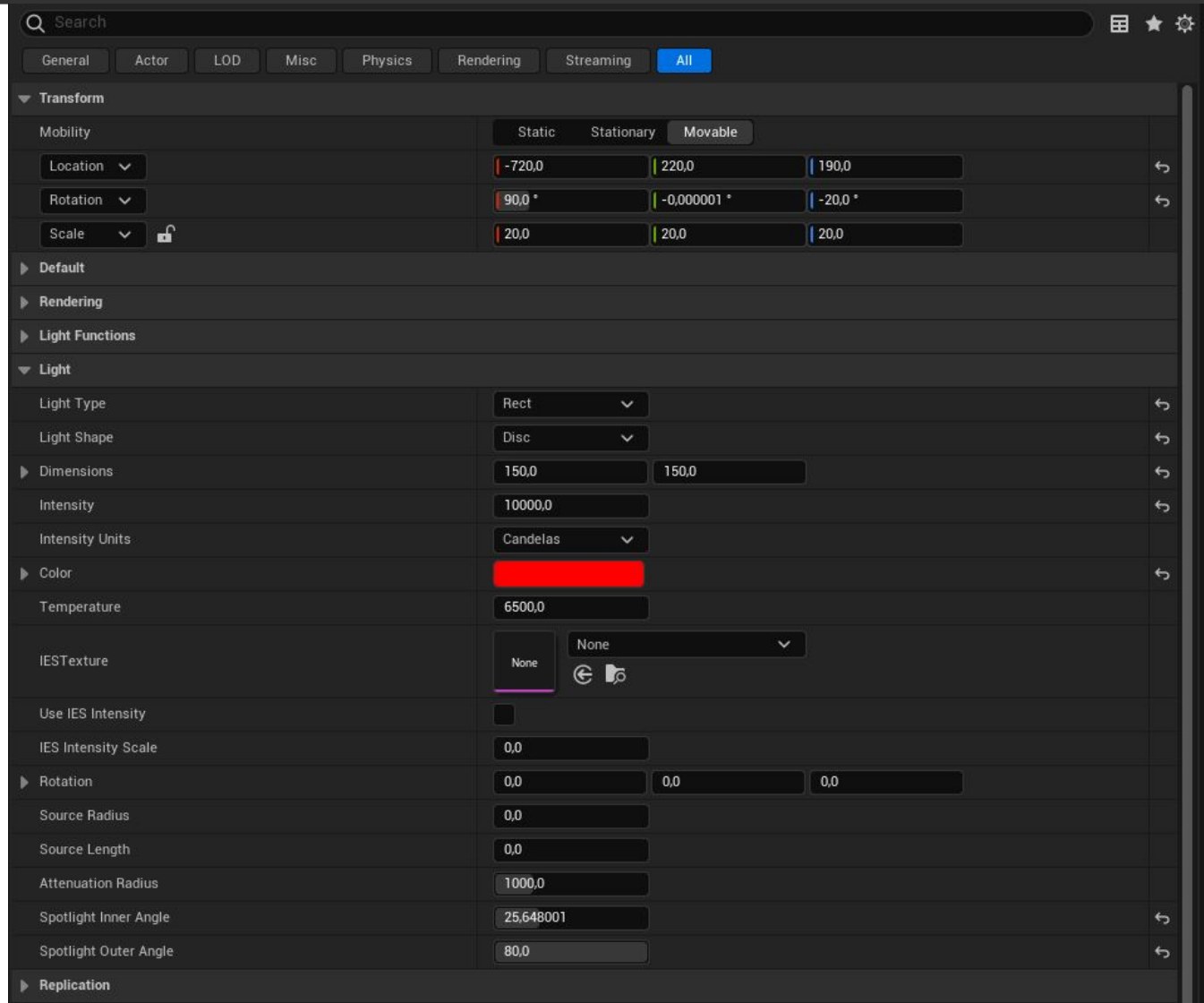
OneLight - Details Panel

In „Light" category you can find all the settings for the Lights attributes.
Set size of the light here under „Dimensions", NOT in the „Transform" category.

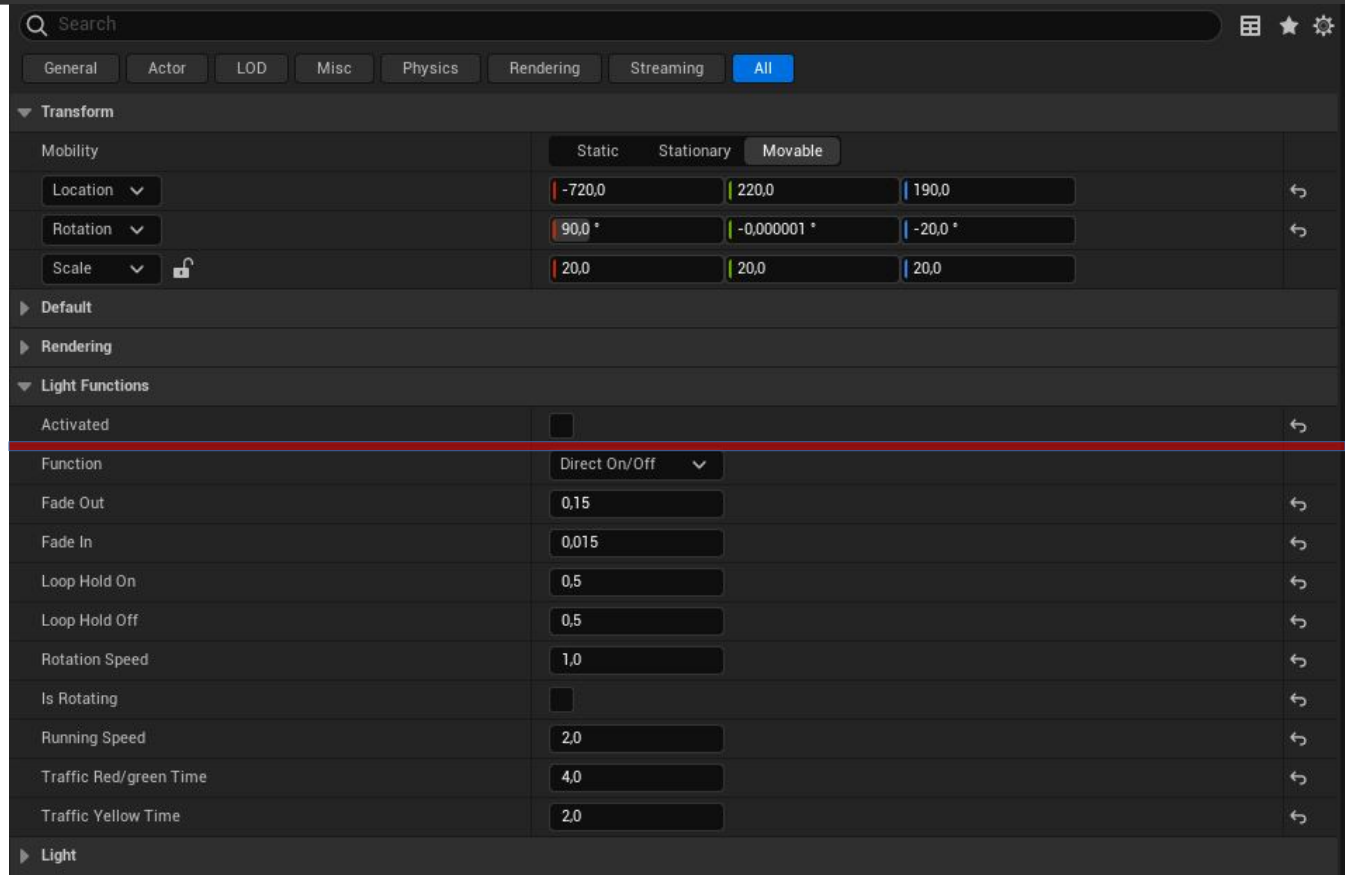
Light Type: Point
Spot
Rect
IES DEPRECATED
(use „IES" if you just want to have a light texture without a light component)

Light Shape: Rectangle
Disc
Sphere
Cylinder
none
(use „none" if you only want to have the light component)



OneLight - Details Panel

In „Light Functions“ category you can find all the settings for the Lights animation.



