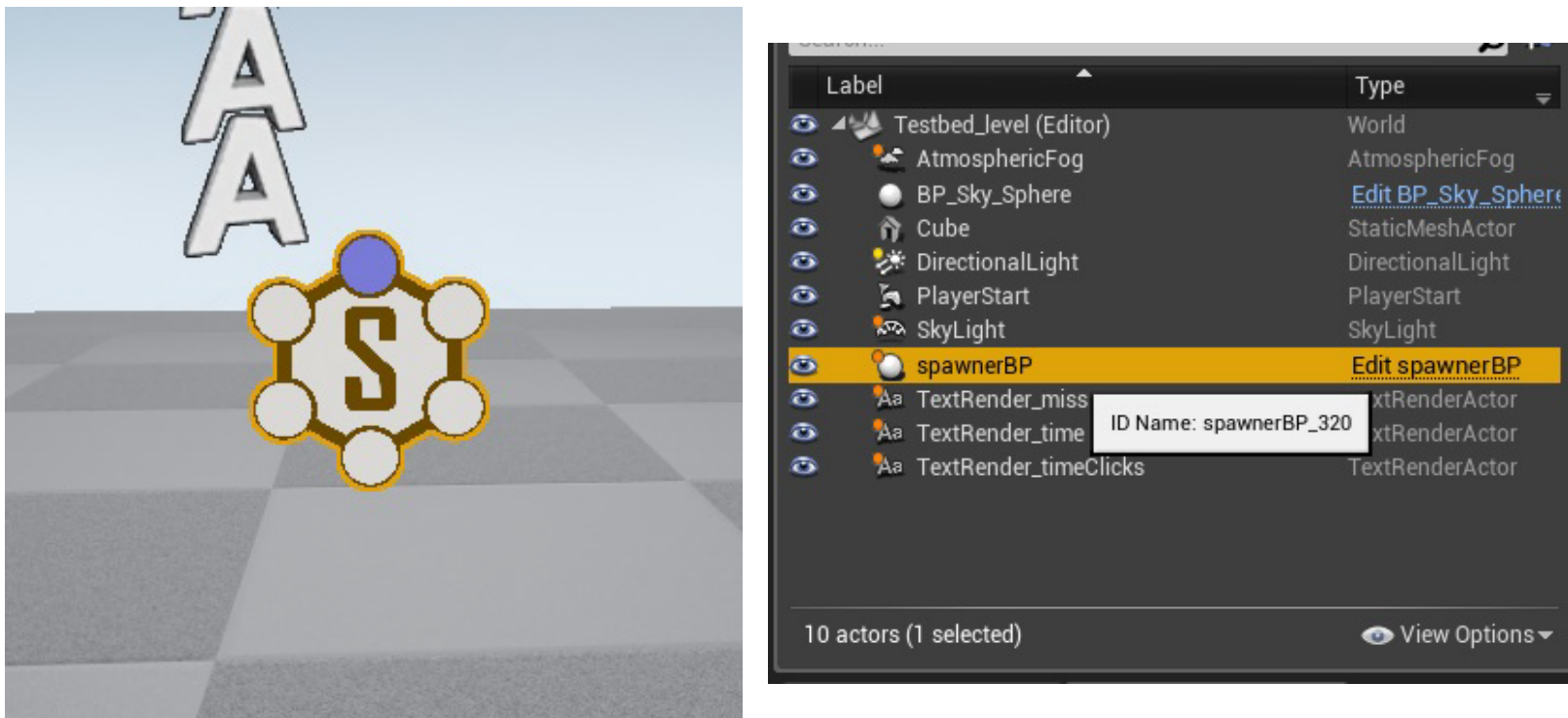


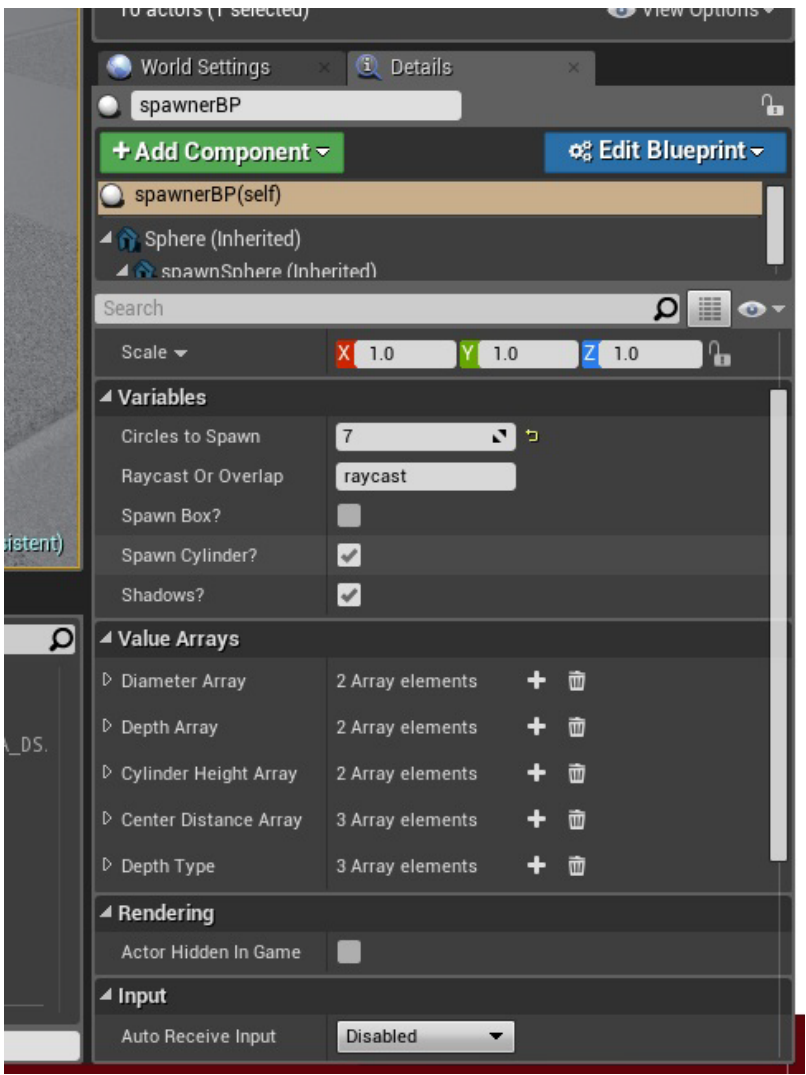
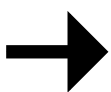
To use:

