

## John Romero Programming Proverbs

- 9. “Encapsulate functionality to ensure design consistency. This minimizes mistakes and saves design time.”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

## Implementing labels in chisel/pen2map

- you will need to back port the changes you made last week into your working chisel `$HOME/Sandpit/chisel`
- an easy way to do this is to use `diff` and `patch`
  - hint read `man diff` and `man patch`

```
$ cd $HOME/Sandpit/labels/chisel
$ git diff
$ git diff > $HOME/Sandpit/labels/label-diffs
$ cd $HOME/Sandpit/chisel
$ patch -p1 < $HOME/Sandpit/labels/label-diffs
```

## Implementing labels in chisel/pen2map

- the command `git diff` generates a list of differences between each file and the last git clone
- the command `patch` tries to apply these differences to the current directory
  - this is used a lot in industry and it is a very efficient way to distribute source code changes
  - occasionally you need to manual apply a patch which fails
  - normally `patch` will complain and store a `.rej` file
- these notes are better read using the pdf version

# Implementing labels in chisel/pen2map

`$HOME/Sandpit/chisel/maps/label3.txt`

```
define 1 room 1
define s worldspawn
define i light
define a ammo ammo_shells_large 16
define l label the_ammo_loc [a]
define P monster python_doommarine_mp

#####
# 1                                     #
#           P                         #
# s                                     #
#           1                         #
#                                     #
#####
```

## Implementing labels in chisel/pen2map

- given the map source file above can be transformed into a pen map using
- ```
$ cd $HOME/Sandpit/chisel/python  
$ python3 txt2pen.py ../maps/label13.txt
```
- if you want autolights you need to add the `-l` option

# Implementing labels in chisel/pen2map

```
ROOM 1
  WALL
    1 7 36 7
    36 7 36 1
    36 1 1 1
    1 1 1 7
  MONSTER python_doommarine_mp AT 12 5
  AMMO ammo_shells_large AMOUNT 16 AT 24 4
  SPAWN PLAYER AT 4 4
  INSIDE AT 4 5
  LABEL AT 24 4 the_ammo_loc
END

END.
```

## Adding labels to chisel/pen2map

- keep the comment grammer up to date

■ [python/pen2map.py](#)

```
roomDesc := "ROOM" integer
          { doorDesc | wallDesc | treasureDesc | ammoDesc |
            lightDesc | insideDesc | weaponDesc | monsterDesc |
            spawnDesc | defaultDesc | soundDesc | labelDesc } =:
```

- which states a room starts with a keyword ROOM followed by an integer followed by a description
  - one of which is the labelDesc

## Adding labels to chisel/pen2map



python/pen2map.py

```
labelDesc := 'LABEL' 'AT' posDesc string =:
```



the grammar comment is at the top of the source file in a multi line comment



## Adding labels to chisel/pen2map

python/pen2map.py

```
class roomInfo:
    def __init__ (self, r, w, d):
        self.walls = orderWalls (r, w)
        ...
        self.floorLevel = None
        self.inside = None
        self.defaultColours = {}
        self.defaultTextures = {}
        self.sounds = []
        self.labels = []
```

