

CH7_003

ANSWER

AIPLAYER: LOOPING PATH

1 Create Path + Bot and Start Moving

Finished Code:

```
// 1 - Create a path for our AIPlayer to follow.
// 2 - Spawn an AI player user our datablock.
// 3 - Assign the path (from 1) to our AI player (from 2).
// 4 - Initialize the AI player to start at path node zero.
// 5 - Start the AI player moving towards the initial node.
// 6 - Update the node's visual feedback. (optional)
function startexercise003()
{
    // 1
    exerciseCenter.createSimplePath( "testPath" , 15 );

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

    // 3
    %theBot.assignPath( testPath );

    // 4
    %theBot.currentPathNodeNum = 0;

    // 5
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %theBot.setMoveDestination( %pathNode.getTransform() , false );

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

AIPLAYER: LOOPING PATH

2 Looping Navigation

Finished Code:

```
// 1 - Select the number of the next node in the loop.
// 2 - Move the bot towards the next node.
//
function loopingPathFollower::onReachDestination( %DB , %theBot )
{
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %pathNode.visibleMarker.setSkinName("red");

    // 1
    %theBot.currentPathNodeNum++;
    if( %theBot.currentPathNodeNum > 7 ) %theBot.currentPathNodeNum = 0;

    // 2
    %pathNode = %theBot.myPath.getObject( %theBot.currentPathNodeNum );
    %theBot.setMoveDestination( %pathNode.getTransform() , false );

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