Activated: Choose to start with the light on or off
(can be called by other components like switches)

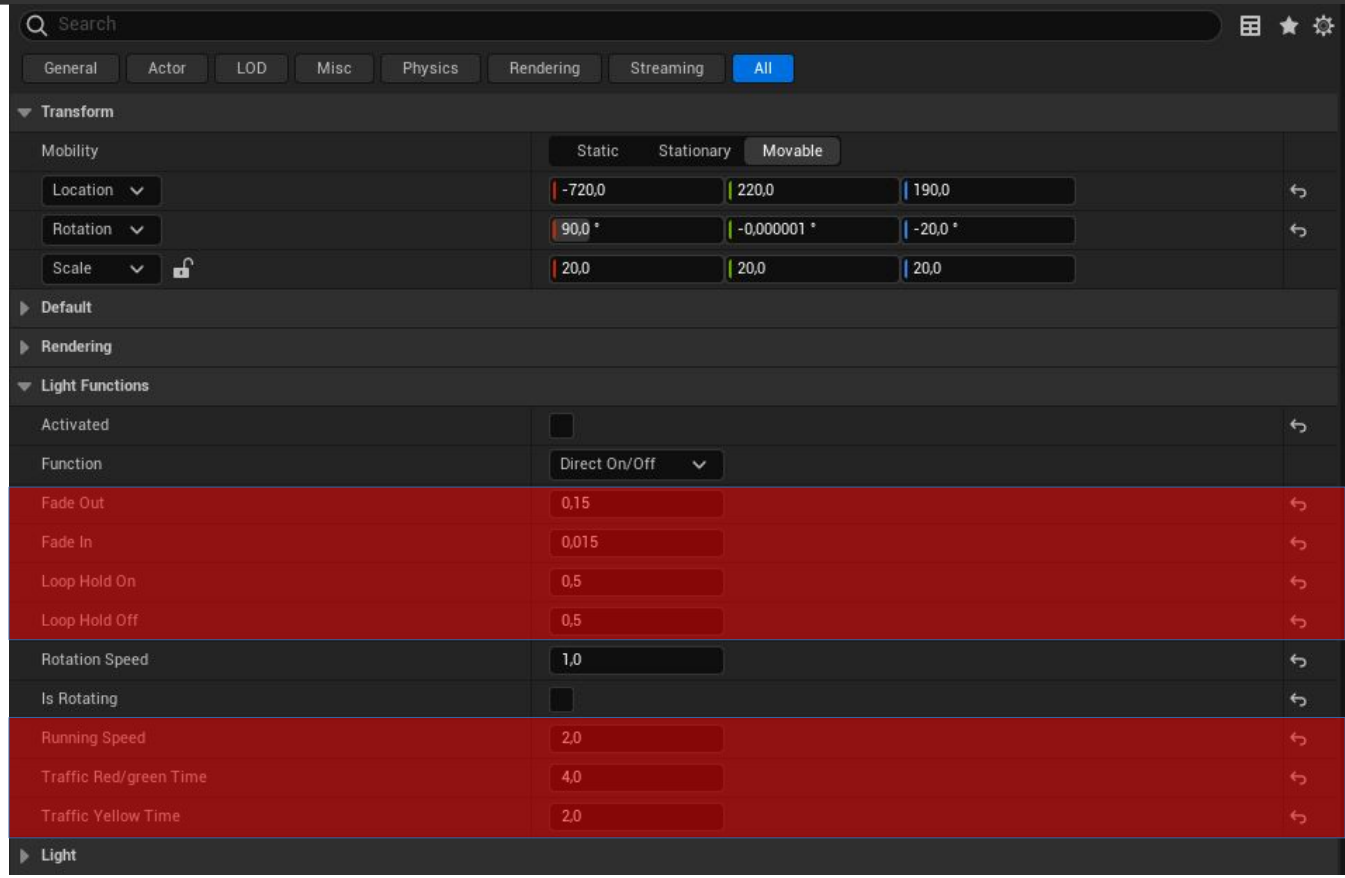
OneLight - Details Panel

Function: Direct On/Off

Has no Options.

In general, every light function can be paired with Rotation.

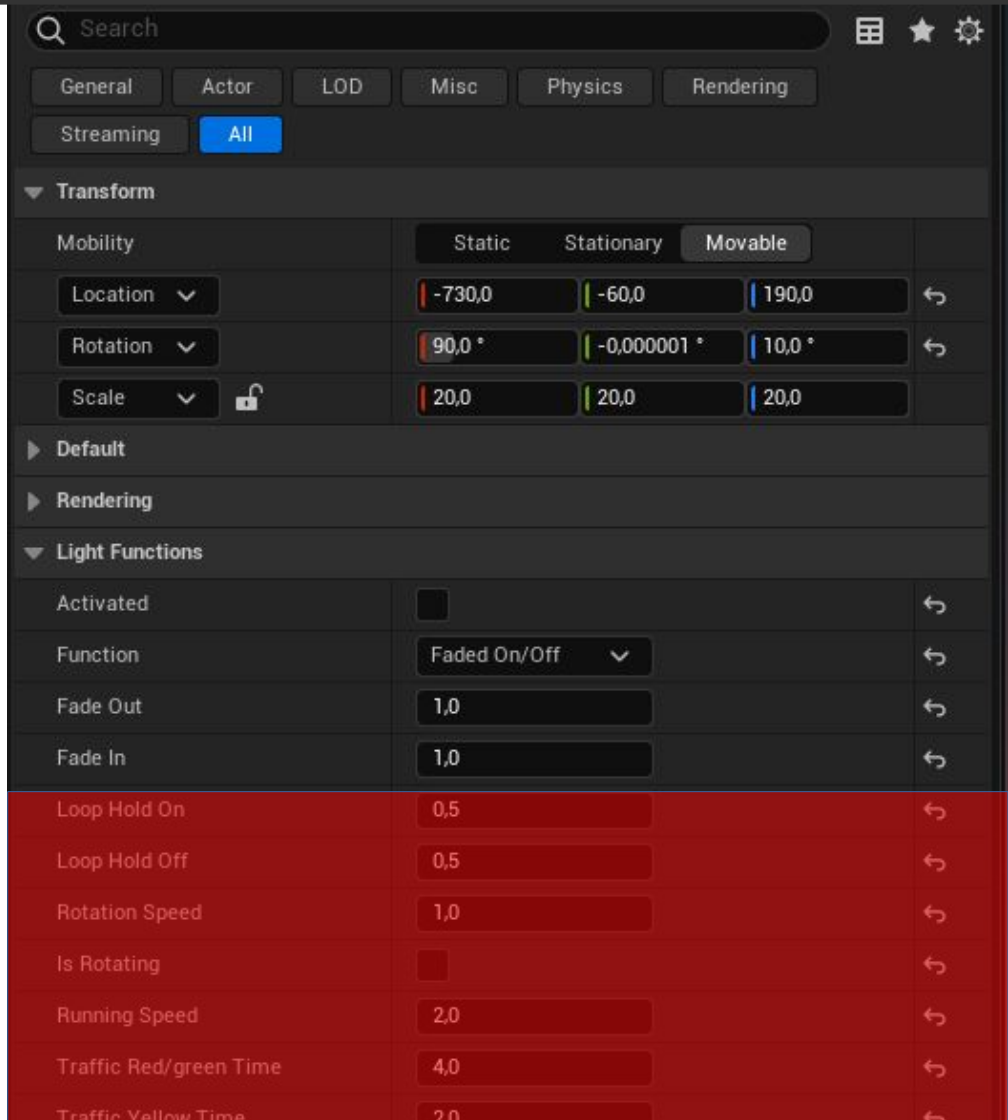
Rotation Speed: sets the speed.
Is Rotation: Choose to start with rotation
Or set this later in game to start rotation,



