

CH7\_010

ANSWER

# AIPLAYER: LOOK AT OBJECT

## 1 Aiming At an Object

### Finished Code:

```
function lookAtObjectBot::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 );
    %pathNode.visibleMarker.setSkinName("green");

    // 1
    if( !isObject( %theBot.getAimObject() ) &&
        isObject(localClientConnection.player) )
    {
        %theBot.setAimObject( localClientConnection.player, "0 0 1.5" );
    }
}
```

### Answers:

1. It continues to look at the player.
2. Because otherwise the bot will aim at the players feet. (Remember this discussion from the AI chapter?)
3. What may happen is that the aim bot will aim at nothing. Why? Because the aim bot may be created before the player is and then since there is no player yet, the setAimObject method will be passed an invalid ID, i.e. no aim object.



## AIPLAYER: LOOK AT OBJECT

### 2 Aiming At Player's Position Instead

#### Answers:

1. If you implemented this code, you'll notice that the aim bot looks at the player, but if you move, the aim bot will snap to your new location every time it walks over a node in the path.