

# Simple Binary Switch

This example uses the impulse sent from a button press to activate the Set Value Event.

This impulse can be generated by any object that can output an Event/Filter impulse including Generic Filters/Hit Triggers/Area Triggers/etc

**Controller LB  
use OnPress**

OnPress

**Set Value Event  
Set  
Value=(Press Y)  
choose the Two  
Input Operator**

Value

**Two Input  
Operator  
Subtraction  
Operand1=1**

Operand2

**Variable Data  
Source  
set the default  
value you  
require  
1=Enable  
0=Disable**

The SVE can pass on its received Impulse creating a chain of events if the SVE Event/Filter is targeted to an object that needs an Impulse, this is important if the binary switch needs to be set up before the object using the value is activated.

"Reset In Checkpoint Restart"  
if enabled will default back to the value you set when a checkpoint is triggered  
if disabled will remain unchanged when a checkpoint is triggered.

Why It Works

The Two Input Operator set to Subtraction acts like a very simple toggle switch  
When the VDS is 1 the subtraction outputs 0 as  $1-1=0$ , this output is passed the the SVE and sets the VDS to 0 when the SVE receives an impulse  
and when the VDS is 0 the subtraction outputs 1 as  $1-0=1$ , again the VDS is updated when the SVE receives another impulse.

the output from  
this is inverse to  
the VDS

This is the output of the binary switch,  
if tied to a check box item, if the VDS output is set to 1 the check box is Enabled or if the VDS output is set to 0 the check box is Disabled.

note:- if there is a specialised trigger event like enable physics/lighting/etc, use that instead of using a switch because there is a reason why its listed.