Attributes have no effect

OneLight - Details Panel

Function: Faded On/Off



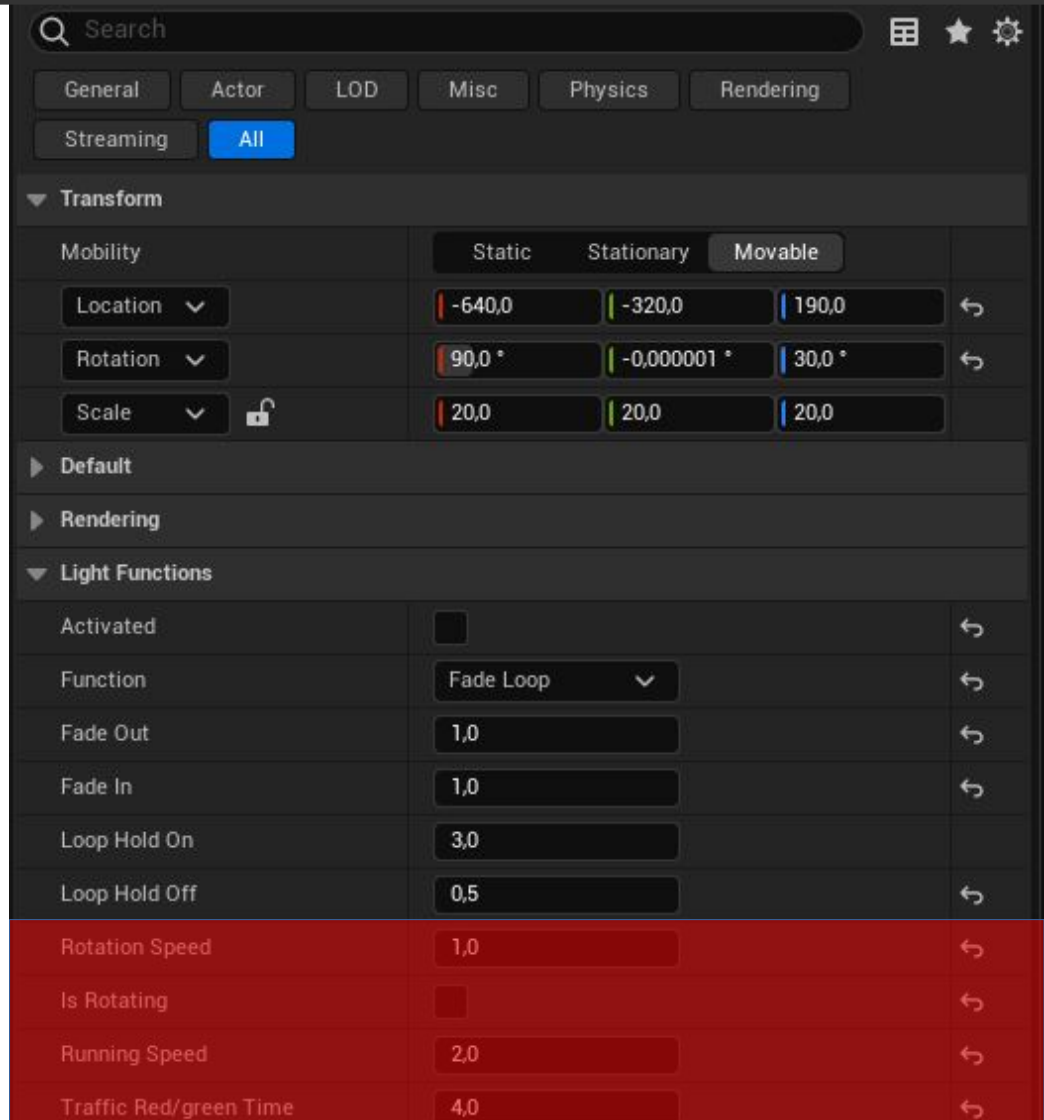
Fade Out: Time in seconds to fade out
Fade In: Time in seconds to fade in

Attributes have no effect

OneLight - Details Panel

Function: Fade Loop

Continues Fade in and out



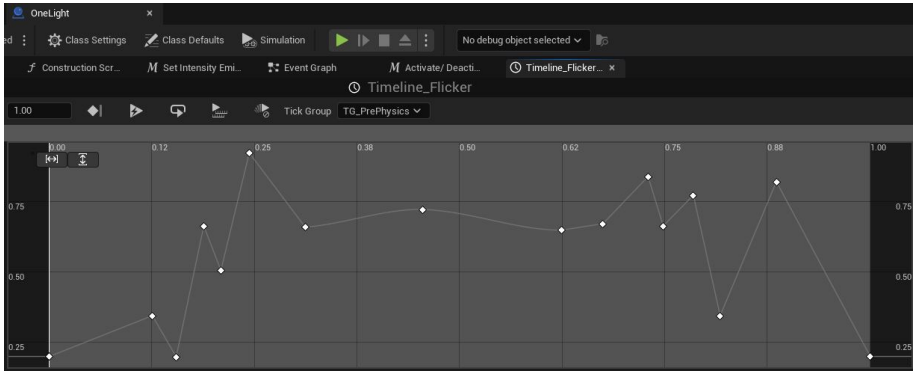
Fade Out: Time in seconds to fade out
Fade In: Time in seconds to fade in
Loop Hold On: Time the light stays on
Loop Hold Off: Time the light stays off

