Luthanick

Area Trigger

When the area trigger is hit, it will make the object move to the position of the copied object. Adjust the interpolation speed and max step to control the speed.

OIDS= Object Info Data Source

Copy of object Invisible

On Hit

Splitter

OIDS Position X

OIDS Position Y

OIDS Position Z

Value

Value

Value

Set Value Event Set 1.00

Set Value Event Set

Set Value Event Set

Set Value Event Set

Erase after Variable Data Source has the Value. Data Source will retain value.

Erase after Variable Data Source has the Value. Data Source will retain value.

Erase after Variable Data Source has the Value. Data Source will retain value.

Variable Data Source 0.00

OIDS Position X

Value

Variable Data Source

Variable Data Source

Value

OIDS Position Y

Variable Data Source

Value

OIDS Position Z

Optional. connect a trigger to this to turn off Interval trigger.

Set Value Event Set 0.00

Interpolate Exponential Speed:1 Max Step:3

Interpolate Exponential Speed:1 Max Step:3

Interpolate Exponential Speed:1 Max Step:3

Enabled

Position X

Position Y

Position Z

Interval Trigger 1 Tick

Object Position Event

Local turned off Modify rotation turned off

Object

Set up the object before you make the logic. Place the copy of the object where ever you want the object to go to.

Once this is set up, you can move the copied object anywhere you want and it will automatically update the logic.