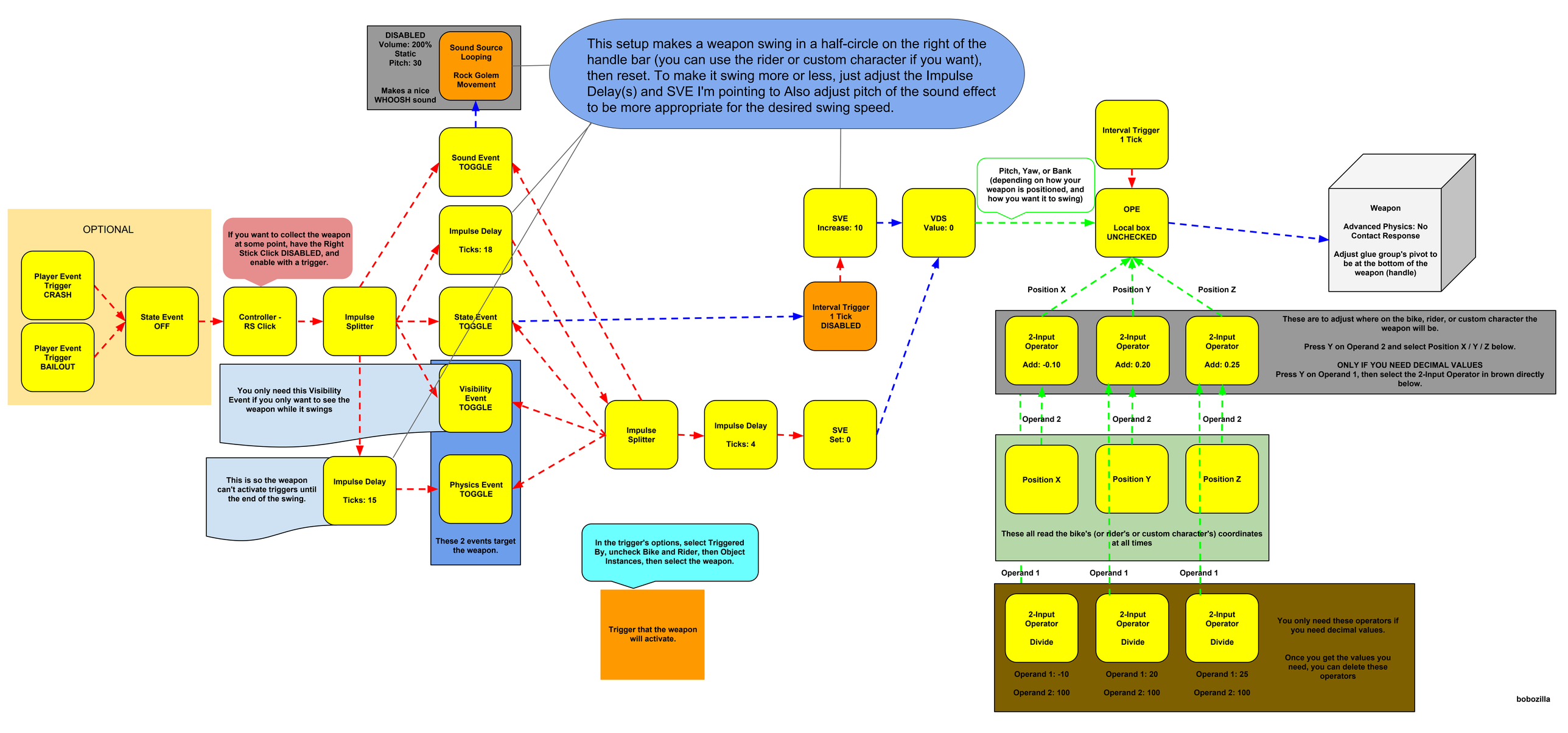
This setup makes a weapon swing in a half-circle on the right of the handle bar (you can use the rider or custom character if you want), then reset. To make it swing more or less, just adjust the Impulse Delay(s) and SVE I'm pointing to Also adjust pitch of the sound effect to be more appropriate for the desired swing speed.
DISABLED
Volume: 200%
Static
Pitch: 30
Makes a nice WHOOSH sound
Sound Source Looping
Rock Golem Movement
Sound Event TOGGLE
Impulse Delay
Ticks: 18
OPTIONAL
Player Event Trigger CRASH
Player Event Trigger BAILOUT
State Event OFF
If you want to collect the weapon at some point, have the Right Stick Click DISABLED, and enable with a trigger.
Controller - RS Click
Impulse Splitter
State Event TOGGLE
You only need this Visibility Event if you only want to see the weapon while it swings
Visibility Event TOGGLE
This is so the weapon can't activate triggers until the end of the swing.
Impulse Delay
Ticks: 15
Physics Event TOGGLE
These 2 events target the weapon.
Interval Trigger 1 Tick DISABLED
SVE
Increase: 10
VDS
Value: 0
Impulse Splitter
Impulse Delay
Ticks: 4
SVE
Set: 0
In the trigger's options, select Triggered By, uncheck Bike and Rider, then Object Instances, then select the weapon.
Trigger that the weapon will activate.
Interval Trigger 1 Tick
Pitch, Yaw, or Bank (depending on how your weapon is positioned, and how you want it to swing)
OPE
Local box UNCHECKED
Weapon
Advanced Physics: No Contact Response
Adjust glue group's pivot to be at the bottom of the weapon (handle)
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 on the bike, rider, or custom character the weapon 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
bobozilla