## IDS 4687 Games Engines – UnrealEd Tutorial 5

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This document can be downloaded at: www.planetunreal.com/squacky/UnrealEd-Tutorial5.doc

Tutorial 5 – Lava Zones

This tutorial will build on the map started in Tutorial 1. We want to add a lava pit to our level. Making lava is just like making water in most respects. First, let's build a "pit" in the floor of one of the rooms to hold the lava. A simple 26*256*256 cube will work. Subtract it as shown in the picture below.
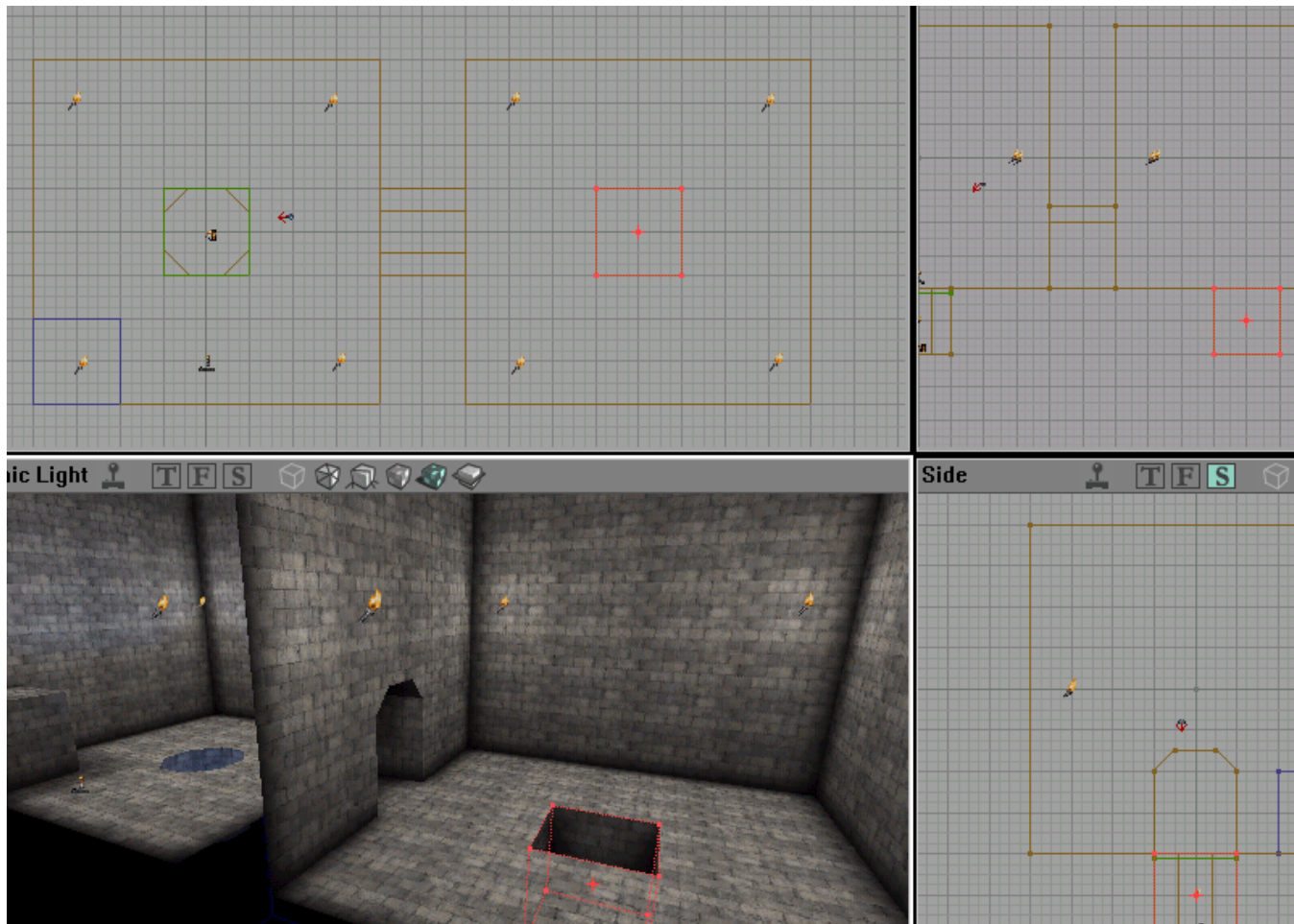
Now build a 256*256 sheet and align it 16 units (one grid square) below the rim of the pit we just subtracted. We aligned correctly it should look like this.
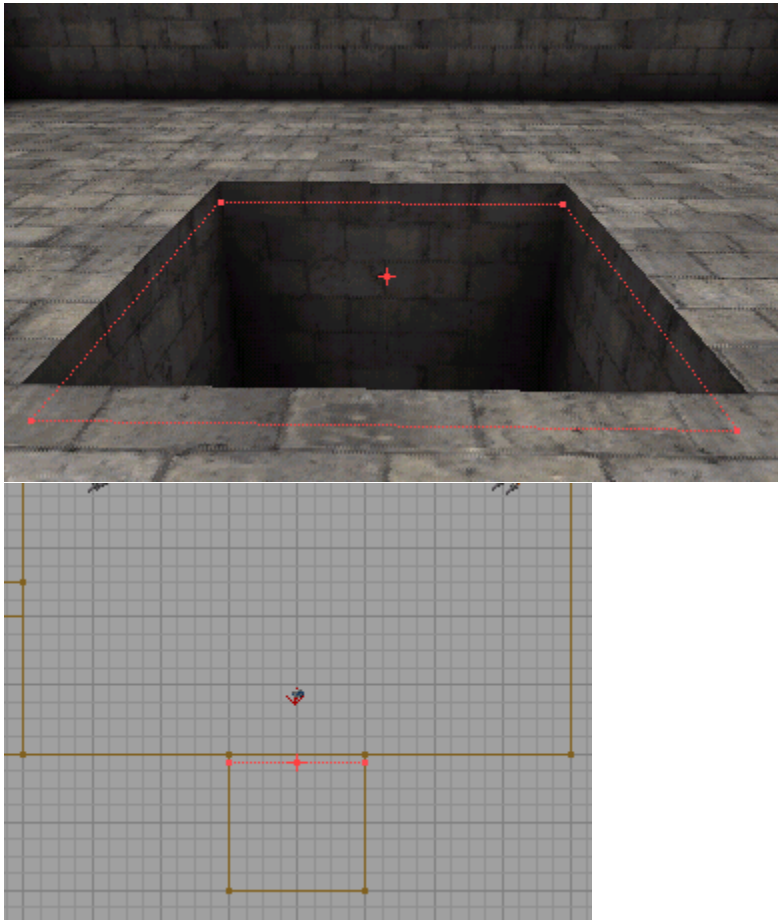

