

CH7\_002

ANSWER

# AIPLAYER: POINT-TO-POINT

## 1 Define Datablock

### Finished Code:

```
datablock PlayerData( pointToPointGuy : BlueGuy )
{
    category = "gpgt";
};
```

## 2 Bot Creation

### Finished Code:

```
// 1 - Create an AIPlayer
// 2 - Calculate and store two points to navigate to.
function startexercise002()
{
    // 1
    %theBot = AIPlayer::spawn( exerciseCenter.getTransform() ,
                               pointToPointGuy );

    // 2
    %theBot.point0 = vectorAdd( %theBot.getPosition() , "-10 0 0" );
    %theBot.point1 = vectorAdd( %theBot.getPosition() , "10 0 0" );

    %theBot.currentPoint = 0;

    %theBot.schedule( 1000 , moveToPoint );
}
```

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## 3 Navigating

### Finished Code:

```
// 1 - Set a new move destination.
function AIPlayer::moveToPoint( %this )
{
    // 1
    %this.setMoveDestination( %this.point[%this.currentPoint] , false );

    %this.currentPoint = !%this.currentPoint;
    %this.schedule( 1000 , moveToPoint );
}
```

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