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/skeleton-doom3-data.tar.gz
$ tar zxf 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:
-
```
$ d3
```
- 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