

Chisel floor levels and doom3 botlib experimentation, documentation and extension

- for your coursework you need to alter chisel and also extend the doom3 botlib API
 - during this tutorial we will attempt to modify the floor level in chisel
 - make a start on changing the botlib API
 - this section will start with some experimentation, to gain confidence about the botlib API

Step 1: new emacs configuration file

- download and install a new emacs configuration file

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

Step 1: new emacs configuration file

- this new emacs configuration has the cheat sheet built in via, F10
 - other useful features (shown in the cheat sheet)
- open up a terminal and update your dhewm3 code

```
$ cd $HOME/Sandpit/git-doom3/pybot-dhewm3
$ git pull
$ cd $HOME/Sandpit/git-doom3
$ rm -rf build
```

Step 2: chisel floor levels

- currently pen2map converts a penguin tower file into a doom3 map file
 - however map floor is completely level
 - it would be good aesthetically to introduce minor floor level changes between rooms
- start up emacs and press F7 and then press F10
- in pen2map.py search forward for floorLevel
- notice how it is initialised to zero in the roomInfo constructor

Step 2: chisel floor levels

- modify this so that it is 0 for an even room number and -0.25 for an odd room number
- test these changes on a two room map
 - test these changes on a three room map
 - test these changes on a four room map
- a unit of 1 in a penguin tower map represents 48 inches in the doom3 world
- homework: see if you can think of a better algorithm in which to change floor levels

Step 3: understanding more about the Python Bot API

- quit emacs
- make sure that dhewm3 runs in a window (not full screen)
- now set the environment variable `DEBUG_PYBOT` from your command line, then restart emacs
 - this will allow you to debug the python bot and the doom3 game engine

```
$ export DEBUG_PYBOT=yes
$ emacs &
```

Step 3: understanding more about the Python Bot API

- use emacs to load the file `$HOME/Sandpit/git-doom3/pybot-dhewm3/python-bot/python_doommarine.py`
 - remember `$HOME` is shorthand for `/home/yourusername`
 - recall that you can use the `<tab>` key to complete filename and directory names in emacs

Step 3: understanding more about the Python Bot API

- now press F12 and when this has completed F5
 - this will compile dhewm3 (F12) and then debug dhewm3 (F5)
 - press F10 for help
- make sure that dhewm3 has been configured to run in a window (not full screen)
 - if not reconfigure it and quit dhewm3 and then press F5 in emacs

Step 3: understanding more about the Python Bot API

- open up another terminal

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

Step 3: understanding more about the Python Bot API

- open up another terminal

```
$ cd $HOME/Sandpit/git-doom3/pybot-dhewm3/python-bot
$ python python_doommarine.py 0
```

- this will run the python bot from the command line and allows you to see any debugging output
- return to the dhewm program and pull down the in game console (using ~)
- now type:
 - `dmap tiny.map`
 - `map tiny.map`
- you should see Python bot appear and run in a circle
 - the game engine is being run under the debugger
 - python bot is being run from the command line

Step 3: understanding more about the Python Bot API

- see if you can change `python_doommarine_1.py` to make Python bot walk around in a circle rather than run
- create two functions `walkCircle` and `runCircle`
- finally change the program to make Python bot turn without walking
 - see if you can change `botlib.py` so that an turn angle of 0 degrees is straight up in the penguin map
- you will need to read and study the file `$HOME/Sandpit/git-doom3/pybot-dhewm3/python-bot/botlib.py`

Step 3: understanding more about the Python Bot API

- homework, write out a list of functions implemented in `botlib.py` together with their functionality
 - complete the `walkCircle/runCircle` and turn exercises from above
- consider what extra basic movements are desirable in `botlib.py`