Before adding the sheet we need an appropriate lava texture. Using the TEXTURE BROWSER, open the package "FireEng" and choose an animated lava texture.
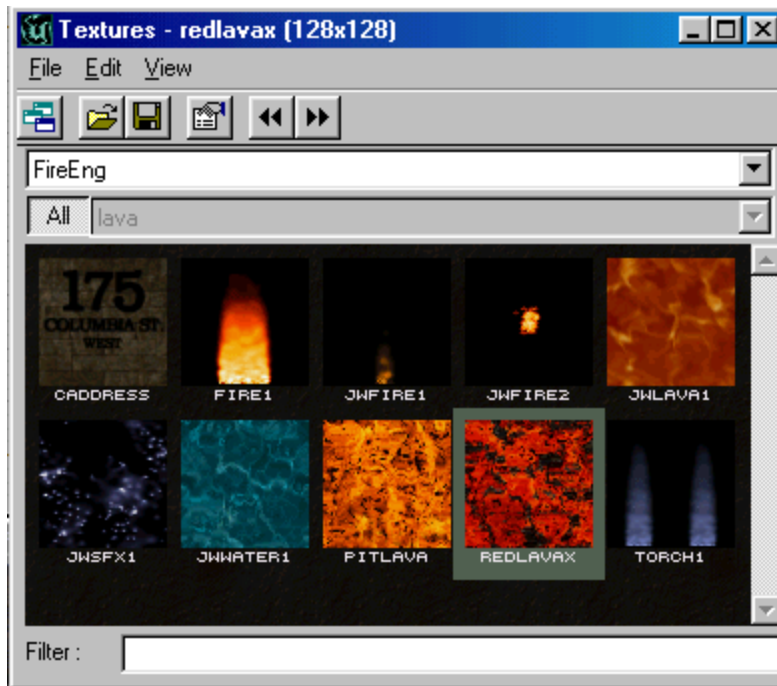
With the texture selected we can now use the ADD SPECIAL BRUSH to add the laval sheet just like we did with water. In the "Prefabs" selection box choose "Water".
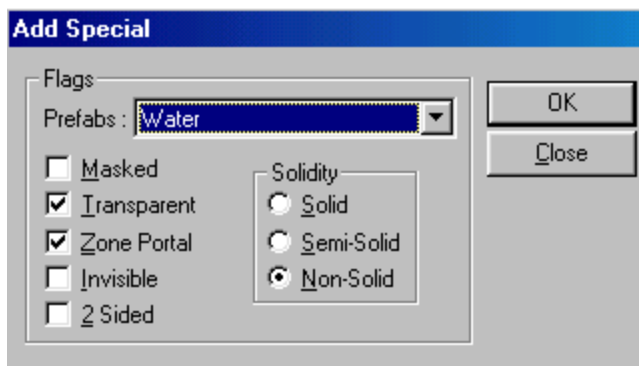
Our lava is now in place. You may need to do a "Build All" before it shows in the 3D window. Let's add some lights to make our lava look realistic. Place a light just above the lava surface and give it a reddish hue as shown in the picture below.
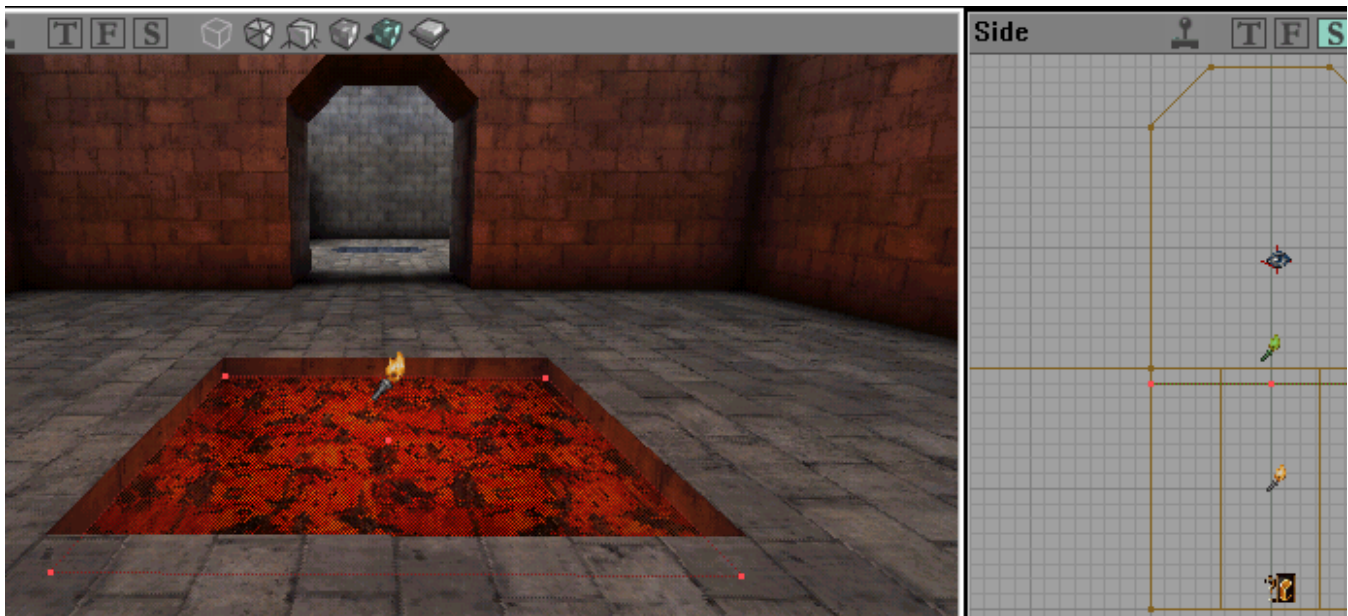
