

## Game Engine Design

- in this module we will examine:
  - tools necessary to develop game engines: `gdb`, `emacs` and friends
- examine how one can integrate Python into a game engine `doom3`
  - exploit parallelism
- examine and extend a small physics game engine and expose its API to Python
- learn how to debug shared libraries and exploit remote debugging
  - should a highly useful transferable skill
  - both `doom3` and `pge` use shared libraries

slide 3  
gaius

## GNU/Linux lab

- iMacs
  - GNU/Linux treats each as having eight cores
- the lab contains custom software highly tailored for our academic purpose
  - customised `doom3`
  - `pge`
  - `chisel`
  - `darkradiant 2.4.0` (released on 2017-09-26) installed
- NFS lab speed problems have been solved!

slide 4  
gaius

## GNU/Linux lab

- we will be looking at:
  - `chisel`
  - overview of game engines
  - an understanding of tools (`gdb`, `emacs`)
  - `doom3`
  - `bsp` and map structure
  - `pge` and game physics
- look at `chisel` before the overview
  - to aid an early bootstrap towards the coursework during tutorials

**Chisel**

- consists of a number of programs
  - txt2pen converts a txt file into a pen file
  - recall the txt file is created in a text editor (emacs, gedit etc)
  - a pen file is the format used by penguin-tower
  - pen2map converts a penguin tower map into a doom3 map

**chisel/map/doors.txt**

```

define 1 room 1
define 2 room 2
define 3 room 3
define s worldspawn
define o monster monster_demon_imp
define n monster monster_demon_hellknight
define i light
define a ammo ammo_shells_large 16

#####
# 1          . 2          #
#           i #         i   #
# s          .           #
#           #           #
#           i .           #
#           #         i   o #
#           .           #
#####

```

**txt2pen**

```

$ cd $HOME/Sandpit/chisel/python
$ txt2pen -o doors.pen ../maps/doors.txt

```

- generates a doors.pen file from the  
../maps/doors.txt file

**doors.pen**

```

ROOM 1
WALL
 1 9 18 9
 18 9 18 1
 18 1 1 1
 1 1 1 9
DOOR 18 8 18 8 STATUS OPEN LEADS TO 2
DOOR 18 6 18 6 STATUS OPEN LEADS TO 2
DOOR 18 4 18 4 STATUS OPEN LEADS TO 2
DOOR 18 2 18 2 STATUS OPEN LEADS TO 2
LIGHT AT 15 7
LIGHT AT 12 4
SPAWN PLAYER AT 4 6
END

```

## doors.pen

```
ROOM 2
WALL
 18 9 34 9
 34 9 34 1
 34 1 18 1
 18 1 18 9
DOOR 18 2 18 2 STATUS OPEN LEADS TO 1
DOOR 18 4 18 4 STATUS OPEN LEADS TO 1
DOOR 18 6 18 6 STATUS OPEN LEADS TO 1
DOOR 18 8 18 8 STATUS OPEN LEADS TO 1
MONSTER monster_demon_imp AT 32 3
LIGHT AT 26 7
LIGHT AT 24 3
END
END.
```

## Obtaining chisel

```
$ cd
$ mkdir Sandpit
$ cd Sandpit
$ git clone https://github.com/gaiusm/chisel
```

- chisel is installed globally on all iMacs, however you have to extend the chisel source code as part of your coursework

## Running: your copy of txt2pen

```
$ cd $HOME/Sandpit/chisel/python
$ python txt2pen.py -h
Usage: txt2pen [-dhvV] [-o outputfile] inputfile
-d debugging
-h help
-V verbose
-v version
-o outputfile name
```

```
$ python txt2pen.py -o doors.pen ../maps/doors.txt
```

## Operating system concepts!

- we will be looking at networking in a game engine
- also looking at architectural parallelism in doom3

## Architectural parallelism in doom3

- within the the doom3 modifications to introduce Python bots
- notice the calls to `fork` and `execl`

