

## John Romero Programming Proverbs

- 8. “Write your code for this game only - not for a future game. You’re going to be writing new code later because you’ll be smarter.”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

## Extending the Remote procedure call API

- `disableAI () : boolean`
  - disable the in game C AI
  - return True/False if successful
  - (completed)

## Extending the Remote procedure call API

- enableAI () : boolean
  - enable the in game C AI
  - return True/False if successful
  - (completed)

## Implementing these two function calls

- we need to modify the Python remote procedure call interface
- then we need to modify the ioquake source code
  - (completed)

## Disable/Enable ioquake AI

- this has been completed in your source file
  - these notes show how the changes were made and
  - importantly also show you which files were altered

# Python

- open up `ioquake-latest/python-bot/bot-legoman/botfiles/bots/botlib.py`
- alter
- ```
# AI codes  
SKILL, CONT = range(1, 3)
```

# Python

- to

- ```
# AI codes  
SKILL, CONT, CAI = range(1, 4)
```

- we now are going to define this new function CAI

# Python

- now move to the definition of `class bot:` and continue down to find `def cont (self):`

- we now add

- ```
def cai (self, boolean):  
    """ enables/disables the C AI engine inside ioquake """  
    """ It returns the previous value of the C AI engine state """  
    """ True means it was on, False means it was off """  
    return calliB(AI, CAI, boolean)
```



# Python

- calliB passes the three parameters as integers and returns a boolean result
- we now implement two more Python functions:
- ```
def disableAI ():  
    """ disable the C AI and return True if successful """  
    return cai(False)=True  
  
def enableAI ():  
    """ enable the C AI and return True if successful """  
    return cai(True)=False
```
- the Python code is complete!



- open up the file: `ioquake-latest/ioquake3/code/botlib/be_ai_char.c`

```
//a bot character
typedef struct bot_character_s
{
    char filename[MAX_QPATH];
    float skill;
    int isPythonBot;
    py_bot_t py;
    bot_characteristic_t c[1];
} bot_character_t;
```



- and change it to:

- ```
//a bot character
typedef struct bot_character_s
{
    char filename[MAX_QPATH];
    float skill;
    int isPythonBot;
    int c_ai;
    py_bot_t py;
    bot_characteristic_t c[1];
} bot_character_t;
```



■ change:

■

```
#if 1
  if ((strlen(charfile)>3) && (strcmp(&charfile[strlen(charfile)-3], ".py") == 0)) {
    ch->isPythonBot = qtrue;
    if (initPy(&ch->py, ch)) {
      ch->skill = skill;
```



■ to

■

```
#if 1
ch->c_ai = qtrue;
if ((strlen(charfile)>3) && (strcmp(&charfile[strlen(charfile)-3], ".py") == 0)) {
    ch->isPythonBot = qtrue;
    if (initPy(&ch->py, ch)) {
        ch->skill = skill;
```



- add the new function underneath `contrpc`



```
/*
 * cairpc - called by the rpc.
 *          Bytes:  <length><CODE><FUNCTION>
 *          Integer: <True/False>
 *
 *          The Integer value turns the C AI on/off.
 */

int cairpc (void *p)
{
    py_bot_t *py = (py_bot_t *)p;
    int *onoff = (int *)&py->inBuf[3];
    bot_character_t *ch = py->ch;
    int oldValue = ch->c_ai;

    ch->c_ai = *onoff;
    returnBoolean(p, (unsigned char)oldValue);
    return qtrue;
}
```



- open up ioquake-  
latest/ioquake3/code/botlib/be\_ai\_char.h and add this  
prototype to the end of the file:

```
/*  
 * use_c_ai - returns true if, client, should use the C AI engine.  
 */  
  
int use_c_ai (int character);
```





- now open up ioquake-  
latest/ioquake3/code/botlib/be\_ai\_char.c and add this  
function after isPythonBot
- ```
/*  
 * use_c_ai - returns true if, client, should use the C AI engine.  
 */  
  
int use_c_ai (int character)  
{  
    return (botcharacters[character] != NULL) && (botcharacters[character]->c_ai);  
}
```



- now we need to add the C AI rpc call, so open up `ioquake-latest/ioquake3/code/botlib/be_ai_py.h` and alter

```
/*  
 *  AI codes  
 */  
  
typedef enum Aicode_t {  
    pyAIDummy, pySKILL, pyCONT, pyAImax,  
} Aicode;
```



■ to

■

```
/*  
 *  AI codes  
 */  
  
typedef enum AIconcode_t {  
    pyAIDummy, pySKILL, pyCONT, pyCAI, pyAImax,  
} AIconcode;
```

- ```

/*
 *  initAImethods - initialise the AI methods called by the rpc.
 */

EXTERN void initAImethods (py_bot_t *py,
                           int (*skill)(void *),
                           int (*cont)(void *),
                           int (*cai)(void *));

```



- now we need to modify the call to `initAImethods` (found in file `be_ai_char.c`)

- ```
if (initPy(&ch->py, ch)) {  
    ch->skill = skill;  
    initAImethods(&ch->py, skillrpc, contrpc, cairpc);  
}
```

## Exercise for the reader

- at this point the Python rpc mechanism can turn off/on the `c_ai` value
- the C ioquake code can use the function `use_c_ai` to test this bit
- we still need to modify ioquake so that it does not call the C AI if this function returns `TRUE`