Attributes have no effect

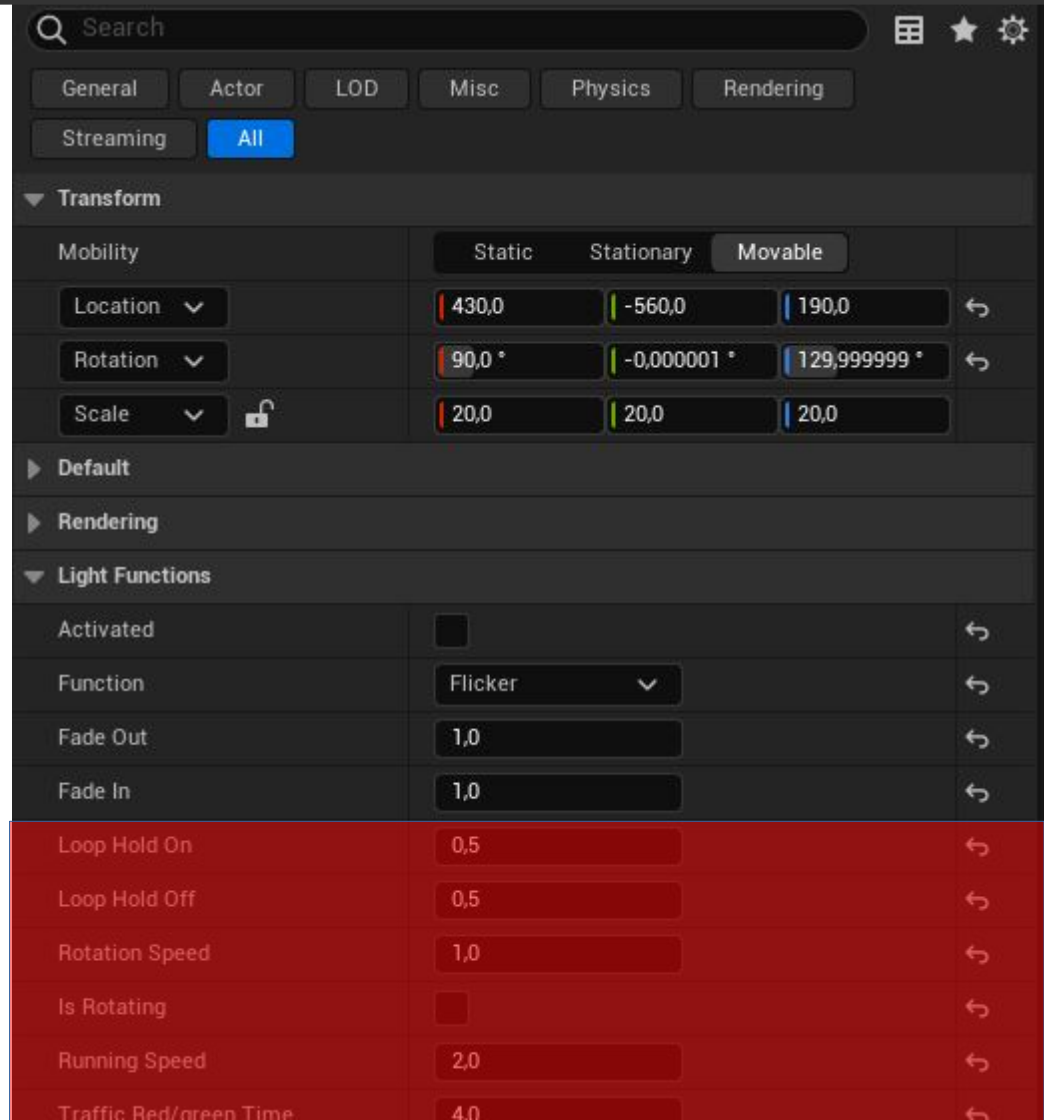
OneLight - Details Panel

Function: Flicker

Continues Flicker, defined by a Timeline Function, adjust as you prefer



Fade Out: Time in seconds to fade out
Fade In: Playbackspeed of the Timeline Function to have a fast or slow flicker effect



Attributes have no effect

OneLight - Details Panel

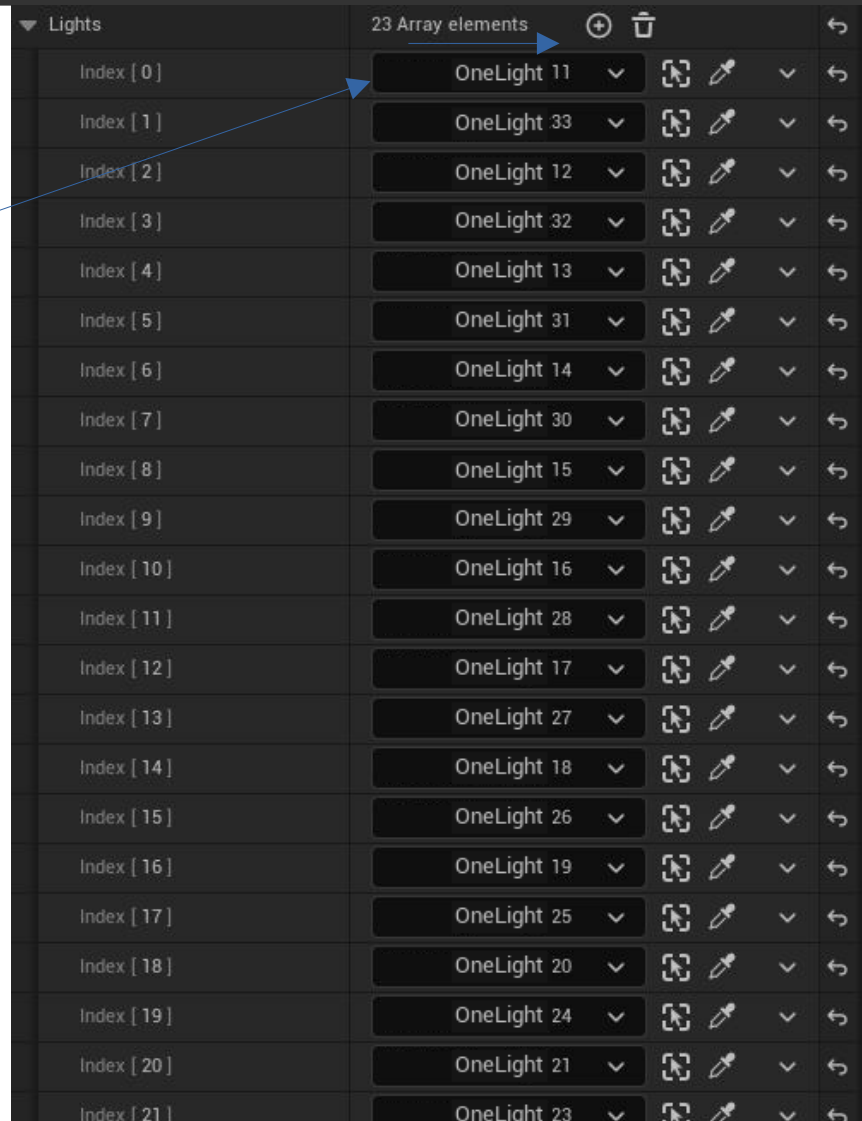
Function: Running Light

RunningLightSwitch holds the Lights
Add Lights in the Details Panel.
If you copy the lights in the scene, they get numbered.
Use this number to easily add the light.
For example:
Click inside the drop down menu and typ „11“ and hit enter.

The Function always start with Index 0 to the last index.
Choose on your desired animation in wich order to add the lights.

This example shows a running light from left and right to the middle.

Attention: Running Lights cannot start activated by them self, please use the switch or external trigger.
Set the Running_Light_Switch to „Activated“, all the lights uncheck „Activated“, in this way the Switch will start the Running Light on game start.



