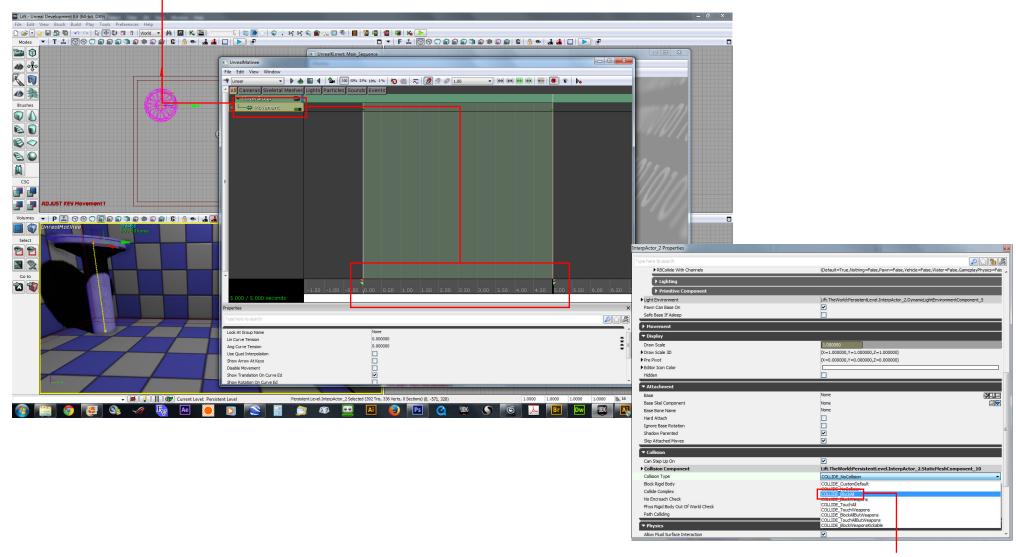
Page2



- 6. Double click on the Matinee.
- 7. Select the "Movement" track and set the time just as you would when animating a door that opens.
- 8. Close Matinee.



9. Select and right click on the pad and open ts" Properties". Set the "Collision" to "BlockAll".