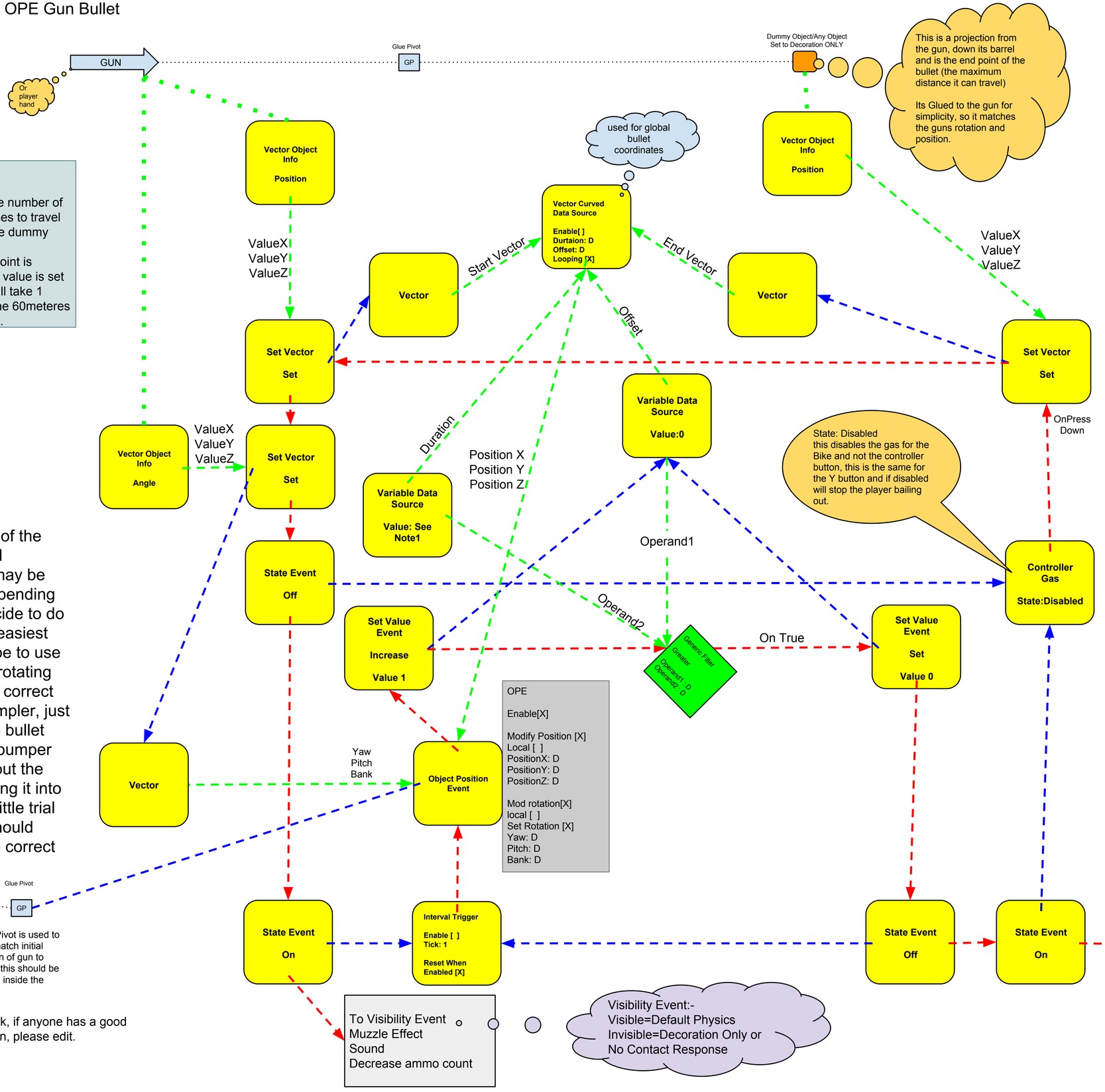
Simple Looping OPE Gun Bullet

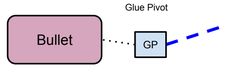
No DLC?
Replace each of the Vector Object Info with 3xObject Info set on PositionX/Y/Z or AnglesX/Y/Z.
Replace each Set Vector with 3x Set Value Event and also add storage for each position using Variable Data Sources.
Replace the Vector Curved Data Source with 3xCurved Data Sources and map the Start (gun side)and End (end point) to Position X,Y and Z for each.

NOTE1

This value sets the number of steps the bullet uses to travel from the gun to the dummy object end point.
if the gun to end point is 60meters and this value is set to 60, the bullet will take 1 second to travel the 60meteres at 1 meter per tick.



The orientation of the bullet may need adjusting, this may be complicated depending on how you decide to do this, i think the easiest method would be to use a glue pivot so rotating the bullet to the correct axis is made simpler, just by selecting the bullet object with the bumper button(i.e. without the pivot) and rotating it into place. this is a little trial and error but should always produce correct results.



Glue Pivot is used to help match initial rotation of gun to bullet, this should be placed inside the bullet.

footnote: needs work, if anyone has a good explanation, please edit.

How This Works

This works because the Vector Curved Data Source (or Curved Data Source) is still calculating the output value while it is disabled, this value is linearly interpolated via the offset value from the start vector to end vector based on the duration value, in this case the duration is used as the number of steps in the interpolation, much like the steps found inside the Variable Data Source when that is interpolated.

This Offset value is triggered to count from 0 to Duration by the press of a button on the controller and is monitored to see when it reaches Duration via the Generic Filter, when this test is passed the OnTrue side of the Filter is sent to Disable the Interval Trigger, Enable the Button and reset the controlling Value used for the Offset back to 0.

The Button OnPress and Down impulse re-enables the Interval Trigger to Start the Sequence again, it also Disables itself so it does not trigger half way through the bullets flight sequence.

dasraiser