
Subject: Re: AI Helpers

Posted by [zunnie](#) on Wed, 09 May 2007 00:41:47 GMT

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```
void z_FollowPoker::Created(GameObject *obj)
{
    AllowPoke = true;
    FollowID = 0;
    Following = false;
    Commands->Enable_HUD_Pokable_Indicator(obj,true);
}

void z_FollowPoker::Poked(GameObject *obj, GameObject *poker)
{
    if (AllowPoke)
    {
        Commands->Enable_HUD_Pokable_Indicator(obj,false);
        FollowID = Commands->Get_ID(poker);
        Commands->Start_Timer(obj,this,0.5,789);
    }
}

void z_FollowPoker::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
    if (message == Get_Int_Parameter("Stop_Following_Msg"))
    {
        Commands->Enable_HUD_Pokable_Indicator(obj,true);
        AllowPoke = true;
        Following = false;
        FollowID = 0;
    }
}

void z_FollowPoker::Timer_Expired(GameObject *obj,int number)
{
    if (number == 789)
    {
        Commands->Innate_Disable(obj);
        GameObject *GotoObject = Commands->Find_Object(FollowID);
        if (GotoObject)
        {
            ActionParamsStruct params;
            params.Set_Basic(this,100,100,-1);
            params.Set_Goto_Following(GotoObject,5.0f,1.0f,true);
            Commands->Action_Goto(obj,params);
            Commands->Start_Timer(obj,this,0.5,789);
        }
    }
}
```

```
void z_FollowPoker::Register_Auto_Save_Variables()
{
  Auto_Save_Variable(1,4,&FollowID);
}
```

Note sure what the bot will do if it encounters enemies, wether it will continue to follow the player once that enemy is killed for example.. You can send a custom to the bot if you want it to stop following the player, or attach another script to the player that will send a custom to the bot when that player dies so it stops following until someone else pokes him again. May have to modify it a bit to enable/disable innate where needed..

ie: when destination reached, following=false, followid=0, and enable innate again etc.. that may work
