

## Object\_AI

Solid: false  
Visible: true  
Depth: 0

Persistent: false  
Mask: <same as sprite>

### Events:

- 🔦 Create
- 🔗 Step

### Actions:

- VAR** Set variable follow\_range to 100
- VAR** Set variable follow\_speed to 3
- VAR** Set variable target\_distance to 0

### Event: Create

**VAR** Set Variable (Applies to Self)  
variable: follow\_range  
value: 100






**VAR** Set Variable (Applies to Self)  
variable: follow\_speed  
value: 3

**VAR** Set Variable (Applies to Self)  
variable: target\_distance  
value: 0

## Object\_AI

Solid: false  
Visible: true  
Depth: 0

Persistent: false  
Mask: <same as sprite>

Events:	Actions:
 Create	 Execute a piece of code
 Step	 If target_distance is smaller than follow_range
	 Step towards point (o_character.x,o_character.y)

### Event: Step (Step)



Execute Code

```
target_distance = distance_to_object(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

END