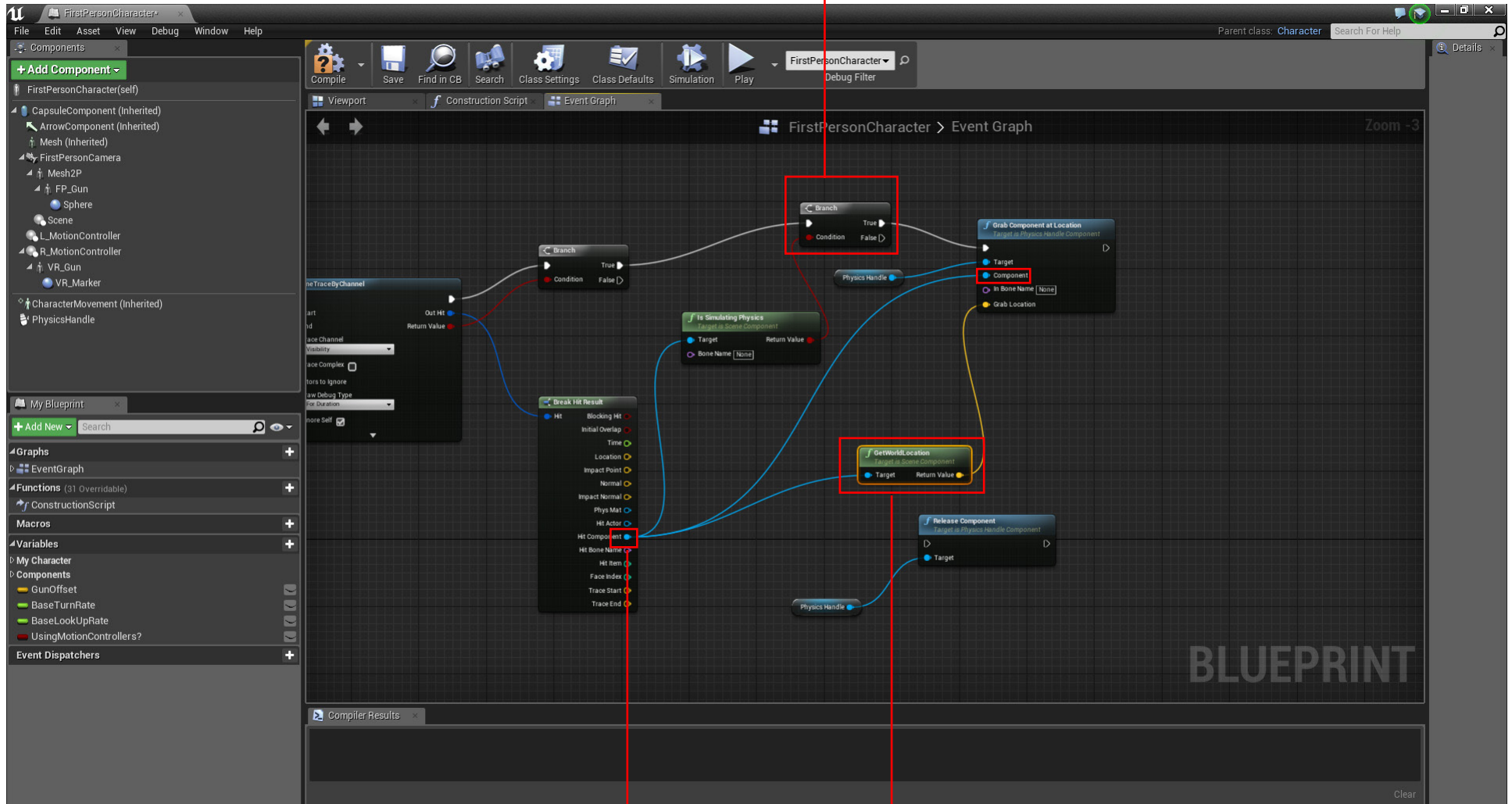
16. Link to "Component".

