JaminBen007

This can be any trigger that you choose to begin the sequence of moving the physics bubble

Trigger

Set value event
Type: Set
Value: 1

Put the events here that you want to occur once the physics bubble has moved. If you're changing the camera you'll need a delay filter before the camera event to allow for the change, and another camera event to change back afterwards

Event/s

The delay filter should be set to how long your events take to occur

Impulse delay filter

Set value event
Type: Set
Value: 0

Variable data source
Value: 0

The rider will not move outside the physics bubble, but if you need to freeze him for any reason, tie the freeze check box in the bike and rider to this data source

Comparison value 1

Interval trigger
Interval: 1 tick

Generic filter
Type: Equals
Comparison value 2: 0

On true

On false

Object position event
Modify position: Checked
Local: Unchecked
Modify rotation: Unchecked

Position X

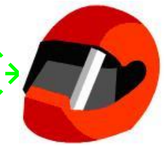
Position Y

Position Z

Object info data source
Type: Position X

Object info data source
Type: Position Y

Object info data source
Type: Position Z



Open up the dummy object's advanced physics properties, and set the physics type to "Decoration only"

Dummy object

Physics bubble
Follow: Select dummy object
Properties: Glue to target

If you have the DLC the 3 Object Info Data Sources can be replaced with 1 Vector Object Info Data Source

i

Object position event
Modify position: Checked
Local: Unchecked
Modify rotation: Unchecked

Position X

Position Y

Position Z

Object info data source
Type: Position X

Object info data source
Type: Position Y

Object info data source
Type: Position Z

Dummy object

Place this dummy object where you want the physics bubble to go. Once you are happy with the location this dummy object and the Object info data sources can be deleted, the OPE will retain the coordinates