There is one more step to complete our lava pit. We must add a LAVA ZONE actor. Open the ACTOR CLASS BROWSER and select INFO>>ZONE INFO>>LAVA ZONE.
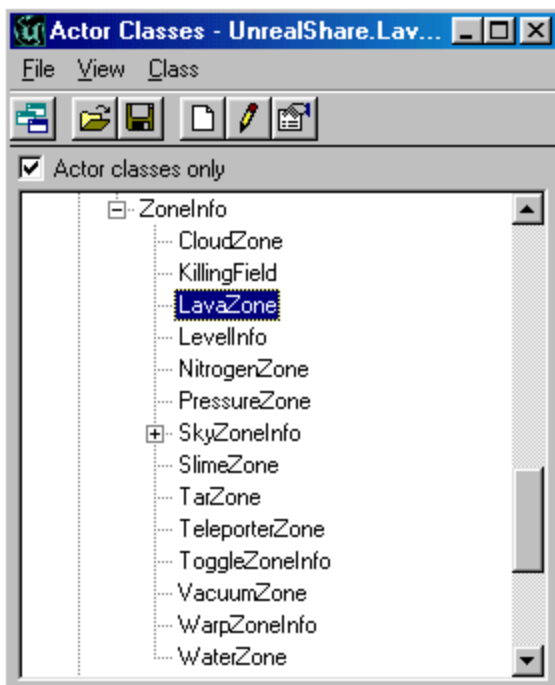
This will make players "swim" when they fall in the lava and take damage.

The amount of damage a player takes can be configured explicitly by right clicking the LAVA ZONE actor and selecting "Lava Zone Properties". Browse to ZONE INFO>>DAMAGEPERSEC. The default is 40.

LavaZone Properties	
⊞ Reverb	
⊞ Sound	
⊟ ZoneInfo	
bBounceVelocity	False
bDestructive	True
bFogZone	False
bGravityZone	False
bKillZone	False
bMoveProjectiles	True
bNeutralZone	False
bNoInventory	True
bPainZone	True
bWaterZone	True
DamagePerSec	40
DamageString	
DamageType	Burned
EntryActor	Class'UnrealShare.FlameExplosion'
EntrySound	Sound'UnrealShare.Generic.LavaEn'