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Subject: Re: Underground bot.

Posted by [reborn](#) on Mon, 26 Nov 2007 08:39:42 GMT

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Then it will be slightly easier. Just place your bot spawners on the underground part of the map as if they are normal spawners.

You will need to make a script that checks the distance between itself and an enemy star object every  $i$  amount of seconds, where  $i$  is the frequency you want it to check for enemies in the vicinity. Then if the distance is the same or less than  $x$  amount of units away, do a `get_position` on the bot, then `set_position` on the bot position of  $.Z + y$  amount of units. Where  $y$  is the distance between the base of the bot object and the surface of the up level ground.

Then attach this script to the bot in level edit.

It might also be cool to make an animation so the bot looks like it's getting ready to pop up through the ground. Then you could play the animation if the enemy is in the vicinity, and wait for the animation to finish before you set the new position.

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