17 . Drag and select "Get World Location" and link to Component

Career Technical Education
SoCal ROC

18. Right click in the panel and type "Keyboard Events" and select "F"

SoCal ROC
Career Technical Education

18. Right click and add two "Custom Events"

19. Rename them- Pckup Object amd Drop Object

SoCal ROC
Career Technical Education
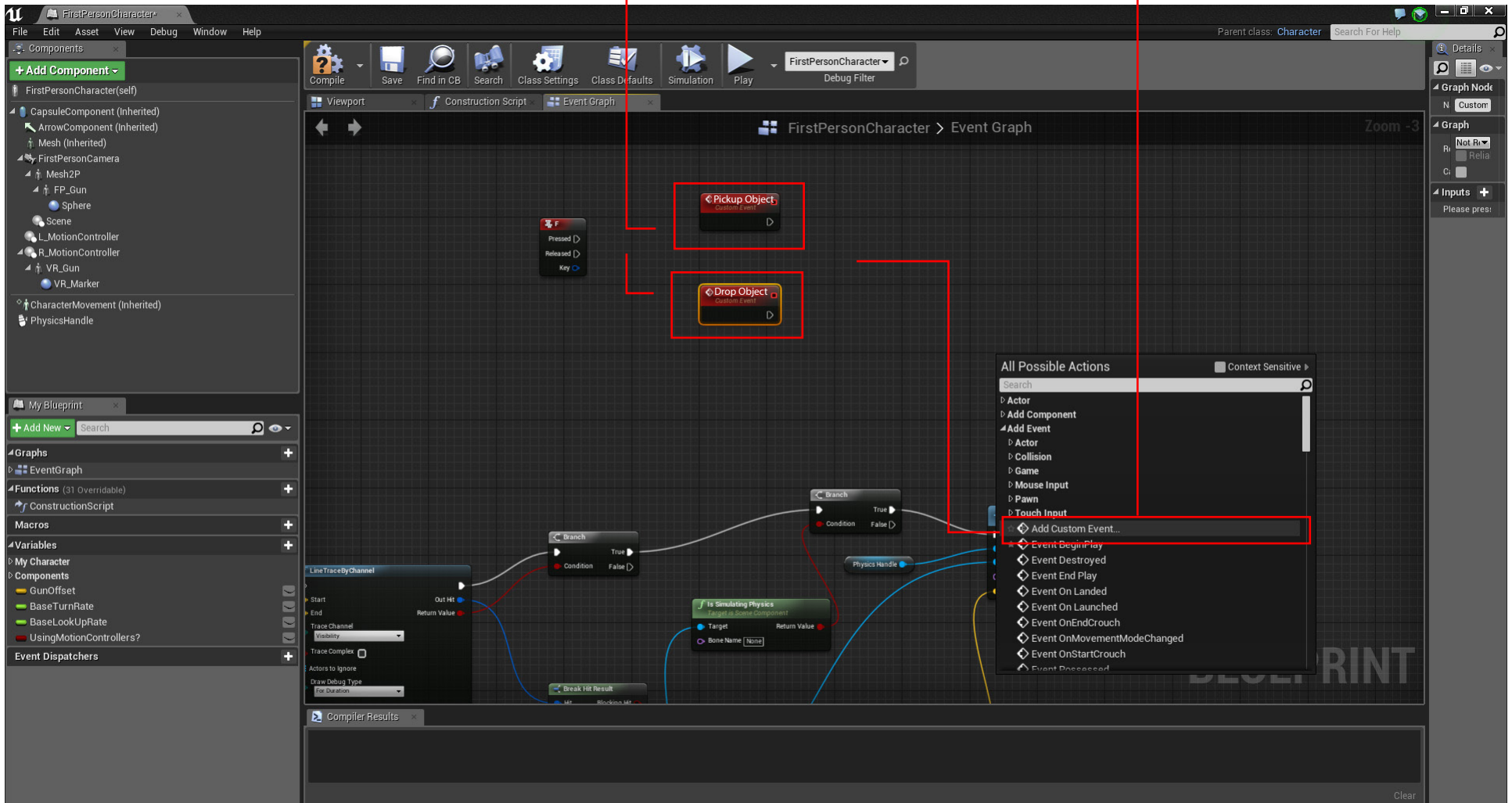
20. Link the two new custom events as shown.

Career Technical Education
SoCal ROC

21. Locate the "F" Keyboard Event.

20 . Make a new Variable and name "Is Holding Object". Make sure it is a red "Boolean"

Career Technical Education

SoCal ROC

22 . Drag two "Is Holding Object" variables into the Event Graph and "Set" and link as shown.