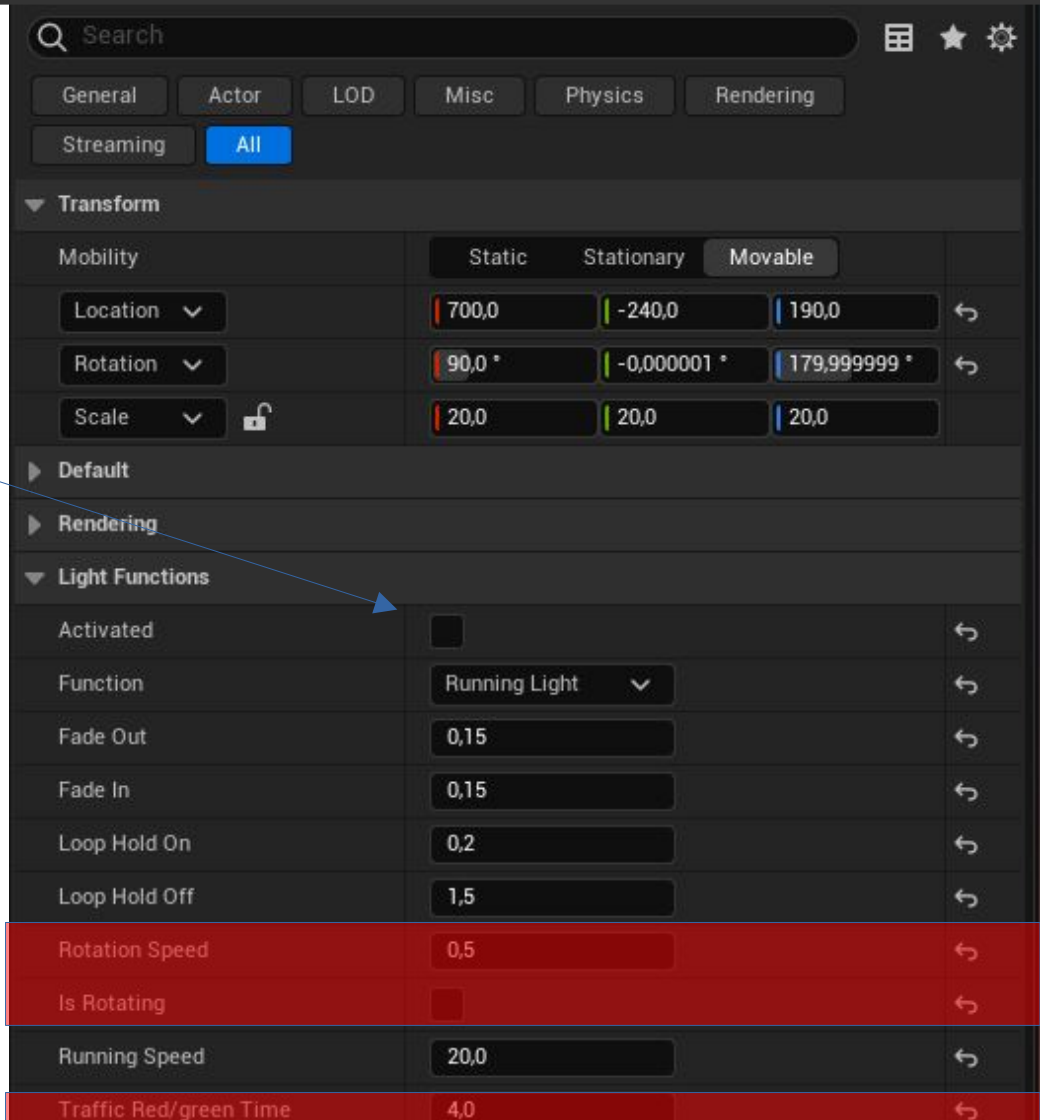
Attributes have no effect

OneLight - Details Panel

Function: Running Light

Select all the Running Lights and edit the parameters.

Do not check, always uncheck!



Fade Out: Time in seconds to fade out for a single light
Fade In: Time in seconds to fade in for a single light
Loop Hold On: Time the single light stays on
Loop Hold Off: Time the single light stays off

Running Speed: The speed of activating one light after the other

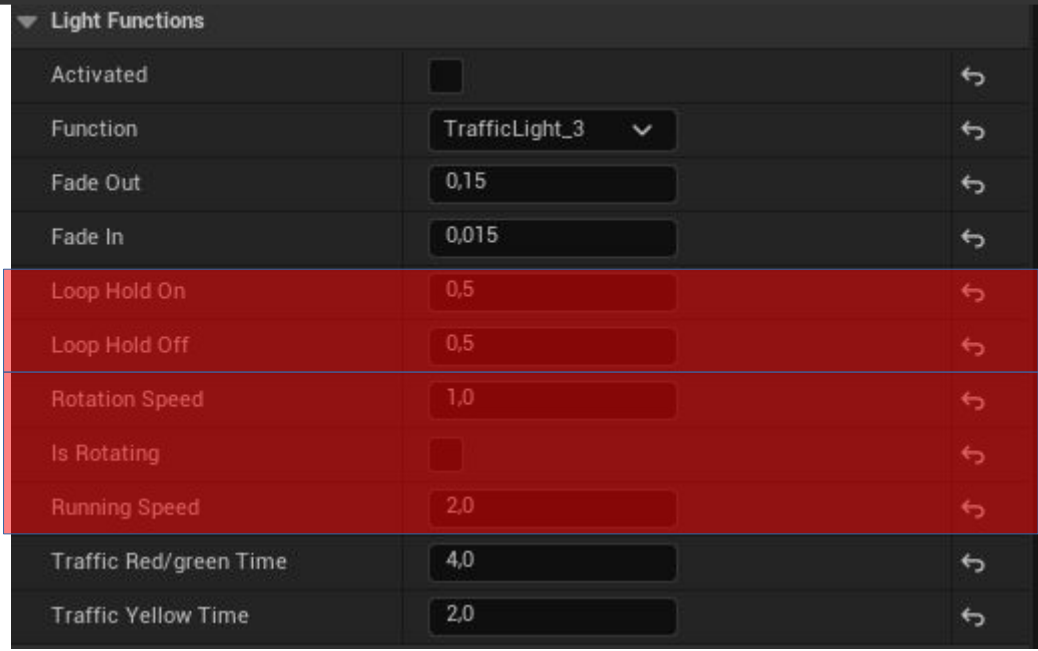
The whole sequenz needs to pass once before able to start/stop. therefore a delay on the switch is set, delay time depends on RunningSpeed and Light count.

Attributes have no effect

OneLight - Details Panel

Function: Traffic Light
FadeIn/Out Settings here are quit realistic

Experimental!
Not stopable!



