Play this game once this <http://eastoftheweb.com/cgi-bin/top_scores.pl?game=multieight> to understand what I’m trying to do. My bot is more or less a straightforward port of this game, with the same rules and constraints.

SETTING UP

1. Pick up the word list from here: <http://a2z.decontextualize.com/texts/sowpods.txt>. Save it in a suitable location. I’ll call the file sowpods.txt from now on for convenience.
2. Run perl multieight\_builder.pl sowpods.txt 1000 words .txt

Arguments: 1) the path to the word list picked up earlier. 2) The number of words you want to add to your database (these are the eight letter words that’ll appear in the game) 3) The directory where you want to save your computed sub word lists. 4) The extension to be appended to each sub word list. For eg. If we’ve built up the sub word list for ‘GRATEFUL’ we’ll have a file called grateful.txt with all the words that can be formed from ‘GRATEFUL’ in the directory ‘words’.

1. Run perl eightindex\_builder.pl words eights.database .txt

Arguments: 1) The directory where you stored your computed sub word lists earlier. This will have 1000 files of the form <word>.txt if you stuck to the suggested invocation. 2) The name of the index file for the words directory. This file will have a list of all the word files in the words directory, so that one of those can be selected easily. 3) The extension of each sub word list in the words directory.

1. Copy the bot script Multieight.lua into the PtokaX DC Hub’s scripts directory.
2. Create another directory called Multieight in the scripts directory, and copy the words directory created earlier here.
3. Create a directory within the Multieights directory called ‘Config’ and copy the files rooms.config and users.config there. Don’t edit users.config ever, but rooms.config can be edited as I’ll explain in the third section.

CONFIGURING THE BOT.

Open the file Multieight.lua in a text editor, and modify some of the configuration settings stored in the table varList as needed.

1. You can leave botName, botDesc and botEmail as they are.
2. But, you should set wordDatabase to point to the file you created as argument 2 in the perl script invocation in instruction 3 of SETTING UP. Don’t put in the full path, just give the file name (with extension: eg. eights.database).
3. The path to the words directory should be filled in for wordSetDir. Don’t forget to escape backslashes if you are on Windows.
4. The extension to your word lists (.txt if you followed the example invocation) should be set in wordFileExt.
5. The path to the config directory (as set up in instruction 6 of SETTING UP) should be stored in configDir.
6. Leave configFileExt as it is, unless you change the extension of the files stored in the config directory (users.config and rooms.config). If you change it to something else, say users.conf and rooms.conf, don’t forget to set this variable.
7. Leave userDatabase and roomList as they are unless you change the filenames users.config and rooms.config to something else. If you make users.config as say userList.config don’t forget to change userDatabase accordingly. Same goes for roomList.
8. Set joinMessage to an appropriate message that will be displayed when the bot is switched on in the hub. It’ll be sent on the mc to everyone connected.

CONFIGURING ROOMS

You can edit rooms.config to modify the number and type of game rooms available to Multieight users. Open the file in a text editor to understand the configuration options and the format in which to present them. I’ll put them here anyway.

1. Each room is identified by a line in the file rooms.config that’s not a comment (all comments start with two hyphens --).
2. Each configuration option for a given room is separated by a single whitespace. While I’ve taken care to be robust enough to handle poor whitespace formatting, it’s always better to stick rigidly to this format.
3. The options to set up a room are <room name> <round duration in milliseconds> <between rounds pause duration> <rounds per game> <max capacity>
4. Capacity is the number of players that each room supports. I have no idea how big the threshold is before Multieight’s responses become unacceptably slow – so I’ve randomly imposed some limits. Hub owners should probably reduce this value if users start complaining of lag and slow performance.
5. Breaking out into multiple rooms and reducing capacity per room won’t help, as Multieight is not multi-threaded by room. So, hub owners should probably shut down a few rooms if performance is hit and there are too many of them.
6. For the other options, refer to this <http://eastoftheweb.com/cgi-bin/top_scores.pl?game=multieight>