CH7_011                                                      ANSWER

# AIPLAYER: LOS CALLBACKS

## 1 Create Path and Bots / Start Moving and Aiming

### Finished Code:

```
// 1 - Create a path for our AIPlayer to follow.
// 2 - Spawn an AI player aimBot datablock.
// 3 - Spawn an AI player targetBot datablock.
// 4 - Make the aim bot aim at the target bot.
// 5 - Assign the path to our target bot.
// 6 - Initialize the target bot to start at path node zero.
// 7 - Start the target bot moving towards the initial node.
function startexercise011()
{
    // 1
    exerciseCenter.createSimplePath( "testPath" , 15 );


    // 2
    %theBot = AIPlayer::spawn( exerciseCenter.getTransform() , aimBot );


    // 3
    %theBot2 = AIPlayer::spawn( exerciseCenter.getTransform() ,
                            targetBot );


    // 4
    %theBot.setAimObject( %theBot2 , "0 0 1.5" );


    // 5
    %theBot2.assignPath( testPath );


    // 6
    %theBot2.currentPathNodeNum  = 0;
```

```
    // 7
    %pathNode = %theBot2.myPath.getObject( %theBot2.currentPathNodeNum );
    %theBot2.setMoveDestination( %pathNode.getTransform() , false );


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

# 2 The Line-Of-Sight Callbacks

## Finished Code:

```
    // 1 - Write declaration for callback that is called when a target enters the
    //     aiming bot's line-of-sight
    function aimBot::onTargetEnterLOS( %DB , %theBot )
    {
        %theBot.setSkinName("green");
    }


    // 2 - Write declaration for callback that is called when a target exits the
    //     aiming bot's line-of-sight
    function aimBot::onTargetExitLOS( %DB , %theBot )
    {
        %theBot.setSkinName("red");
    }
```