Current simple Remote procedure call API

- includes more than these, but these are some of the simplist functions

- `ourself () : integer`
  - return the id for ourself

- `noplayers () : integer`
  - return the number of bots and players in ioquake

- `player (id) : (id, 'string name')`

Extending the Remote procedure call API

- introduce low hanging fruit first:

- `disableAI () : boolean`
  - disable the in game C AI
  - return True/False if successful
  - this has been implemented

Extending the Remote procedure call API

- `enableAI () : boolean`
  - enable the in game C AI
  - return True/False if successful
  - this has been implemented

Extending the Remote procedure call API

- `getview () : [x, y, z]`
  - get the viewing angle of bot

- `setview ([x, y, z]) : boolean`
  - set the viewing angle of bot

Extending the Remote procedure call API

- `getposition () : [x, y, x]`

- get the position of bot

- `getvisible () :`
  `[[it0][it1][it2][it3][itn-1]]`
  - return a list of objects which are visible to bot

- where

-
  ```
  it0 = [integer, string, position]   # object id, name, po
  position = [x, y, z]
  ```

Extending the Remote procedure call API

- `turn (angle) : boolean`
  - return True/False if bot can turn angle degrees.

- `alignwith (oid)`
  - return True/False if bot can turn to align with object id, oid

Extending the Remote procedure call API

- `stepLeft (distance)`
  - step left by distance units

- `stepRight (distance)`
  - step right by distance units

- `stepForward(distance)`
  - step forward by distance units

- `stepBack(distance)`
  - step backward by distance units