1.



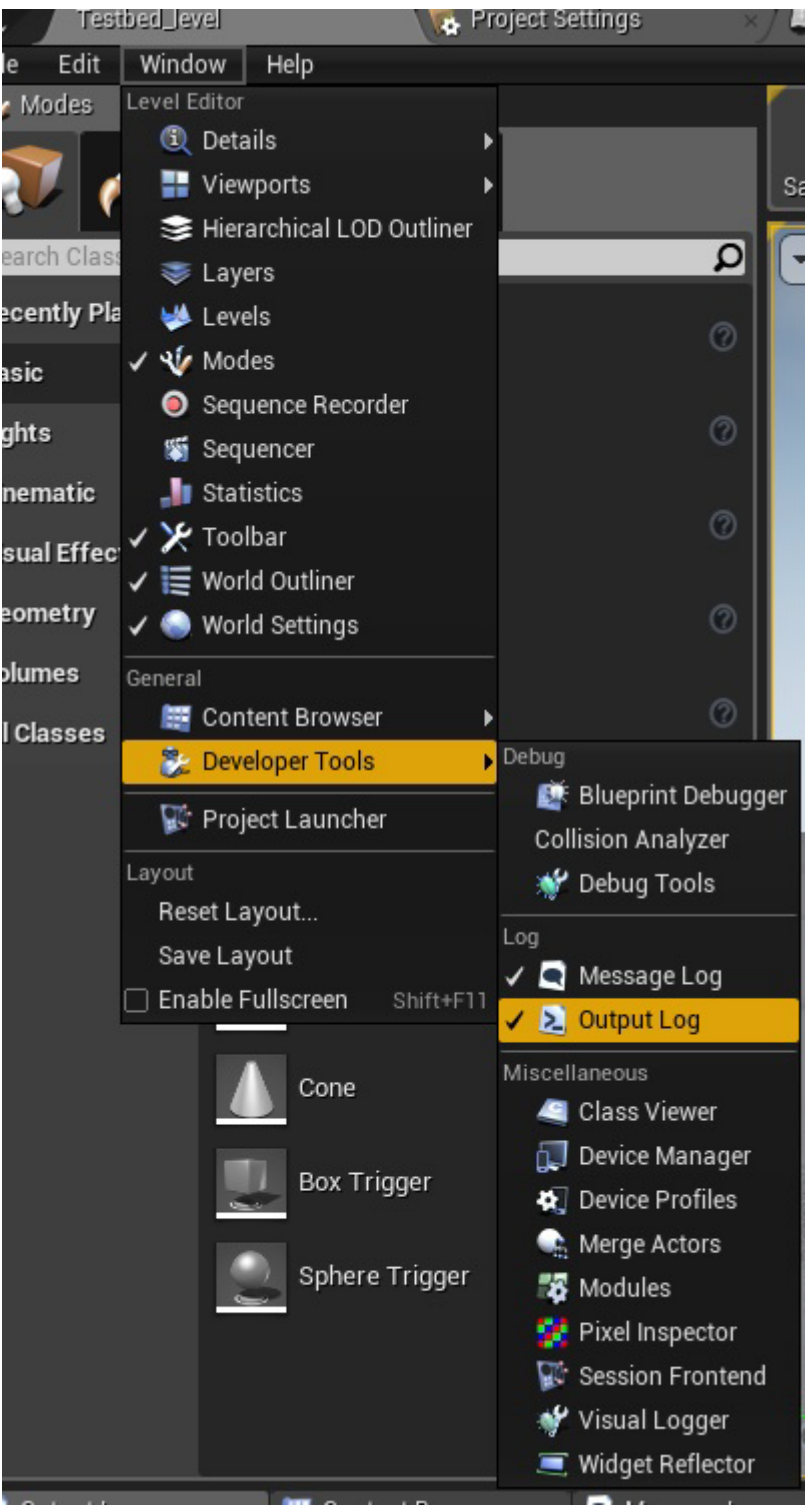
Click on the “S” shape in the level or on “spawnnerBP” in the world outliner

2.



