Interval Trigger

If you want to stop the object at some point, use a trigger and state event to deactivate the interval trigger.

OPE

Local box
UNCHECKED

Object you want to follow the rider / bike / custom character

Position X

Position Y

Position Z

2-Input Operator

Add: -0.10

2-Input Operator

Add: 0.20

2-Input Operator

Add: 0.25

These are to adjust where the object will be.

Press Y on Operand 2 and select Position X / Y / Z below.

ONLY IF YOU NEED DECIMAL VALUES
Press Y on Operand 1, then select the 2-Input Operator in brown directly below.

Operand 2

Operand 2

Operand 2

Position X

Position Y

Position Z

These all read the bike's (or rider's or custom character's) coordinates at all times

Operand 1

Operand 1

Operand 1

2-Input Operator

Divide

2-Input Operator

Divide

2-Input Operator

Divide

Operand 1: -10

Operand 2: 100

Operand 1: 20

Operand 2: 100

Operand 1: 25

Operand 2: 100

You only need these operators if you need decimal values.

Once you get the values you need, you can delete these operators

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