## Adding labels to chisel/pen2map



python/pen2map.py

```
def addSound (self, s, pos):  
    self.sounds += [[s, pos]]  
def addLabel (self, label, pos):  
    self.labels += [[label, pos]]
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
def roomDesc ():
    global curRoom, curInteger, curRoomNo, verbose
    if expecting (['ROOM']):
        expect ("ROOM")
        if integer ():
            curRoomNo = curInteger
            curRoom = newRoom (curRoomNo)
            if debugging:
                print("roomDesc", curRoomNo)
            while expecting (['DOOR', 'WALL', 'TREASURE', 'AMMO', 'WEAPON', 'LIGHT', '1']):
                if expecting (['DOOR']):
                    doorDesc ()
                elif expecting (['WALL']):
                    wallDesc ()
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
...
elif expecting (['WEAPON']):
    weaponDesc ()
elif expecting (['LABEL']):
    labelDesc ()
elif expecting (['LIGHT']):
    lightDesc ()
elif expecting (['INSIDE']):
    insideDesc ()
elif expecting (['MONSTER']):
    monsterDesc ()
...
expect ('END')
return True
else:
    errorLine ('expecting an integer after ROOM')
return False
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
#  
# labelDesc := 'LABEL' 'AT' posDesc string =:  
#  
  
def labelDesc ():  
    expect ('LABEL')  
    expect ('AT')  
    if posDesc ():  
        label = get ()  
        curRoom.addLabel (label, curPos)  
        return True  
    else:  
        errorLine ('expecting a position for a label')  
    return False
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
def generateWeapons (o, e):
    n = 1
    for r in list(rooms.keys ()):
        if debugging:
            print(rooms[r].weapons)
        for weapon_kind, xy in rooms[r].weapons:
            o.write ("// entity " + str (e) + '\n')
            o.write ("{\n")
            o.write ('    "inv_item" "4"\n')
            o.write ('    "classname" "' + weapon_kind + '"\n')
            o.write ('    "name" "' + weapon_kind + '"\n')
            o.write ('    "origin" "')
            xyz = toIntList (xy) + [-invSpawnHeight]
            xyz = subVec (xyz, [minx, miny, getFloorLevel (r)])
            v = midReposition (xyz)
            o.write ('%f %f %f"\n' % (v[0], v[1], v[2]))
            o.write ("}\n")
            n += 1
            e += 1
    return o, e
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
def generateLabels (o, e):
    n = 1
    for r in list(rooms.keys ()):
        if debugging:
            print (rooms[r].labels)
        for label_desc, xy in rooms[r].labels:
            o.write ("// entity " + str (e) + '\n')
            o.write ("{\n")
            o.write ('    "classname" "item_default"\n')
            o.write ('    "label" "' + label_desc + '"\n')
            o.write ('    "origin" "')
            xyz = toIntList (xy) + [-invSpawnHeight]
            xyz = subVec (xyz, [minx, miny, getFloorLevel (r)])
            v = midReposition (xyz)
            o.write ('%f %f %f\n' % (v[0], v[1], v[2]))
            o.write ("}\n")
            n += 1
            e += 1
    return o, e
```

## Adding labels to chisel/pen2map

python/pen2map.py

```
def generateMap (o):  
    o, e      = generateLights (o, e)  
    o, e      = generateAmmo (o, e)  
    o, e      = generateSounds (o, e)  
    o, e      = generateWeapons (o, e)  
    o, e      = generateLabels (o, e)  
    if statistics:  
        print("Total rooms =", len (list(rooms.keys ())))  
        print("Total cuboids =", len (list(cuboids.keys ())))
```



## Testing the tool chain

```
$ cd $HOME/Sandpit/chisel/python
$ python3 txt2pen.py -l ../maps/label13.txt
$ python3 txt2pen.py -l -o tiny.pen ../maps/label13.txt
$ cat tiny.pen
$ PYTHONPATH=student python3 pen2map.py tiny.pen
$ PYTHONPATH=student python3 pen2map.py -o tiny.map tiny.pen
```

if this works then you can simplify these commands to:

```
$ cd $HOME/Sandpit/chisel/python
$ ./developer-txt2map ../maps/label13.txt
```

## Testing the tool chain

- now download a new copy of doom3 and try out the new bot code
  - you will need to remove the current pybot-dhewm3 code (or move it out of the way)

- ```
$ ssh mcgreg
$ cd $HOME/Sandpit
$ git clone https://github.com/gaiusm/pybot-dhewm3
$ exit
```

- now recompile doom3

## Testing the tool chain

- start the python bot

- ```
$ cd $HOME/Sandpit/git-doom3/pybot-dhewm3/python-bot  
$ python3 python_doommarine.py 0
```

- examine the code in `$HOME/Sandpit/git-doom3/pybot-dhewm3/python-bot/python_doommarine.py`
- look at the code which obtains the label doom3 coordinate
  - the python bot will briefly come to life and then print out the label position