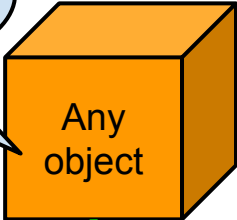


Creating a Custom Placed Rider Snapshot - Trials Evolution editor tutorial

Hello, and first of all, this tutorial shows how to make a snapshot where the rider would be at a different place instead at start, where you want him so your track snapshot would look cooler. This works because the Object info data source also monitors the object is in the EDITOR camera. When you did this and you're ready to take the snapshot, just press [back] and move the editor camera to the object and now you can take your cool snapshot! Don't worry about cheating with the portals as long this object is away from seeing it when playing. The best is to animate the object behind the game camera, so it won't be ever seen when playing. It's not very complex at all ;)

(DLC required)

Be sure that this object won't be in the camera view when playing the track!



Object info data source: Visible on screen

Interval Trigger: 1 tick

Generic filter
Equals

Comparison value 1

Comparison value 2: 1

State event: Off

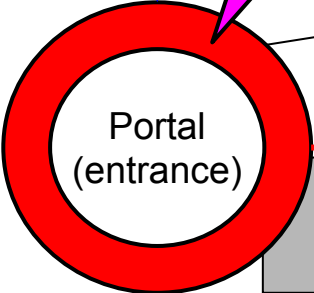
State event: On

Place this portal at the start where the rider can get in

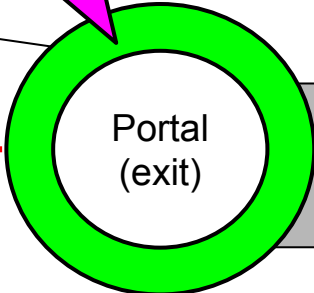
Link these together

Place this portal at your desired position and rotation for the snapshot

If you don't have any DLC, you can use the Player event: Reset to- checkpoint/driveline instead the portals, but it's not possible to position the rider accurately where you want.



Enabled []
Disable after hit [X]
Effect enabled []



Enabled []
Keep speed [?]
(You to decide)
Effect enabled []