

CH7_005

ANSWER

AIPLAYER: STOPPING AND RESUMING

1 Stop and Resume

Finished Code (additional step annotations):

```
// 1 - If the bot is moving,
//   - clear the moving flag
//   - stop the bot
//   - schedule another call to stopOrResume in 1 second
//   - return from the function
// 2 - If the bot is not moving, ...
// 3 - Set the moving flag.
// 4 - Get the last destination this bot was moving to.
// 5 - Test the last destination to see if it is valid.
// 5a - If it is not valid, directly call the onReachDestination() callback
// 5b - If it is valid, resume movement towards it.
// 6 - Schedule a new call to stopOrResume in 1 second.
function AIPlayer::stopOrResume( %theBot )
{
    // 1
    if ( %theBot.isMoving )
    {
        %theBot.isMoving = false;
        %theBot.stop();
        %theBot.schedule( 1000 , stopOrResume );
        return;
    }
    // 2
    else
    {
        // 3
        %theBot.isMoving = true;

        // 4
        %oldDestination = %theBot.getMoveDestination( );
```

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```
// 5
if( !%oldDestination || %oldDestination $= "0 0 0" )
{
    // 5a
    %theBot.getDatablock().onReachDestination( %theBot );
}
else
{
    // 5b
    %theBot.setMoveDestination( %oldDestination , true );
}

// 6
%theBot.schedule( 1000 , stopOrResume );
}
}
```

Answers:

1. Because when the bot is created, it starts with no valid destination.