

Unreal Scripted Sequences

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NPC Control

- You can tell a bot to use a button to start a door pressing animation
- Scripted sequences have an Actions list that controls their behavior under the AIScript category in their properties list
- Action lists can have conditionals and loops
- Actions can be latent (pause after executing) or non-latent (no delay before next action)

Using a Scripted Trigger - 1

Tutorial 14.1

- Use the map file Tutorial14_01_Start.ut2
- This tutorial creates a UseTrigger that plays a sound, opens a door, and turns on a caution light
- Open the Actor class browser, expand Triggers, and select UseTrigger
- Add the UseTrigger in front of the door