

## Guide – Hayride Activity

Speaking with the NPC, will cause him to ride the Traktor and drive a specific route around the farm.

The script of the npc is 'npc.txt'. It waits for messages from the users HUD object (**listen** event). The avater can be set to ride the tractor with the **osNpcSit** command.

The script for the tractor can be found in ". It waits for messages (**listen** event) to start or stop. Once it starts, there is a timer event that periodically causes the vehicle to move towards the current target position (using **llVecDist** and **llVecNorm**). It also checks if the destination has been reached and sets the next target position.



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