

```
<!DOCTYPE HTML PUBLIC "-//  
//W3C//DTD HTML 4.01//EN"  
"http://www.w3.org/TR/html4/strict.dtd">
```

```
<html>  
  
<head>  
  
  <meta http-equiv="Content-Type"  
  content="text/html; charset=UTF-8">  
  
  <title>Artificial Intelligence : OpenKore source  
  code documentation</title>  
  
  <link rel="stylesheet" type="text/css"  
  href="openkore.css">  
  
  <!-- Fix broken PNG transparency for IE/Win5-6+ --  
>  
  
  <!--[if gte IE 5.5000]>  
  <script type="text/javascript"  
  src="pngfix.js"></script>  
  
  <![endif]-->  
  
  <style type="text/css">  
  
  <!--  
  .example {  
    margin: 0.3cm;  
    margin-left: 0.5cm;  
  }  
  
  .comment {  
    font-style: italic;
```

```
  }  
  
  .term {  
    border-bottom: 1px dotted black;  
  }  
  
  .cstr {  
    color: #007700;  
  }  
  -->  
</style>
```

```
</head>
```

```
<body>
```

```
<div id="title">OpenKore source code documentation</div>
```

```
<div id="navigation">
```

```
  <ul>
```

```
    <li><a  
    href="http://openkore.sourceforge.net/">Main  
    website</a></li>
```

```
    <li><a href="index.html">Table of  
    contents</a></li>
```

```
    <li><b>Artificial intelligence</b></li>
```

```
  </ul>
```

```
</div>
```

<h1>How the AI subsystem is designed</h1>

The AI subsystem isn't really complex, but it could take a while to understand it's design.

<p>

All "intelligence" is handled inside the <code>AI()</code> function (right now it's one big function but

we hope to split it in the future).

As explained in the <a>Main loop &amp; initialization</a> page, the <code>AI()</code> function only runs less than a fraction of a second.

<p>

Basically, the AI tells Kore to do certain things based on the current situation. I'll try to explain it with some examples.

<a name="ex1"></a>

<h2>Example 1: Random walk</h2>

You're probably familiar with Kore's random walk feature.

If there are no monsters and Kore isn't doing anything, it will walk to a random spot on the map, and attack any monsters it encounters.

The following piece of code (within the <code>AI()</code> function makes Kore walk to a random spot if it isn't doing anything:

<pre class="example">

1 <span class="comment">#### RANDOM WALK ####</span>

2 <b>if</b> (\$config{'route\_randomWalk'} && \$ai\_seq[0]  
<b>eq</b> "" && @{\$field{'field'}} > 1 &&  
!\$cities\_lut{\$field{'name'}, 'rsw'}) {

3 <span class="comment"># Find a random block on the  
map that we can walk on</span>

4 <b>do</b> {

5 \$ai\_v{'temp'}{'randX'} = int(rand() \*  
(\$field{'width'} - 1));

6 \$ai\_v{'temp'}{'randY'} = int(rand() \*  
(\$field{'height'} - 1));

7 } <b>while</b>  
(\$field{'field'}[\$ai\_v{'temp'}{'randY'}]\$field{'width'} +  
\$ai\_v{'temp'}{'randX'});

```

9      <span class="comment"># Move to that block</span>
10     message <span class="cstr">"Calculating random
route to:
$maps_lut{$field{'name'}.'.rsw'}{$field{'name'}}:
$ai_v{'temp'}{'randX'}, $ai_v{'temp'}{'randY'}\n"</span>,
<span class="cstr">"route"</span>;
11     ai_route(\%{$ai_v{'temp'}{'returnHash'}},
12             $ai_v{'temp'}{'randX'},
13             $ai_v{'temp'}{'randY'},
14             $field{'name'},
15             0,
16             $config{'route_randomWalk_maxRouteTime'},
17             2,
18             undef,
19             undef,
20             1);
21 }
</pre>

```

We call this block of code an `<em class="term">AI code block</em>`.

In other words, an AI code block is `<em>`an entire block of code which deals with a certain part of the AI`</em>`.

### `<h3>Situation check</h3>`

In line 1, it checks:

`<ol>`

`<li>`whether the configuration option  
`<code>route_randomWalk</code>` is on`</li>`

`<li>`whether there are currently no other active `<em class="term">AI sequences</em>` (see below)`</li>`

`<li>`whether we're currently NOT in a city `</li>`

`</ol>`

If all of the above is true, then Kore will run the code inside the brackets.

`<p>`

What is an `<em class="term">AI sequence</em>`? It is a value within the `<code>@ai_seq</code>` array.

