

# Seat Component

## Block Setup Guide

SeatComponent has several important parameters:

### SeatType

Seat type allows us to discern various seats from each other. This parameter is provided into AnimationController under the key "SeatType". It should be used to select the correct animation for sitting (as cryochamber, bed, passenger seat, even various versions of cockpit).

### PilotDummy

Type of a Pilot dummy.

If a dummy of this type is present on the model of the pilot, that is placed into the seat, then this dummy will be placed into the SeatDummy. If this dummy is not present on the entity, the origin will be used instead.

### SeatDummy

Type of a Seat dummy.

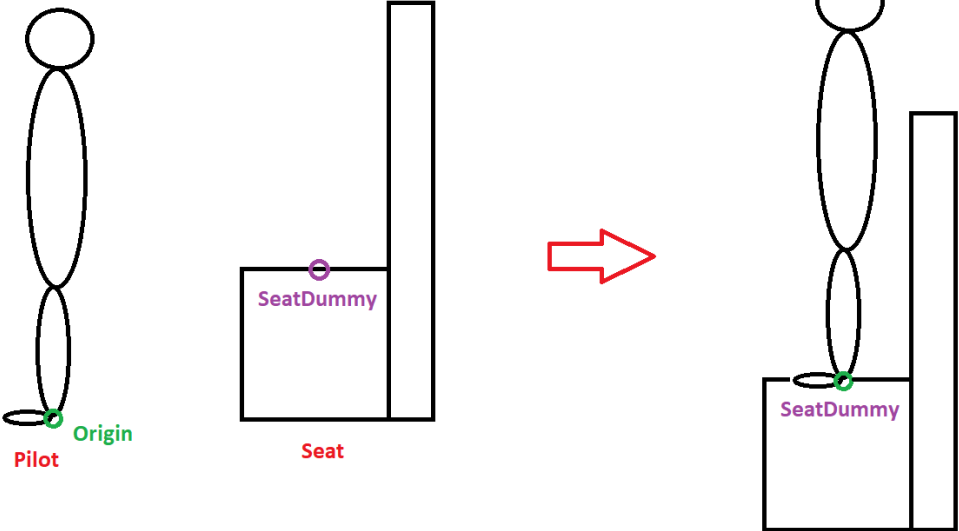
This dummy must be present on the seat's model. When an entity sits into the seat, then it will be placed into the dummy's position with the dummy's rotation. If the entity also has a dummy of a PilotDummy type, then the PilotDummy will be placed into SeatDummy.

### CharacterState

Sitting state of the character is indicated by value 4 in the "CharacterState" blackboard. (SE2-13960 will update this to String/StringIds)

# How to setup Seat and Pilot dummy

Without PilotDummy



With PilotDummy

