

A lot of people have been asking how to make an animation of theirs start at a specific time. hopefully this tutorial will help. The most important part is keeping the curved data source OFF until you need the object to move. Then use an area trigger to state ON event of that curved data source. I have a video also that shows all connections and example numbers. I personally like Interval trigger on 1 tick because it animates more fluidly.

<http://www.youtube.com/watch?v=Bkg0IWoaHjU>

Enabled: Unchecked  
Curve: Use any equation you feel works best  
Start: 0  
End: The distance you want object to stop  
Duration: The amount of time you want the object to animate

Enabled: Checked  
Modify Position: Checked  
Local: Checked  
Position x: Desired location (using 'y' select CDS) or 0  
Position y: Desired location (using 'y' select CDS) or 0  
Position z: Desired location (using 'y' select CDS) or 0  
Modify Rotation: depends if you want rotating object, would be similar to position movement