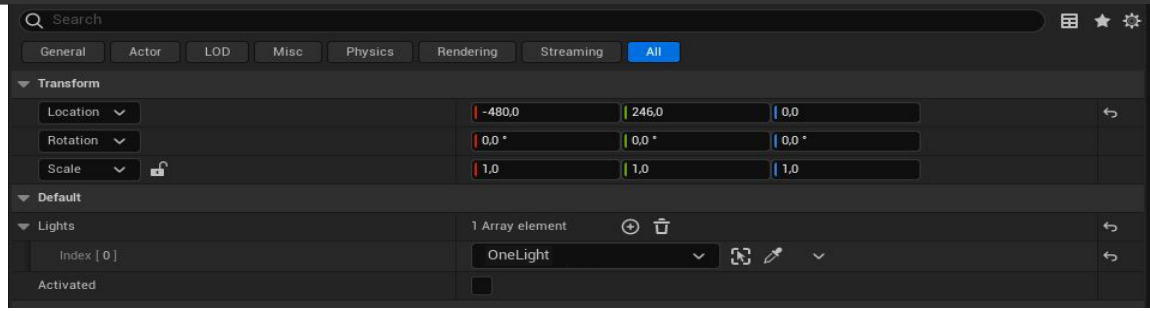
Fade Out: Time in seconds to fade out
Fade In: Time in seconds to fade in

Traffic Red/green Time: The time the red and green light stays on
Traffic Yellow Time: The time the yellow light stays on

Attributes have no effect

Light Switch - Details Panel

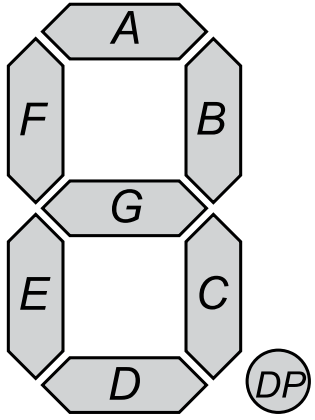
The Light Switch has an array, where you put your
lights this switch should activate.
Choose if the switch starts activated or deactiavted.
→Always check also the „Activated" at the Light when it is checked here
See Page 2

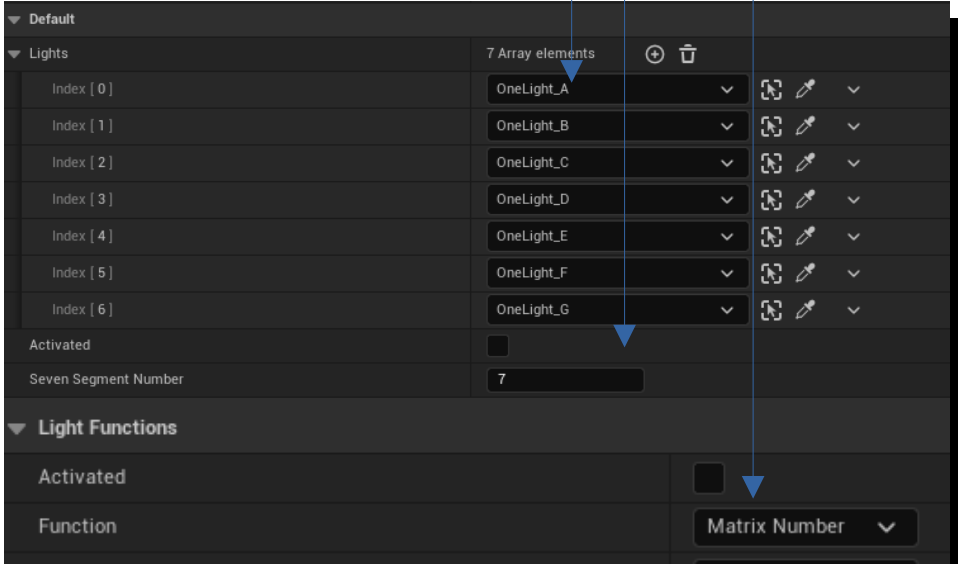


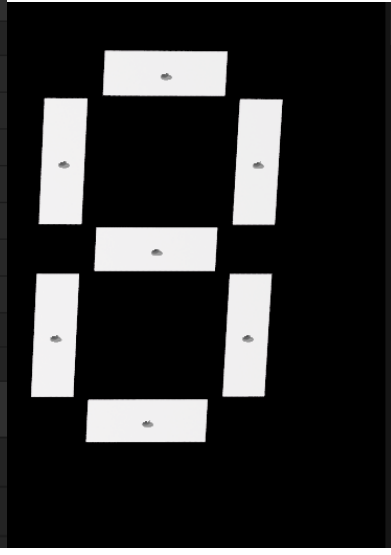
7 digit Display

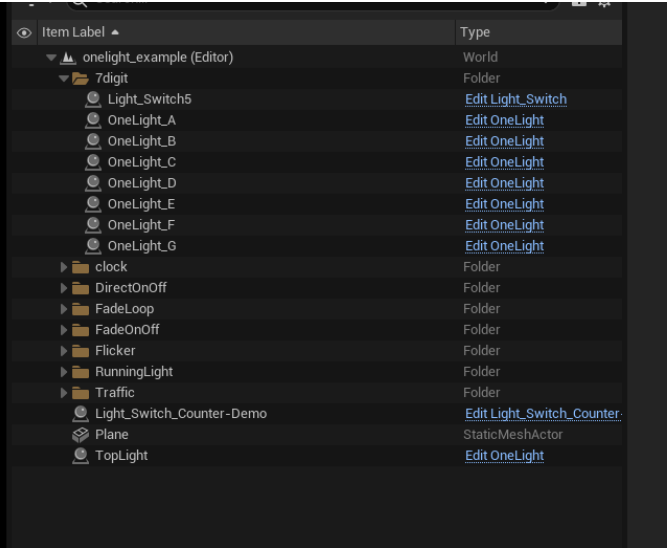
Order the OneLight(s) like displayed, from A to G.
LightSwitch: also add the lights from A to G.
Set your number of choice. „Seven Segment Number".
Choose new function „MatrixNumber" for every OneLight.

Seven_Segment_Struct is needed to be in the ContentFolder.
Different states are saved here.
(see page 12)





