

## Description of changes made to ioquake to disable C ai

ioquake-latest/ioquake3/code/game/ai\_main.c

```
int BotAI(int client, float thinktime) {
    bot_state_t *bs;
    char buf[1024], *args;
    int j;

    trap_EA_ResetInput(client);

    bs = botstates[client];
    if (!bs || !bs->inuse) {
        BotAI_Print(PRT_FATAL, "BotAI: client %d is not setup");
        return qfalse;
    }

    //retrieve the current client state
    BotAI_GetClientState(client, &bs->cur_ps);
```

## Description of changes made to ioquake to disable C ai

ioquake-latest/ioquake3/code/game/ai\_main.c

```
#if 1
    if (trap_use_c_ai(client)) // new code goes here
        BotAI_Print(PRT_MESSAGE, "yes found use_c_ai is true");
    else
        BotAI_Print(PRT_MESSAGE, "yes found use_c_ai is false");
    if (!trap_use_c_ai(client))
        return qtrue;

    // original code follows
#endif
```

## Description of changes made to ioquake to disable C ai

- the above code has since been modified as it returns too early

## Introducing a trap

- notice the new trap function `trap_use_c_ai(client)`
- how is this implemented?
  - it is an ioquake system call which will be used to make calls between the main program and the shared library

## Introducing a trap

- ioquake-latest/ioquake3/code/game/g\_syscalls.asm:54

```
equ trap_GetEnemy      -49
equ trap_SetEnemy      -50
equ trap_HaveReachedGoal -51
equ trap_use_c_ai      -52

equ memset -101
equ memcpy -102
```

- notice that it is possible to add extra traps in descending order from -53 to -101

## Introducing a trap

- ioquake-latest/ioquake3/code/game/g\_syscalls.c:170

```
// new code goes here!
int trap_use_c_ai( int ch ) {
    return syscall( G_USE_C_AI, ch );
}
// end of new code
```

## Introducing a trap

- ioquake-latest/ioquake3/code/game/g\_local.h

```
void trap_GetEnemy (int num, int ch, int *enemy);
void trap_HaveReachedGoal (int num, int ch);
int trap_use_c_ai (int ch); // new code goes here
void trap_GetServerinfo( char *buffer, int bufferSize );
void trap_SetBrushModel( gentity_t *ent, const char *name
```

## Introducing a trap

- ioquake-latest/ioquake3/code/game/g\_public.h:215

```
G_GETENEMY, // (int clientNum, int *enemy) // gaius add
G_SETENEMY, // (int clientNum, int enemy) // gaius add
G_HAVEREACHEDGOAL, // (int clientNum, int enemy) // gaius add
G_USE_C_AI, // this allows us to test whether the C A

G_GET_ENTITY_TOKEN, // qboolean ( char *buffer, int bufferSize )
// Retrieves the next string token from the entity space
```

## Introducing a trap

■ `ioquake-latest/ioquake3/code/server/sv_game.c`

```
return SV_SetEnemy (args[1], args[2], args[3] ); // g
case G_HAVEREACHEDGOAL:
return SV_HaveReachedGoal (args[1], args[2] ); // gai
case G_USE_C_AI: // new code here
return SV_use_c_ai (args[1]); // new code here

case G_SET_CONFIGSTRING:
SV_SetConfigstring( args[1], VMA(2) );
```

## Introducing a trap

■ `ioquake-latest/ioquake3/code/server/sv_bot.c`

```
int SV_use_c_ai (int client)
{
return use_c_ai (client);
}
```