Change desired constant variables in “Variables” section and change “automated” values in “Value Arrays” Section

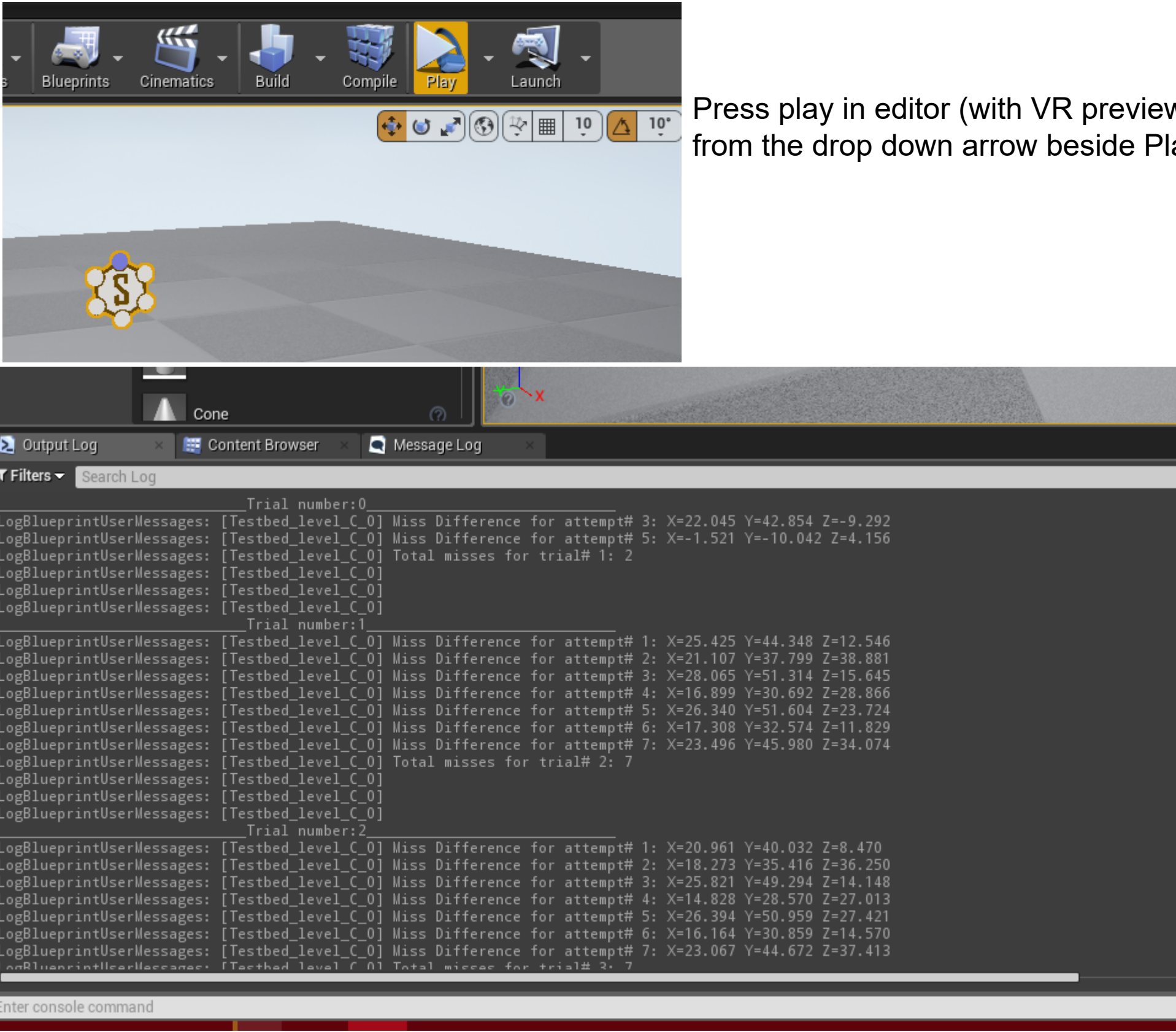
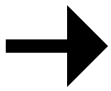
3.



Now, open the Output Log - found in the window tab under developer tools

(clear the log every now and then by right clicking and selecting clear log)

4.



Press play in editor (with VR preview selected from the drop down arrow beside Play)

It will go through 9 “trials” (x # of spheres) and print the Trial #, Miss diff and total misses for each trial