

Thanks for your support for first version of ArchVis VR, We added some new features to the project, You can read instruction for them here:

### Light Switch:

By the light switch class you can toggle On/Off lights in your levels also it has an ability to change brightness on mesh if you have plan for that for example a bulb, to add this ability your material must support this you can make it similar to `M\_RoundCeilingLight\_Mat` this material has a node called brightness to make an effect for simulating the light bulb turn On/Off.

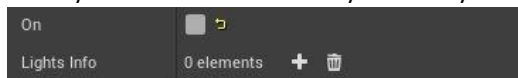
The node name isn't important you can set when you adding options for light.

Also there's a red LED on the switch and when light is off that LED is On.

You can find Light Switch near to main door in Overview map.



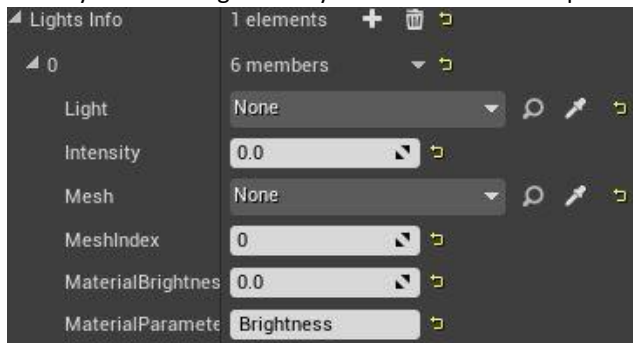
Please add `ArchVisVR\_LightSwitch\_BP` to your level from Content/ArchVisVR/Blueprints/Actor when you click on that actor in your level you can add options like this:



**On:** Turn On/Off in editor

**Lights Info:** You can add different light class to each switch.

When you add to Lights Info you have some other options:



- a- **Light:** Light class you want to add (You can choose one time only for first member if you have one light and different meshes for that).

- b- **Intensity:** Intensity for each light class, like the Light you can set only one time for first member and others will read that.
- c- **Mesh:** Select the static mesh (Light bulb or etc.) in your level for that (It's optional if you don't have.)
- d- **Mesh Index:** It's the Mat ID for the main material you want to change brightness for the mesh.
- e- **Material Brightness:** It's the brightness to apply on material to simulate turning On the light mesh.
- f- **Material Parameter:** It's the name of node (Scalar Parameter) for brightness on mesh's material.

### New Option type Mesh:

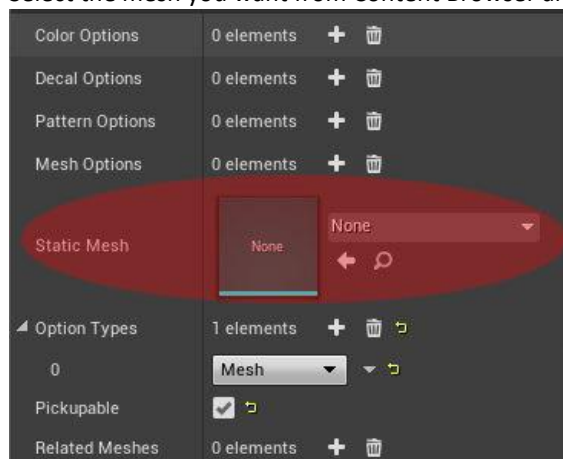
This is another new feature to ArchVis VR, by this option you can change the mesh in your level very easily for example different type of Chairs, Statues and etc.

You can add this option like any other options. There's an example in Overview map you can use that as learning resource. You can change that vase mesh in real time when you open the menu.

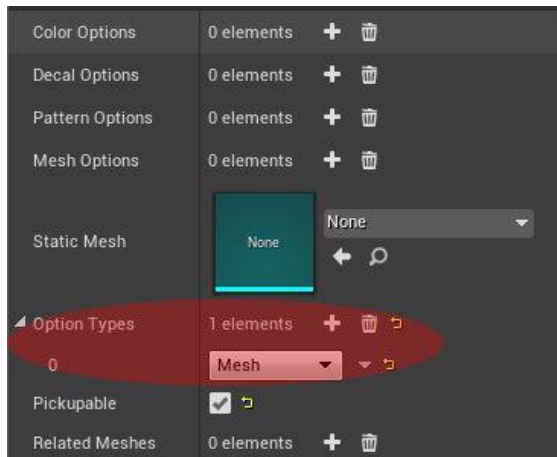


To add this option to your objects:

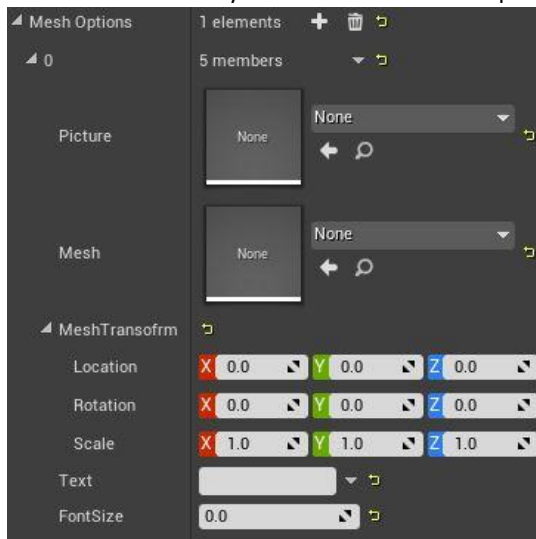
- 1- Go to "ArchVisVR/Blueprints/Actor" and drag & drop "ArchVisVR\_BaseActor\_BP" into your map.
- 2- Select the mesh you want from Content Browser and then click on arrow in front of Static Mesh.



- 3- Click on the plus button for Option Types and then add Mesh.



- 4- Then for each Mesh you want to add click on plus button for Mesh Options.



- a- **Picture:** This is for a texture that you can show a picture on option card from this mesh.
- b- **Mesh:** Select the mesh you want to add.
- c- **Mesh Transform:** You can add an offset transform for each mesh in the list.
- d- **Text:** It's optional if you want to show mesh name or code you can write here.
- e- **Font Size:** You can set a font size for name to display.

### Doors:

The rotating door is fixed now and you can see all doors together in Doors\_Overview map.

For rotating door pivot point is very important.

### Physics:

Now when you release a pickup able actor it'll fall to ground with a realistic physics.

If you have any question or need to add new abilities to your personal project feel free to contact us at:

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