

Object_Al

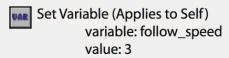
Solid: false Visible: true Depth: 0 Persistent: false Mask: <same as sprite>

Create Step Set variable follow_range to 100 Lank Set variable follow_speed to 3 Lank Set variable target_distance to 0

Event: Create



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



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



Object_Al

Solid: false Visible: true Depth: 0

Persistent: false Mask: <same as sprite>

Actions: Events: Create Execute a piece of code Step UAR 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(PLAYER_OBJECT_NAME)



Test Variable (Applies to Self)

variable: target_distance value: follow_range operation: smaller than



Step Avoiding (Applies to Self)

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

END