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Subject: Re: AI Helpers

Posted by [jnz](#) on Tue, 08 May 2007 16:03:53 GMT

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a100 wrote on Mon, 07 May 2007 23:56 Well you cud script in a follow script which would be something like

Commands->

```
Set_Position(obj,Commands->Get_Position(Get_GameObj(Get_Int_Parameter("Player_ID"))))
```

or if you wanted to get the helper to follow where they face

```
int ID = Get_Int_Parameter("ID")
Vector3 pos = Commands->Get_Position(Get_GameObj(ID));
float f = Commands->Get_Facing(Get_GameObj(ID)) +180;
pos.X += -1.5*(cos(f*(PI / 180))); // 1.5 or any other distance
pos.Y += -1.5*(sin(f*(PI / 180)));
Commands->Set_Position(obj,pos);
```

Hmm, does this make the charater "jerk" towards you? or does it run smoothy?

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