JaminBen007
(with help from sparkierjonesz)

Interval trigger
Start: 0
Interval: 3200 ticks

Impulse delay filter
Delay ticks: 400

Impulse delay filter
Delay ticks: 800

Impulse delay filter
Delay ticks: 800

Impulse delay filter
Delay ticks: 400

Impulse delay filter
Delay ticks: 400

State event
Type: On
1

State event
Type: On
2

State event
Type: On
3

State event
Type: On
4

State event
Type: On
5

State event
Type: On
6

The initial interval trigger should be set to repeat after the total ticks it takes to make one loop of the path, in this case 3200. Each delay filter is set to match the ticks taken to reach the beginning of each turn from the beginning of the last.

Using this system, any shape path could conceivably be achieved. Simply reconnect the state events to the turns and adjust the timings accordingly.

90 ticks results in a 90 degree turn, but any amount could conceivably be used.

For faster or slower turns, you can adjust the timing of the interval trigger, or the value in the SVE. If you do change the value, you will also need to adjust the "Disable after impulses" in the interval trigger so the desired angle is still achieved.

Interval trigger
Enabled: Unchecked
Start: 0
Interval: 1 tick
Reset when enabled: Checked
Disable after impulses: 90

Interval trigger
Enabled: Unchecked
Start: 0
Interval: 1 tick
Reset when enabled: Checked
Disable after impulses: 90

Left turns

Right turns

Set value event
Type: Decrease
Value: 1.00

Variable data source
Value: 0

Set value event
Type: Increase
Value: 1.00

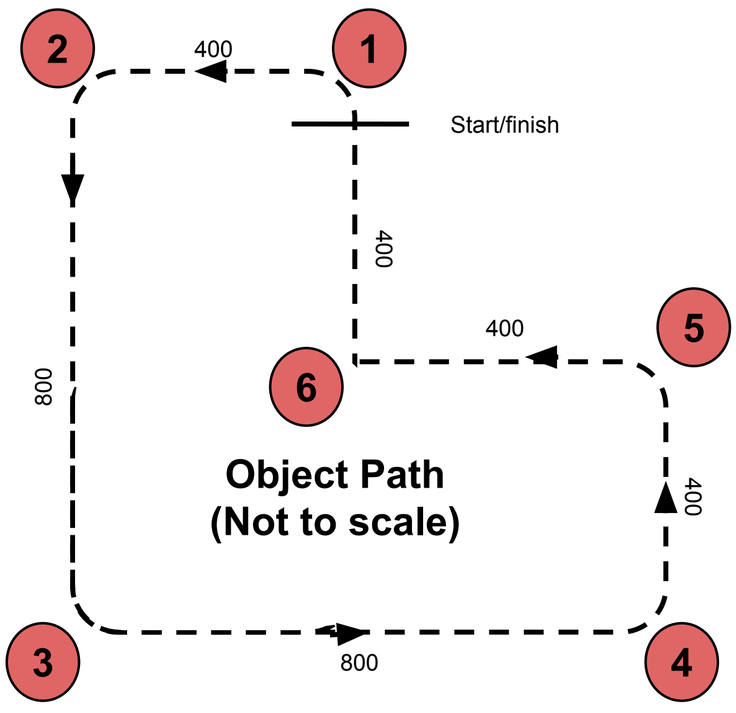
Yaw

Depending on your object it may not be the "x axis" and "yaw" that you need to change. You may need to use some trial and error to work out which axis you need.

Interval trigger
Start: 0
Interval: 1 tick

Object Position Event
Local position: Checked
Local rotation: Checked

Set value event
Type: Increase
Value: 1.00

X axis

Variable data source
Value: 0