CH7_009

AIPLAYER: LOOK AT POSITION

1 Aiming At a Position

Finished Code:

```
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.setAimLocation( (%theBot.aimNode).getPosition() );

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

Answers:

```
// Pull the trigger on slot 0 weapon.
//
%theBot.setImageTrigger( 0 , true );


// Release the trigger after a small delay
//
%theBot.schedule(0, setImageTrigger, 0 , false );
```