

Object_AI

Solid: false
Visible: true
Depth: 0

Persistent: false
Mask: <same as sprite>

Events:

- Create
- Step

Actions:

- VAR Set variable follow_range to 100
- VAR Set variable follow_speed to 3
- VAR Set variable target_distance to 0

Event: Create



Set Variable (Applies to Self)
variable: follow_range
value: 100



Set Variable (Applies to Self)
variable: follow_speed
value: 3



Set Variable (Applies to Self)
variable: target_distance
value: 0

continued on "AI Side 2 of 2"...

Object_AI

Solid: false
Visible: true
Depth: 0

Persistent: false
Mask: <same as sprite>

Events:

- Create
- Step

Actions:

- Execute a piece of code
- VAR If target_distance is smaller than follow_range
- Step towards point (o_character.x,o_character.y)

Event: Step (Step)



Execute Code

target_distance = distance_to_object(PAYER_OBJECT_NAME)



Test Variable (Applies to Self)

variable: target_distance
value: follow_range
operation: smaller than



Step Avoiding (Applies to Self)

x: PAYER_OBJECT_NAME.x
y: PAYER_OBJECT_NAME.y
speed: follow_speed
avoid: solid only

END