Implementing Jump and Crouch in the Python API

- the files which need to be modified are split into two groups
  - server side (dhewm3 engine)
  - client side (python)
- server side files: `neo/game/Player.cpp`, `neo/game/Player.h`, `neo/game/ai/pybot.cpp` `neo/game/ai/pybot.h`
- client side files: `python-bot/botbasic.py`, `python-bot/botcache.py`, `python-bot/botlib.py`, `python-bot/python_doommarine.py`

Implementing Jump and Crouch in the Python API

- these are guidelines on how to implement `stepUp` (crouch and jump)
- the notes will require you to add extra code on the server side, the client should be complete

Test code: python_doommarine.py

- add this code somewhere appropriate in `python_doommarine.py` and ensure that it is called!
- **`python-bot/python_doommarine.py`**

```
def test_crouch_jump (b):
    b.reset ()
    b.stepup (-2, 3*12)
    b.select (['move'])
    # time.sleep (2)
    b.stepup (100, 4*12)
    b.select (['move'])
```

Test code: python_doommarine.py

- can see the new method `stepvec` which is a Z-axis movement
  - in doom3 the Z-axis movement, results in the player self returning back to the neutral position
  - gravity pulls the player back to the ground, and likewise happens if the player crouches

stepup in botlib.py

- add `stepup` after the method `right`
- **python-bot/botlib.py**

```
    #
    #  stepup - makes the bot jump or crouch.
    #

    def stepup (self, velup, dist):
        return self._cache.stepup (velup, dist)
```


stepup in botlib.py

- **python-bot/botcache.py**

```
    #
    #  stepup -
    #

    def stepup (self, velup, dist):
        self.delpos (self.me ())
        return self._basic.stepup (velup, dist)
```


python-bot/botbasic.py

- **python-bot/botbasic.py**

```
    #
    #  stepup -
    #

    def stepup (self, velocity, dist):
        l = "step_up %d %d\n" % (velocity, dist)
        if debug_protocol:
            print "requesting a", l
        self.s.send (l)
        l = self.getLine ()
        if debug_protocol:
            print "doom returned", l
        return int (l)
```

Server side changes

- add the declaration of the method `stepUp`
- **neo/game/Player.h**

```
        bool isVisible (idEntity *enemy);
        int Fire (bool firing);
        int Ammo (void);
        int stepUp (int vel, int dist);
        int Turn (int angle, int angle_vel);
        int GetYaw (void);
        void doTurn (int angle);
        void select (int bitmask);
        int ChangeWeapon (int new_weapon);
```


stepUp implementation inside Player.cpp

- **neo/game/Player.cpp**

```
/*
=============
idPlayer::stepUp  (crouch or jump)
=============
 */
int idPlayer::stepUp (int vel, int dist)
{
  int old = (int) usercmd.upmove;

  // gameLocal.Printf( "stepUp %d %d0, vel, dist );
  usercmd.upmove = (signed char) vel;
  usercmd.forwardmove = 0;
  usercmd.rightmove = 0;
  buttonMask = 0;
  buttonMask |= BUTTON_RUN;
  pulseCount.set_run (dist);
  usercmd.buttons |= BUTTON_RUN;
  gameLocal.usercmds[entityNumber] = usercmd;

  return old;
}
```


stepUp implementation inside Player.cpp

- note that inorder for the `stepUp` to function correctly it will require changes made to the `Think` method in the same file
- you should assign
-

```
    usercmd.upmove = 0;
    gameLocal.usercmds[entityNumber].upmove = 0;
```

- when `get_run () == 0`

stepUp implementation inside Player.cpp

- now you need to make changes to `pybot.cpp` to interpret the `step_up` string passed by python and decode its two parameters
  - follow though the `reload_weapon` changes to see which classes need to be changed
- it might be useful to examine the `stepVec` method and how it is implemented
  - your `stepUp` method should be similar