

CH7\_009

EXERCISE

# AIPLAYER: LOOK AT POSITION

## Exercise Files

*Starter – "Kit/gpgt/server/scripts/gpgt/chapter7/exercise009.cs"*

*Answers – "Kit/gpgt/server/scripts/gpgt/chapter7/answers/exercise009\_f.cs"*

## Exercise Mission

*Chapter 7: "009 AIPlayer: Look at position"*

## Synopsis

In this exercise, we will learn how to make the bot aim at a particular position in the world.

## Prerequisites

1. *ch1\_001.pdf "Using The Kit"*

## Exercises

1. *Aiming At a Position (pg 2)*

# AIPLAYER: LOOK AT POSITION

## 1 Aiming At a Position

**Goal:** Make the bot aim at a position in the world (while walking around a path) and change that aim on each new path node.

**Starter Code:** This exercise already has all the code needed to create a path and a bot, and to make that bot follow the path in a circle. Additionally, you are provided with a partially implemented method (onReachDestination). Your job is to modify this method so that the bot will aim at a new node in the path every time this method is called.

```
function lookAtPositionBot::onReachDestination( %DB , %theBot )
{
    if( isObject(%theBot.aimNode) )
        (%theBot.aimNode).visibleMarker.setSkinName("red");
    %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
    %theBot.aimNode = %theBot.myPath.getObject( getRandom( 0 , 7 ) );
    // ?????

    (%theBot.aimNode).visibleMarker.setSkinName("yellow");
}
```

### Steps:

1. Uncomment the ????? and write code to replace it that will make the bot aim at the position of the selected aimNode.

### Output Goal:

If you run the mission after editing this code, the AIPlayer will walk around the path in a circle and randomly aim at a node's position in the path, changing nodes on every new node it reaches.

### Questions:

1. If the bot was holding a weapon, what code would be necessary to fire that weapon once for every new position the bot aims at?