



Explanation

- 1) The Interval Trigger sends an impulse every tick to the Generic Filter

2) Depending on whether the trigger is pressed, the filter decides which of the Object Position Events (OPEs) to send the impulses to

3) When not pressed, impulses are sent to the OPE with the global setting, which gets its information from the game character. This locks the object being used as the "bullet" to the game character until it is ready to be fired

4) When the trigger is pressed, a Set Value Event (SVE) changes a Variable Data Source (VDS) to 1, which does two things. First, it creates a false event for the Generic Filter, so impulses are now sent to the OPE with local settings. Secondly, it is connected to the "Enabled" checkbox in the local OPE and the Curve Data Source (CDS), turning them on.

5) The local OPE moves the bullet in the desired direction for the amount of time and distance as specified in the CDS

6) After impulses are sent to the OPE, they are passed on to an SVE set to "increase" another VDS

7) Another Generic Filter compares the value in the VDS with the amount of ticks the bullet takes to reach the required distance. When the two are equal, the filter lets an impulse through to the beginning of the chain and the process starts again

If this method still does not work, try using this tutorial: "Simulating trigger activation with objects being moved by OPEs". You can find it in the OPE section or by clicking this bubble

Make sure the target will be inside the physics bubble when it is hit, or the Hit trigger will not work.