## Architectural parallelism in doom3

- `doom3/source/latest-git/dhewm3/neo/game/ai/pybot.cpp:1144`

```
char buffer[PATH_MAX];

idStr::snPrintf (buffer, sizeof (buffer), "%s/%s/%s.py",
                getHome (), getDir (), name);
gameLocal.Printf ("execl /usr/bin/python %s\n", buffer);
int pid = fork ();
if (pid == 0)
    /* child process. */
    {
        int r = execl ("/usr/bin/python", "python", buffer,
                    (char *)NULL);
        if (r != 0)
            perror ("execl");
    }
}
```

## Architectural parallelism in doom3

- we notice that doom3 and python are running in parallel
  - allowing the bot to run its pathfinding and AI simulatenously as the engine

## chisel: txt2pen

- source is in one file:
  - `$HOME/Sandpit/chisel/python/txt2pen.py`
  - 690 lines of Python
- uses the following command line options

```
$ cd $HOME/Sandpit/chisel/python
$ python txt2pen.py -h
-d debugging
-h help
-V verbose
-v version
-o outputfile name
```

**chisel: txt2pen**

- notice the `-o` option which takes an additional argument (filename)
- it uses the `getopt` module to handle the options
  - see function `handleOptions`

**chisel: txt2pen**

```
def handleOptions ():
    global debugging, verbose, outputName

    outputName = None
    try:
        optlist, l = getopt.getopt(sys.argv[1:], 'dho:vV')
        for opt in optlist:
            if opt[0] == '-d':
                debugging = True
            elif opt[0] == '-h':
                usage (0)
            elif opt[0] == '-o':
                outputName = opt[1]
            elif opt[0] == '-v':
                printf ("txt2pen version " + str (versionNumber) + "\n")
                sys.exit (0)
            elif opt[0] == '-V':
                verbose = True
        if l != []:
            return (l[0], outputName)
    except getopt.GetoptError:
        usage (1)
    return (None, outputName)
```

**chisel: txt2pen**

- it uses a dictionary to maintain the defines
- stores the map in a 2D list (array)
  - `mapGrid`
- it determines the walls of a room
  - it finds the room number (location)
  - moves to the top left inside the room (`generateRoom`)
  - it then attempts to turn left as it moves around the room (the wall is always on the left)
  - examine `scanRoom` for the implementation
  - it looks the square forward and square forward left comparing the two characters: `##` or `--` or `#-`
    - `#` wall and `-` for space

**Extending chisel**

- one of the obvious improvements is for chisel to automatically introduce lights
  - add another option to enable automatic lighting
  - `-l`
- copy `scanRoom` into a new function `introduceLights`
- adapt this new function to add lights
  - but only if the rooms has no user defined lights

## Doom3 data directories

- you will need to initialise the doom3 map directory so that darkradiant and doom3 will work
- you can do this by:

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

## Doom3 data directories

- this will silently populate your directory
  - `.local/share/dhewm3/base`
  - with symbolic links to the real doom3 data
- your doom3 map file will always be:
  - `.local/share/dhewm3/base/maps/tiny.map`
- you will need to remember these paths and feed them into darkradiant
  - `.local/share/dhewm3/base` contains all the doom3 data
  - `.local/share/dhewm3/base/maps/tiny.map` is your map

## darkradiant

- change directory into
- ```
$ cd
$ cd Sandpit/chisel/python
$ ./developer-txt2map ../maps/two.txt
```
- view your map using the tool, remember your output file will always be (`tiny.map`)
  - when running darkradiant you will need to configure the map directory
  - you can click on the right hand mouse button to fix/enable freelook
  - cursor keys will move you around the 3D space

## darkradiant

- ```
$ darkradiant
```
- now change the map slightly
- ```
$ gedit ../maps/two.txt
$ ./developer-txt2map ../maps/two.txt
```
- and view the changes using darkradiant