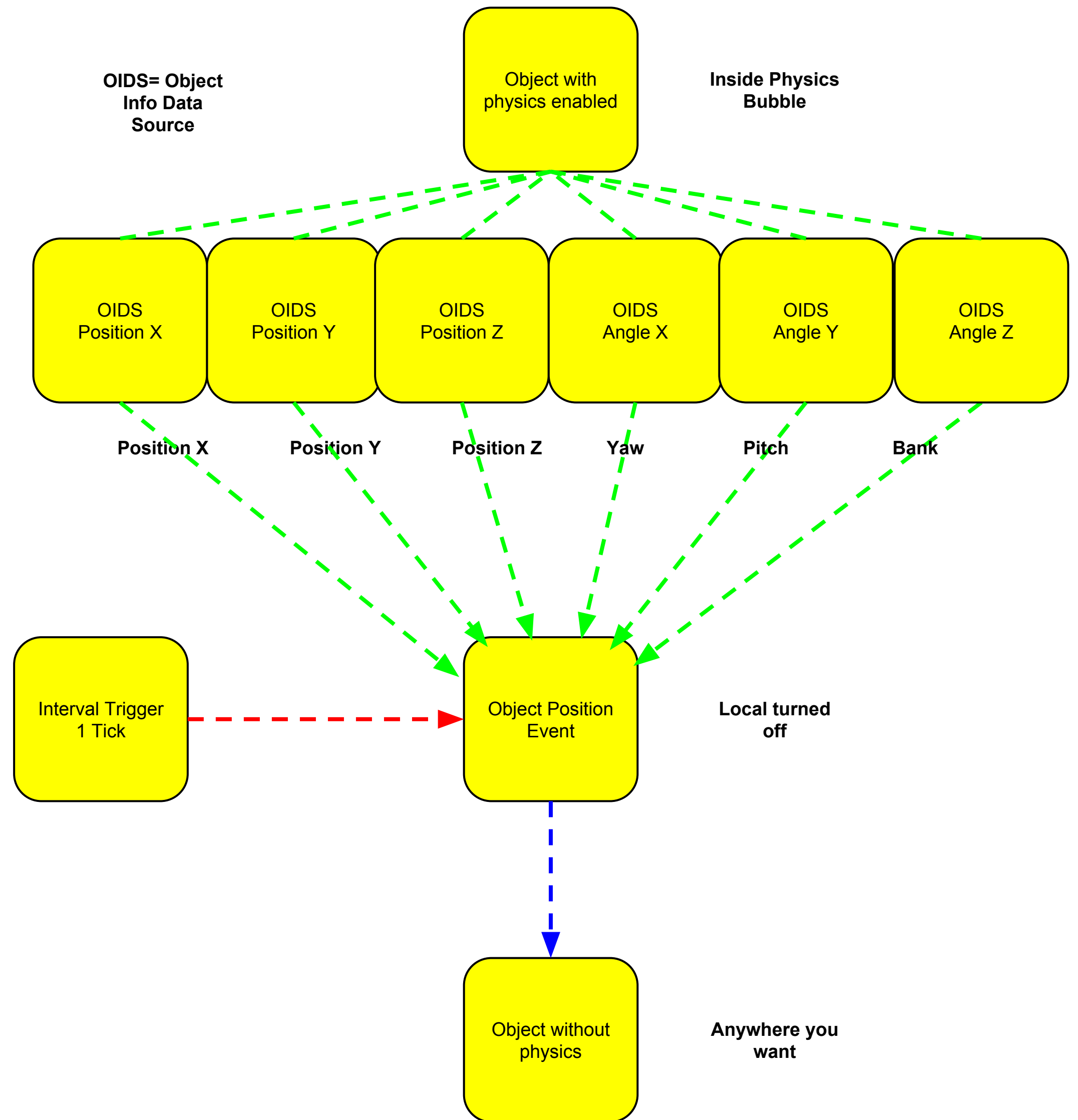


This copies the movement of an object inside the physics bubble to another object without physics. This means the object without physics can be placed ANYWHERE you want. Just make sure the object inside the bubble has time to finish the movement before it leaves the physics bubble.



The object will start moving as soon as the physics bubble hits the physics enabled object and stop moving once that object leaves the physics bubble.