

Re-initialisation of the data directories

- you will need the latest directory configuration from here:

```
$ cd
$ rm -f skeleton-doom3-data.tar.gz
$ wget http://floppsie.comp.glam.ac.uk/download/targz/ske
$ tar xzf skeleton-doom3-data.tar.gz
```

- this will re-initialise doom3 directories and also configure emacs and gdb which is vital for compiling and debugging the game engine

Download the doom3 engine source code

- we make sure we all have the same directory structure as we will use emacs to compile/debug dhewm3

```
$ mkdir -p $HOME/Sandpit/git-doom3
```

- and fetch the engine

```
$ cd $HOME/Sandpit/git-doom3
$ git clone https://github.com/gaiusm/pybot-dhewm3
```

Compile the doom3 engine from the command line

- we will compile it from within emacs
- start emacs and press F5 to compile and debug doom3

Generate a map for doom3

- before we can run doom3 we need to generate a suitable map

```
$ cd
$ cd Sandpit/chisel/python
$ ./developer-txt2map ../maps/python.txt
```

- this will generate tiny.map which is used in the next few slides

Running doom3

- to run doom3 type:
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- once the splash screen has finished press the ~ key
- now type `dmap tiny.map`
 - this will compile the map
- and now `map tiny.map`
 - which loads in the compiled map
- you should see yourself and pybot appear in a room
 - pybot will run in a circle