CH7_006

AIPLAYER: VARIABLE SPEED #1

1 Add Dynamic Field to Datablock

Finished Code:

```
datablock PlayerData( variableSpeedBotA : BlueGuy )
{
   category = "gpgt";
   maxAISpeed = 0.25;
};
```

2 Setting Initial Speed

Finished Code:

```
function variableSpeedBotA::onAdd( %DB, %theBot )
{
   %callerDBName = %DB.getName();

   // 1
   %theBot.setMoveSpeed( %DB.maxAISpeed );
}
```

Answers:

1. The rate is capped at 100% (1.0), so the bot will travel at its max velocity, not 2.5X its max rate as you might initially conclude.