

Current simple Remote procedure call API

- includes more than these, but these are some of the simplest functions
- `ourselves () : integer`
 - return the id for ourselves
- `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

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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, z]`
- 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

## Extending the Remote procedure call API

- improve the select remote procedure call to handle an event BUMPEDe
- `gettouching() : [id0, id1, id2]`
  - get list of touching objects
- `health (id) : integer`
  - return an integer of the health of bot, id

## Extending the Remote procedure call API

- `weapons(id) : [w0, w1, w2, w3, wn]`
  - return list of weapons
  - `w0 = [integer string, ammo]` # weapon id, name, ammo count
- `changeweapon (wid) : boolean`
  - return True/False is bot can change weapon to, wid