

CH7_007

ANSWER

AIPLAYER: VARIABLE SPEED #2

1 Changing Speed Over Time

Finished Code:

```
// 1 - Randomly select a new speed between 10% and 90% max rate
function variableSpeedBotB::onReachDestination( %DB , %theBot )
{
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %pathNode.visibleMarker.setSkinName("red");
    %theBot.currentPathNodeNum++;
    if( %theBot.currentPathNodeNum > 7 ) %theBot.currentPathNodeNum = 0;
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %theBot.setMoveDestination( %pathNode.getTransform() , false );

    // 1
    %speed = getRandom( 1 , 9 )/10;
    %theBot.setMoveSpeed( %speed );

    %pathNode.visibleMarker.setSkinName("green");
}
```

Answers:

1. The bot would stop moving and get stuck since the callback that sets the rate of speed to something other than 0.0 would never be called again.