This array is a `<em>command queue</em>`.

`<p>`

AI code blocks prepend values into this array so they can know when it's their turn to do something.

When an AI code block is done with it's task, it will remove that value from the array.

So, if `@ai_seq` is empty, then that means all AI code blocks have finished and Kore isn't doing anything else.

And this is when the random walk AI code block jumps in.

<p>

There is also the `@ai_seq_args` array, used to store temporary variables used by the current AI code block.

If a value is prepended into `@ai_seq`, then a value must also be prepended into `@ai_seq_args`.

More on this later.

<h3>Finding a random position to walk to</h3>

Line 4-7 tries to find a random position in the map that you can walk on.

(`$field[field]` is a reference to an array which contains information about which blocks you can and can't walk on.

But that's not important in this example. You just have to understand what this block does.)

<p>

The result coordinate is put into these two variables:

<ul>

<li>`$ai_v[temp]{randX}`</li>

<li>`$ai_v[temp]{randY}`</li>

</ul>

<small>(In case you didn't know, `$foo{bar}` is the same as `$foo["bar"]`.)</small>

<h3>Moving</h3>

Line 11-20 is the code which tells Kore to move to the random position.

It tells `ai_route()` where it wants to go to.

`ai_route()` prepends a `"route"` AI sequence in `@ai_seq`, and arguments in a hash

(which is then prepended into `@ai_seq_args` and immediately returns.

Shortly after this, the entire `AI()` function returns.

The point is, `ai_route()` is *not* synchronous.

<p>

In less than a fraction of a second, the `AI()` function is called again.

Because the `@ai_seq` variable is not empty anymore, the random walk AI code block is never activated (the expression `'$ai_seq[0] eq ""` is false).

<p>

The AI code block that handles routing is elsewhere in the `AI()` function.

It sees that the first value in `@ai_seq` is `"route"`, and thinks *"hey, now it's my turn to do something!"*.

(The route AI code block is very complex so I'm not going to explain what it does, but you get the idea.)

When the route AI code block has finished, it will remove the first item from `@ai_seq`.

If `@ai_seq` is empty, then the random route AI code block is activated again.

## Example 2: Attacking monsters while walking to a random spot

You might want to wonder how Kore is able to determine whether to attack monsters when it's walking.

Let's take a look at a small piece of it's source code:

```
<pre class="example">
    <span class="comment">#### AUTO-ATTACK ####</span>

    <b>if</b> (($ai_seq[0] <b>eq</b> <span
class="cstr">"</span> || $ai_seq[0] <b>eq</b> <span
class="cstr">"route"</span> || $ai_seq[0] <b>eq</b> <span
class="cstr">"route_getRoute"</span> || $ai_seq[0]
<b>eq</b> <span class="cstr">"route_getMapRoute"</span>
|| $ai_seq[0] <b>eq</b> <span
class="cstr">"follow"</span>

        || $ai_seq[0] <b>eq</b> <span
class="cstr">"sitAuto"</span> || $ai_seq[0] <b>eq</b>
<span class="cstr">"take"</span> || $ai_seq[0] <b>eq</b>
<span class="cstr">"items_gather"</span> || $ai_seq[0]
<b>eq</b> <span class="cstr">"items_take"</span>)

        ...
</pre>
```

As you can see here, the auto-attack AI code block is run if any of the above AI sequences are active.

So when Kore is walking (`$ai_seq_args[0]` is "route"), Kore continues to check for monsters to attack.

<p>

But as you may know, if you manually type "move  
WhateverMapName" in the console, Kore will move to that  
map without attacking.

monsters (yes, this is intentional behavior). Why is  
that?

<p>

As seen in example 1, the `ai_route()`  
function initializes the route AI sequence.

That function accepts a parameter called "attackOnRoute".  
`$ai_seq_args[0][attackOnRoute]` is set to the  
same value as this parameter.

Kore will only attack monsters while moving, if that  
parameter is set to 1.

When you type "move" in the console, that parameter is  
set to 0. The random walk AI code block however sets that  
parameter to 1.

<p>

Inside the auto-attack AI code block, Kore checks whether  
the argument hash that's associated with the "route" AI  
sequence has a

'attackOnRoute' key, and whether the value is 1.

