CH7_105

AIWHEELEDVEHICLE: VARIABLE

1 Changing Speed Over Time

Finished Code:

```
function variableSpeedPathFollower::onReachDestination( %DB , %theBot )
{
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %pathNode.visibleMarker.setSkinName("red");
    %theBot.currentPathNodeNum = getRandom( 0 , 7 );

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

    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %theBot.setMoveDestination( %pathNode.getTransform() , false );
    %pathNode.visibleMarker.setSkinName("green");
}
```

Answers:

1. The car would come to a stop.