
Subject: Action->Goto

Posted by [zunnie](#) on Sat, 07 Mar 2009 13:03:12 GMT

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```
if (Commands->Find_Object(FollowID))//w00t we found our hero to the rescue
{
    GameObject *GotoObject = Commands->Find_Object(FollowID);
    ActionParamsStruct params;
    params.Set_Basic(this,100,100);
    params.Set_Goto_Following(GotoObject,1.0f,1.5f,true);//void Set_Goto_Following(GameObject
*Target,float speed,float arrivedistance,bool following);
    Commands->Action_Goto(obj,params);
    Following = true;
    Commands->Start_Timer(obj,this,1.0f,789);//our hero is alive so we continue following
    Commands->Give_Money(Pokerguy,1.0f,0);
}
```

Im using the above code to get a hostage bot follow players around but the script 'breaks' on doors.

The hostage won't follow players when they pass a door for example.

Is there any way this can be fixed?
