

DCOI FAQ

3 décembre 2025

0.1 How do I use the invitation URL generated for my bot ?

The invitation URL is for adding your Discord bot account to the competition server. Share it with the competition organizer (for Computer Olympiad, currently send it to : quentin.cohen-solal@dauphine.psl.eu).

0.2 Do I need a separate Discord bot for each game ?

No.

A single bot can participate in multiple games as long as it supports the GTP command “game”.

However :

- One Discord token = one running match at a time.
- If you need to play multiple matches in parallel, you must duplicate your bot’s code and create one Discord bot account (token) per simultaneous match.

0.3 How do I connect my own AI to the DCOI ?

Update the parameters.conf file :

- Set your Discord bot token
- Set the operator’s Discord user ID
- Set the filepath to your program

Your program must implement the GTP commands defined in Table 2 of the Quick Start Tutorial.

0.4 Can I test my bot against Player_Bot or Joueur_Olympiad ?

Yes.

Joueur_Olympiad is simply the French name of Player_Bot. Functionally, they are identical.

0.5 As an operator, can I resign on behalf of my bot ?

Yes :

- Use resign when it is your bot's turn.
- Use !resign when it is the opponent's turn ; your bot will resign at its next move.

0.6 What does !freeze do ? Can I restart the bot afterward ?

!freeze stops your bot from playing so you can act manually (e.g., resign) or debug.

You may :

- Modify your program while the bot is frozen.
- Then run :
 1. !gtp_replay
 2. !unfreeze

This lets you continue the match with your updated bot.

If your bot stops completely (crash or manual shutdown), restart it and use !continue.

This usually works, but is not guaranteed.

Thus, keeping your bot alive for the entire match is strongly recommended.

0.7 How do I disable message notification sounds during matches ?

Right-click the channel name → Mute Channel.

0.8 My bot wasn't ready when I used !start. How can I avoid this ?

Wait until your bot prints : "We have logged in as ..." before launching !start.

If your bot needs more than 15 minutes to initialize, launch it well before the match starts.