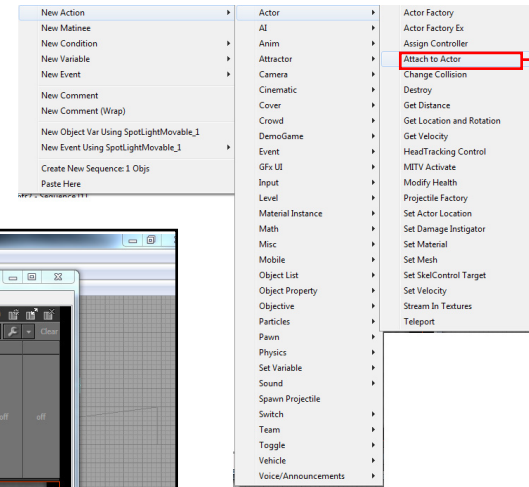
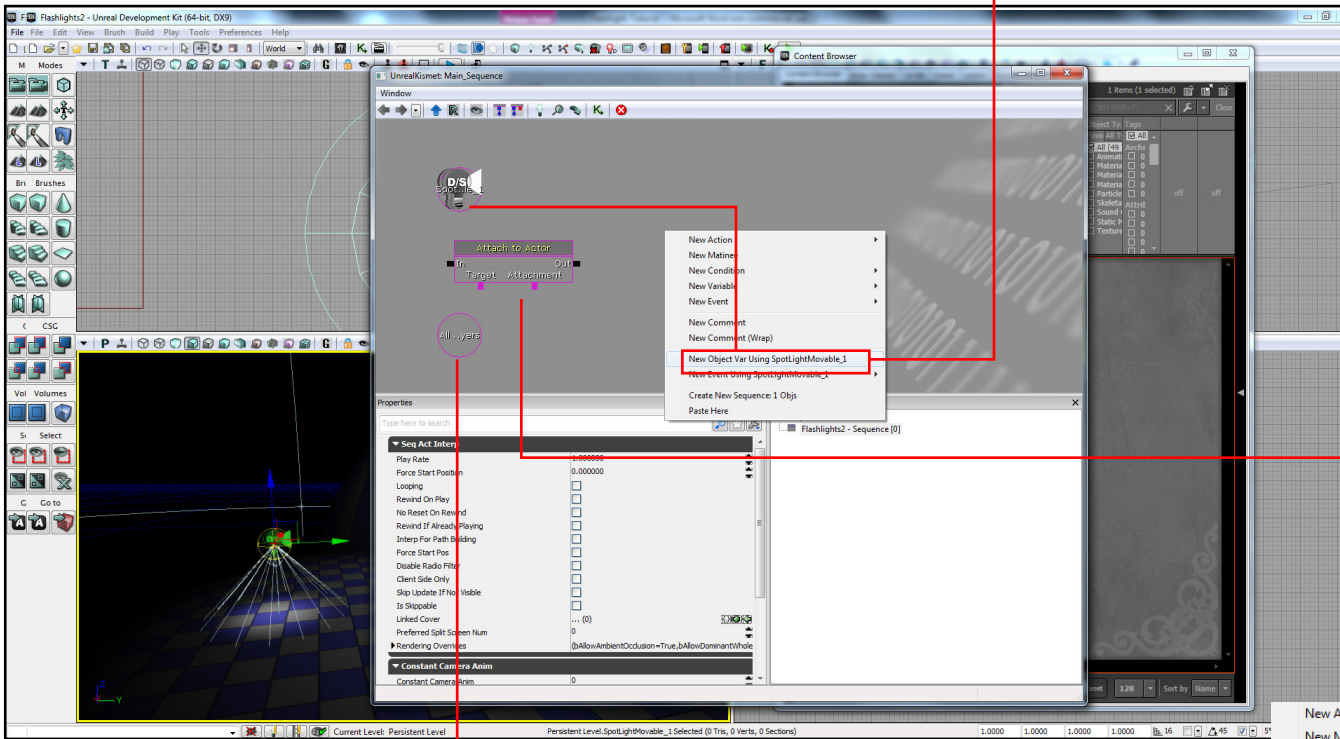


Select the new Spotlight.

3. Open the Kismet editor and create a "New Object Var Using SpotlightMovable1".



4. Right click in Kismet and create a "new Action. Select "Attach to Actor".

5. Right click again in Kismet and select "New Variable" and then "Player".