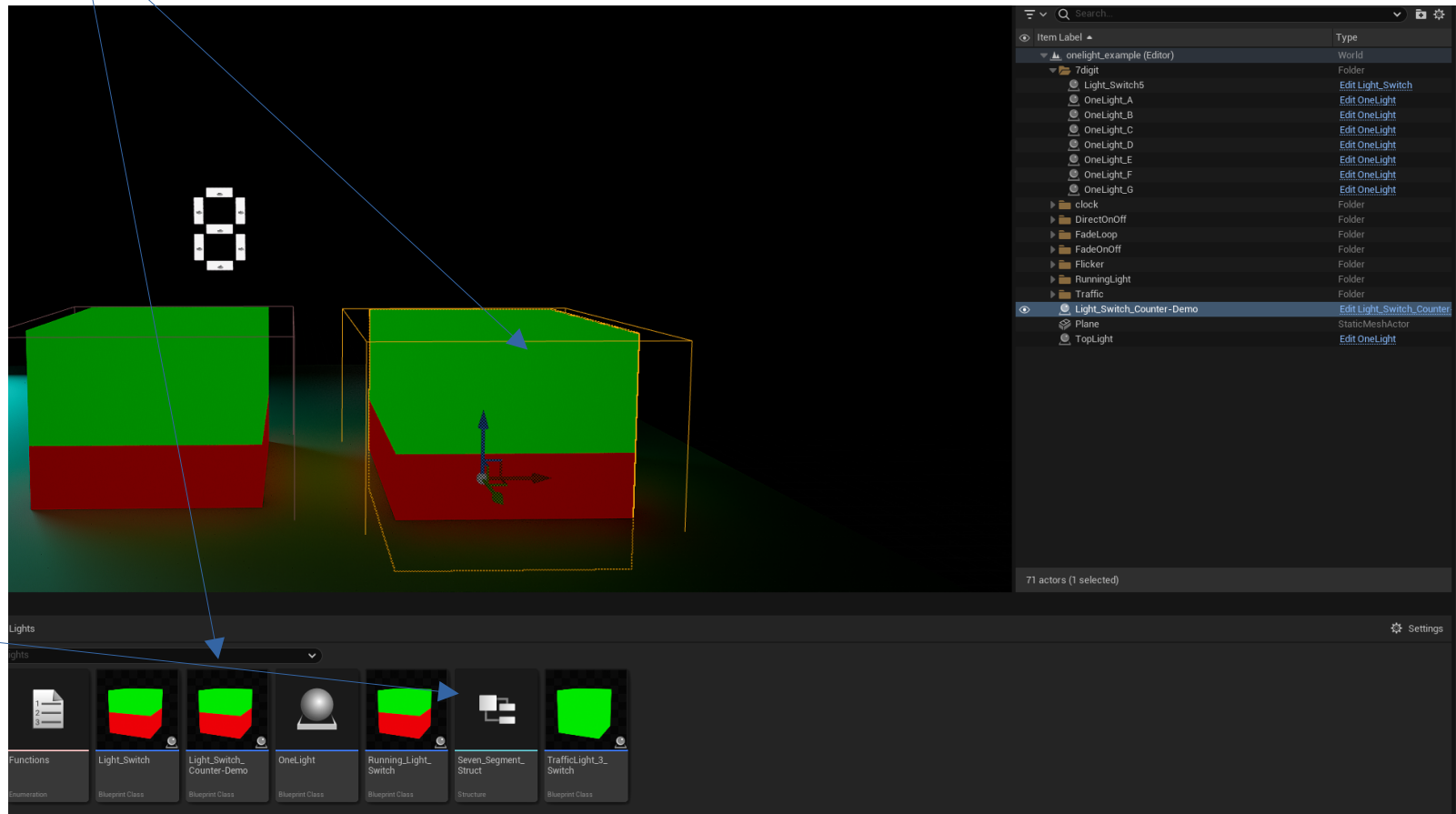




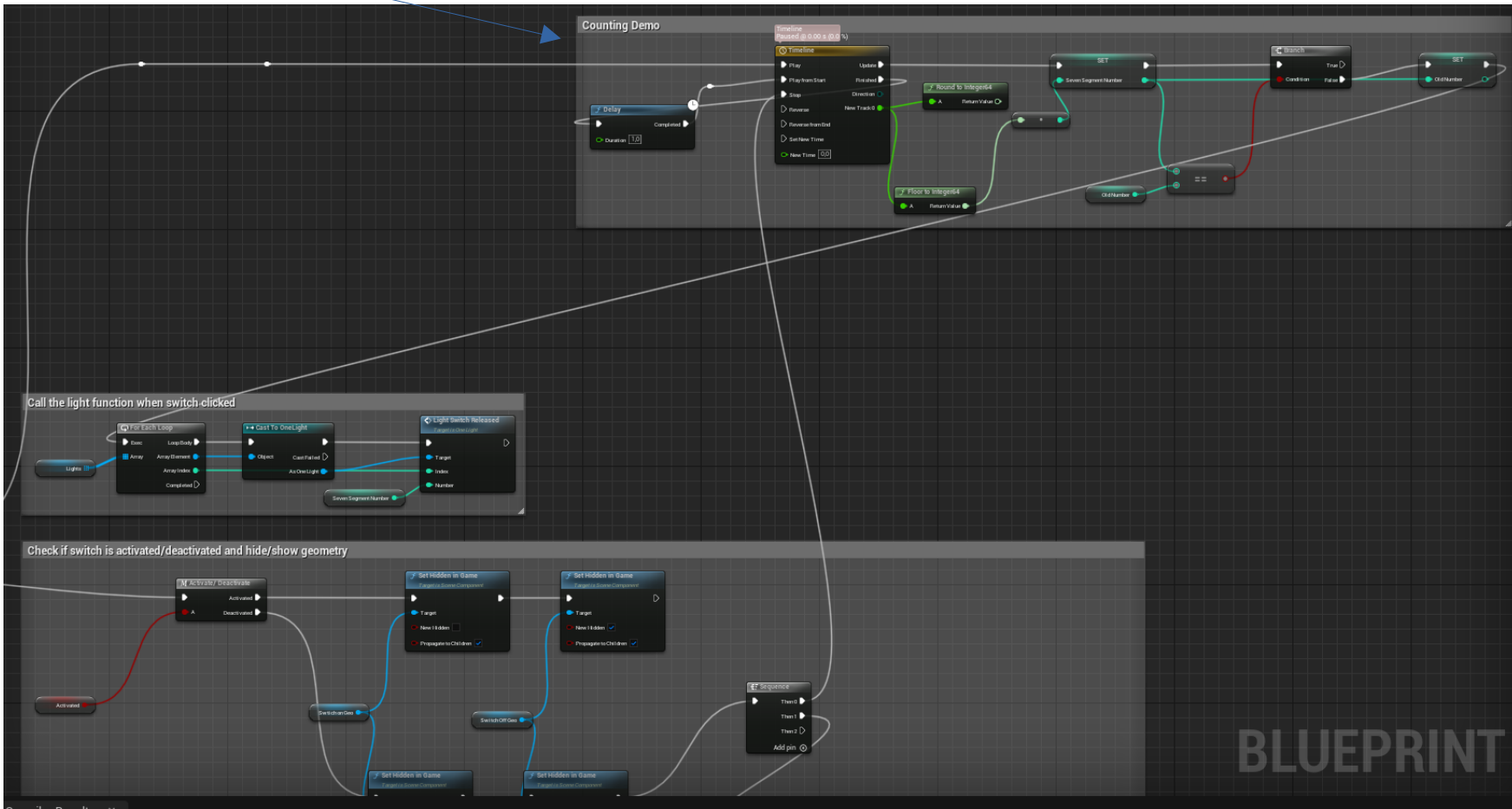
7 digit Display – Counter Demo

In the example scene you find a demo how to create a countdown.
Use the Switch „Light_Switch_Counter-Demo“.

