Object_AI

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

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**Events:**

- **Create**
  - Set Variable (Applies to Self)
    - variable: follow_range
      - value: 100
  - Set Variable (Applies to Self)
    - variable: follow_speed
      - value: 3
  - Set Variable (Applies to Self)
    - variable: target_distance
      - value: 0

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continued on “AI Side 2 of 2”...
Event: Step (Step)
Execute Code
\[
\text{target\_distance} = \text{distance\_to\_object}(\text{PLAYER\_OBJECT\_NAME});
\]

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