<pre class="example">

...

```
$ai_v['temp']['ai_route_index'] = binfind($ai_seq,  
<span class="cstr">"route"</span>);  
  
<b>if</b> ($ai_v['temp']['ai_route_index'] ne <span  
class="cstr">"</span>) {  
  
    $ai_v['temp']['ai_route_attackOnRoute'] =  
    $ai_seq_args[$ai_v['temp']['ai_route_index']]['attackOnRo  
ute'];  
  
}  
  
...  
  
<span class="comment"># Somewhere else in the auto-  
attack AI code block, Kore checks whether  
  
# $ai_v['temp']['ai_route_attackOnRoute'] is set to  
1.</span>  
</pre>
```

<h2>Timeouts: To wait a while before doing something</h2>

In certain cases you may want the program to wait a while  
before doing anything else.

For example, you may want to send a "talk to NPC" packet  
to the server, then send a "choose NPC menu item 2"  
packet 2 seconds later.

<p>

The first thing you would think of is probably to use the  
`sleep()` function.

However, that is a bad idea. `sleep()` blocks  
the entire program. During the sleep, nothing else can be  
performed.

User command input will not work. Other AI sequences are

<p>

The right thing to do is to use the [`timeout\(\)`](Utils.html#timeout) function.

The API documentation entry for that function has two examples. Here's another example, demonstrating how you can use the `timeout()` function in an AI sequence. This example initializes a conversation with NPC 1337 (a Kupra NPC).

Then two seconds later, it sends a "choose NPC menu item 2" packet.

```
<pre class="example">
<span class="comment"># The AI() function is run in the
main loop</span>

<b>sub</b> AI {
    ...

    <b>if</b> ($somethingHappened) {

        <b>my</b> %args;

        $args{stage} = <span class="ctr">'Just
started'</span>;

        <b>unshift</b> @ai_seq, <span
class="ctr">"NpcExample"</span>;

        <b>unshift</b> @ai_seq_args, \%args;

        $somethingHappened = 0;

    }

    <b>if</b> ($ai_seq[0] <b>eq</b> <span
class="ctr">"NpcExample"</span>) {
```

```

        <b>if</b> ($ai_seq_args[0]{stage}
<b>eq</b> <span class="ctr">'Just started'</span>) {

            <span class="comment"># This AI
sequence just started

            # Initialize a conversation with
NPC 1337</span>

            sendTalk($net, 1337);

            <span class="comment"># Store the
current time in a variable</span>

            $ai_seq_args[0]{waitTwoSecs}{time} = <b>time</b>;

            <span class="comment"># We want
to wait two seconds</span>

            $ai_seq_args[0]{waitTwoSecs}{timeout} = 2;
```

```

        $ai_seq_args[0]{stage} = <span
class="cstr">'Initialized conversation'</span>

        } <b>elsif</b> ($ai_seq_args[0]{stage}
<b>eq</b> <span class="cstr">'Initialized
conversation'</span>

        <span class="comment"># This 'if'
statement is only true if two seconds have passed

        # since
$ai_seq_args[0]{waitTwoSecs}{time} is set</span>

        && timeout(
$ai_seq_args[0]{waitTwoSecs} )

        ) {

        <span class="comment"># Two
seconds have now passed</span>

        sendTalkResponse($net, 1337, 2);

```

```

        <span class="comment"># We're
done; remove this AI sequence</span>

        <b>shift</b> @ai_seq;

        <b>shift</b> @ai_seq_args;

    }

}

...

}

</pre>

```

## <h2>Conclusion & summary</h2>

The entire AI subsystem is kept together by these two variables:

- <ul>

- <li><code>@ai\_seq</code> : a queue which contains AI sequence names.

Usually, AI code blocks are run based on the value of the first item in the queue

(though this doesn't have to be true; it depends on how the AI code block is programmed).</li>

- <li><code>@ai\_seq\_args</code> : contains arguments that's associated with current AI sequence.</li>

- </ul>

The design is pretty simple. This allows the system to be very flexible:



(but that's just my opinion).

<p>

The `AI()` function runs only very shortly. So AI code blocks shouldn't do anything that can block the function for a long time.

<h3>Glossary</h3>

<ul>

<li>An `AI code block` is an entire block of code which deals with a certain part of the AI.</li>

<li>An `AI sequence` is a value within the `ai_seq` queue (and an associated value inside the `ai_seq_args` array).</li>

</ul>

<p><br><p>

<div id="footer">

<ul>

<li><a

href="http://validator.w3.org/check?uri=referer" title="Valid HTML 4.01!"></a></li>

<li><a

href="http://www.mozilla.org/products/firefox/" title="Get Firefox - Take Back the Web"></a></li>

<li><a

href="http://www.mozilla.org/products/firefox/" title="If you were looking at this page in any browser but Microsoft Internet Explorer, it would look and run better and faster"></a></li>

</ul>

</div>

</div>

</body>

</html>