

Obstacle

A moving cast member. It can be animated and can move around in the background.

An Obstacle is a cast member that moves around by itself according to the characteristics that the builder sets.

* Maximum number of types of Obstacles in a scene:

99 (theroretically)

Use the Edit menu command: Paste Picture to paste a picture copied from a paint program into a Obstacle window.

Note: Make sure the picture you paste into a Hero or Obstacle window won't need to be replaced later after you've built the Runs for the cast member.

See Moving Cast Member for more information.