

CH7_008

ANSWER

AIPLAYER: STATIC SPEED

1 Set Static Speed Values

Finished Code:

```
datablock PlayerData( staticSpeedBot : BlueGuy )
{
    category = "gpgt";
    maxAISpeed = 1.0;

    // Original Values:
    // mass      = 90
    // runForce = 48 * 90;
    // maxForwardSpeed = 14;

    // New Values:
    //
    runForce      = 5 * 90; // A slow starter, and ...
    maxForwardSpeed = 7;    // only half the top speed.
};
```

AIPLAYER: STATIC SPEED

Answers:

1. Yes, see code below.

```
datablock PlayerData( staticSpeedBot : BlueGuy )
{
    category = "gpgt";
    maxAISpeed = 1.0;

    // New Values:
    //
    runForce      = 5 * BlueGuy.mass;
    maxForwardSpeed = 0.5 * BlueGuy.maxForwardSpeed;
};
```

2. Sideways: maxSideSpeed
3. Backwards: maxBackwardSpeed