Lecture: 15-1

- Prerequisites for this lecture are: 14-1, 14-2 and 14-3.

Work flow for touchmap, chisel, penguin tower, doom3 usage

- `touchmap` should be able produce a text map which is suitable for penguin tower, isometric penguin tower and doom3
- all maps are in text, doom3 maps and penguin tower maps can be produced using touchmap and chisel

Work flow for touchmap, chisel, penguin tower, doom3 usage

- using a terminal in the vmware or R-Pi linux type:

```
$ d3
```

- this will take a few seconds and will:
  - create a set of configuration files for doom3
  - download the chisel source code from github and place it into: `$HOME/Sandpit/chisel`

- it then starts up doom3

chisel

- after the doom3 window appears open up another command line terminal and type:

```
$ cd
$ cd Sandpit/chisel/python
$ ls ../maps
$ ./developer-txt2map ../maps/three.txt
```

Chisel map: three.txt

$HOME/Sandpit/chisel/maps/three.txt

```
define 1 room 1
define 2 room 2
define 3 room 3
define s worldspawn
define o monster monster_demon_imp
define h monster monster_demon_hellknight
define S monster monster_demon_tick

################################
# 1              # 2           #
#                #             #
# s         o    .             #
#                .             #
#          #######         h   #
#          #                   #
#          #                   #
##################..############
# 3                            #
#    S                         #
#                              #
################################
```

Touchmap

- should eventually generate text files similar to `three.txt`
- `chisel` will produce doom3 and penguin tower equivalents from your text map

Touchmap

- now return to the doom3 window and press the tilde key ~
  - this enables the in game doom3 console
- in this console type: `dmap tiny.map`
  - `dmap` bsp compiles the tiny.map
- once this is complete, type in the doom3 console: `map tiny.map`
  - which loads in the bsp compiled map `tiny.map`
- notice that the output from `chisel` is always `tiny.map`
  - this is for convenience and configuration
  - `chisel` can output the file into any named file if necessary

Penguin Tower

- is a multiplayer 2 dimensional game
  - inspired by Morloc Tower ⟨`http://www.mobygames.com/game/dunjonquest-morlocs-tower`⟩ although Penguin Tower is very different

- however the screen layout and many of the key commands are the same

Penguin Tower

- you can a copy of the game.
- you then need to extract the archive using the following command line:
-

```
$ mkdir $HOME/Sandpit
$ cd $HOME/Sandpit
$ wget /download/penguin-tower/penguin-tower-2.0.tar.gz
$ tar zxvf penguin-tower-2.0.tar.gz
```

Creating important directories

- these directories need to created before penguin tower can be built

```
$ mkdir -p $HOME/Sandpit
$ cd $HOME/Sandpit
$ mkdir -p $HOME/opt/bin
$ mkdir -p build-ptower
```

Building Penguin Tower

- you should be able to build it by typing:

```
$ cd $HOME/Sandpit
$ mkdir -p build-ptower
$ cd build-ptower
$ ../penguin-tower-2.0/configure --prefix=$HOME/opt
$ make
$ cd ..
```

- you need to check that the make program above exited with no error messages

- note the build will recreate all images in the build directory.

Installing your own copy of Penguin Tower

- you can install your own copy of Penguin Tower into your directory (`$HOME/opt`) specified by the `--prefix` to the `./configure` command

- ```
  $ cd $HOME/Sandpit
  $ mkdir -p build-ptower
  $ cd build-ptower
  $ make install
  $ cd ..
  ```
  ```

Penguin Tower keyboard controls

- keyboard controls ⟨`ptower.html`⟩.

Configure notes

- you only need to execute `../penguin-tower-2.0/configure --prefix=$HOME/opt` once ever in this directory (unless you modify the package)

- check out the documentation here ⟨`ptower.html`⟩.