Seven_Segment_Struct

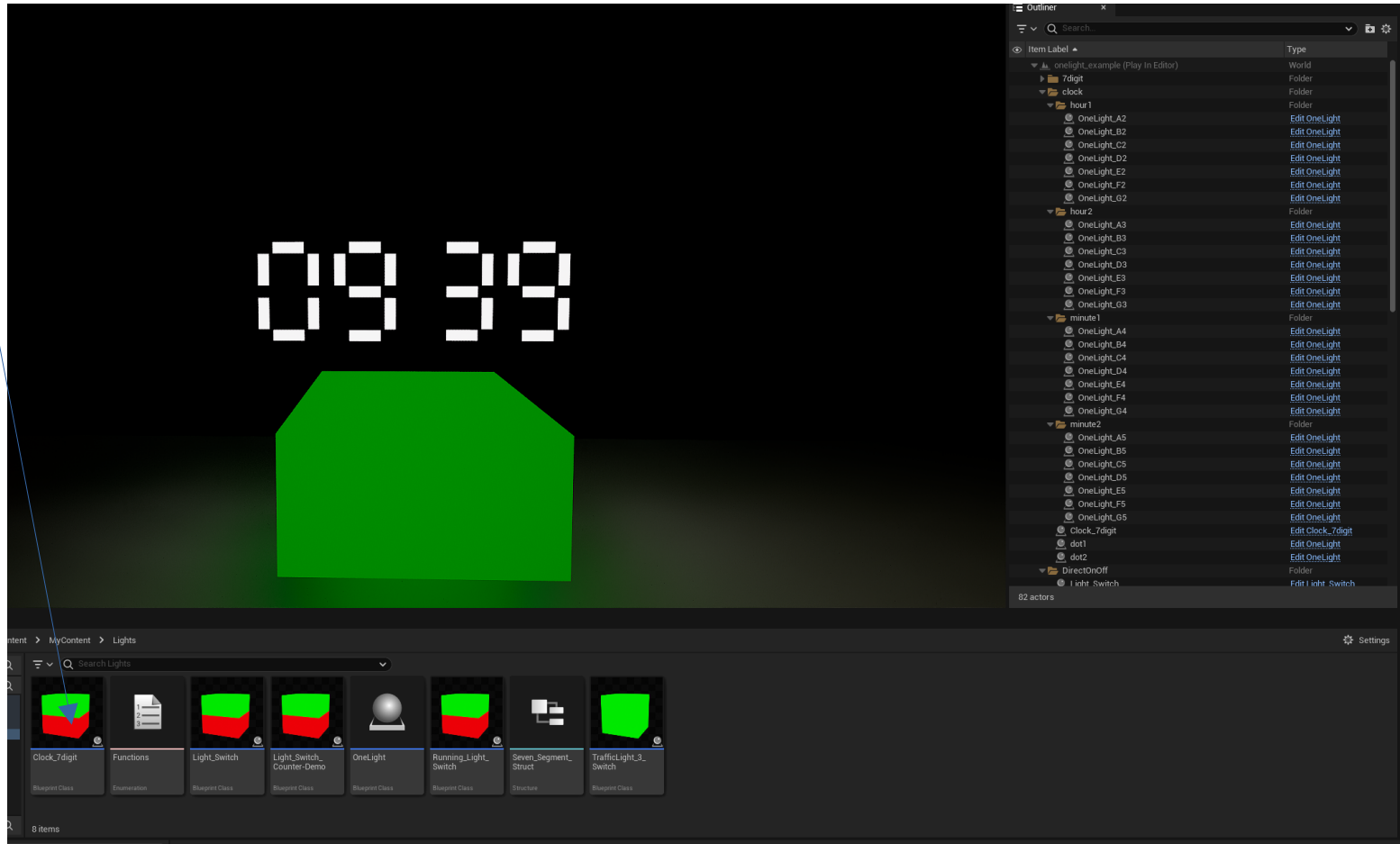


7 digit Display – Counter Demo BP



7 digit Display – Clock Demo

You can find an example for a clock using the 7 digit display.
It gets the local time in the blueprint of the „Clock_7digit“ BP.



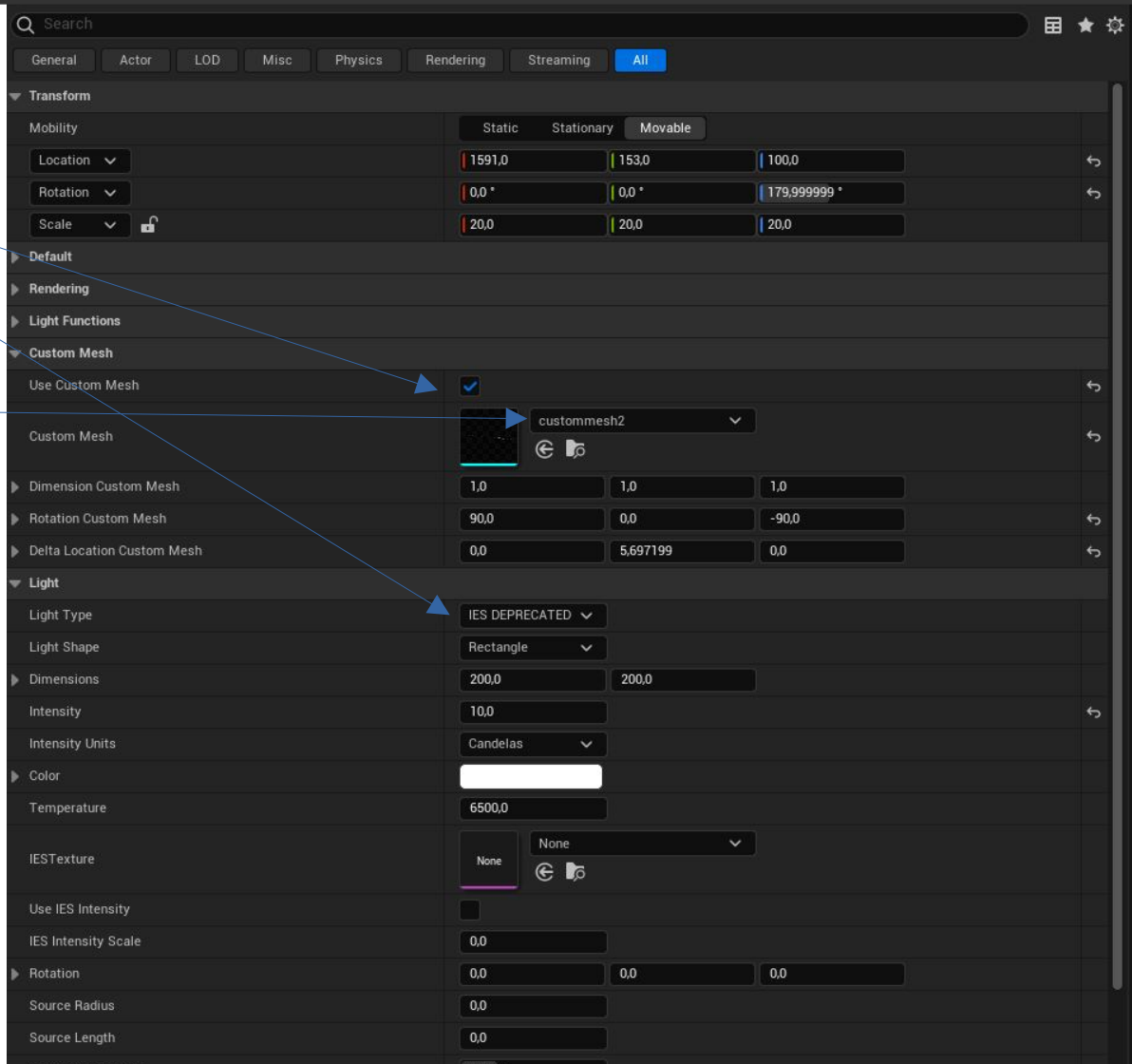
Custom Mesh

New Category „Custom Mesh“:

Use Custom Mesh: Activate to use a custom mesh.
Set Light Type to „IES DEPRECATED“
Custom Mesh will only have a light shape, not a light component.

Import your own Mesh, it dont need to be placed in the scene.
Choose your mesh.

Control Size, Rotation and Position.



Custom Mesh

Example.