23. Check box

Career Technical Education
SoCal ROC

24 . Add a new Event Tick

26. Pull out your "Physics Handle" &
"Held Object Location" from the Viewport

25. Drag a "Set Target Location".
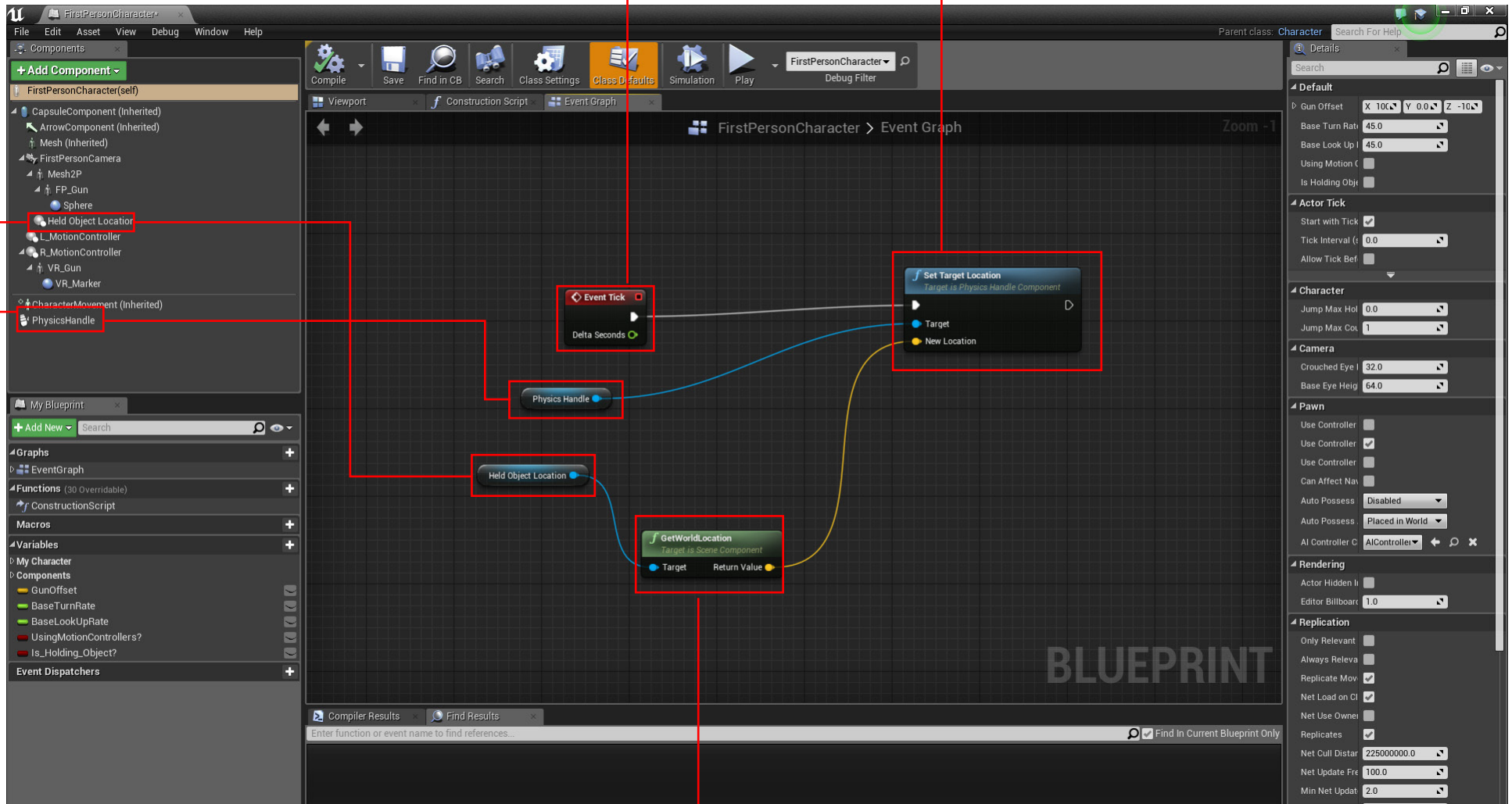
27. Drag out "Get World Location" and connect as shown.

COMPILE AND SAVE!!!!!!!!!!!!!!!