

# IRC LISP

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### Abstract

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<dto> hi Kooda and welcome to the channel. <dto> im upgrading linuxmint so i might not get a chance to try your lua game before i pass out in exhaustion <dto> how are you doing? <dto> are you interested in Common Lisp? or Scheme? clojure? whatevs <dto> it's all a rich tapestry <dto> it's a dialect-agnostic scene <Kooda> I'm a Schemer :P <Kooda> I use (and try to contribute) to the CHICKEN implementation. <dto> hey cool. i bet you would enjoy talking to "davexunit" here when he is around. he does a scheme game lib <dto> hey cool :) <dto> i think davexunit uses Guile <Kooda> Awesome! I just rolled my own thing for my first game <dto> he works on a project called Guix which is a scheme-based linux distro <dto> scheme package manager, etc <Kooda> Yeah, I know about Guix, it seems awesome <dto> kool Kooda what did you roll? <dto> something in scheme? <Kooda> Yep <Kooda> Using bindings to SDL2 <Kooda> It's just a very small and simple game though, nothing fancy. M<dto> sweet. is it possible to distribute precompiled binaries with Chicken? <Kooda> Yep, indeed! <Firedancer> Doesn't it compile to C? <dto> small and simple are the best games often tho <dto> i have no idea \* sjl has quit (Ping timeout: 240 seconds) <dto> hi Firedancer <Kooda> I was just making a windows binary when you contacted me :è) <Kooda> :) <dto> neato. <Kooda> Firedancer: yep, it does :) <dto> i make both the Linux and the windows binaries for my games using SBCL running on linux. that is, I use linux sbcl to get a linux64 binary, and then Wine to run the windows port of SBCL, i.e. "SBCL.EXE" and it spits out a MYGAME.EXE that works on Real Windows <dto> i bet you could do that too <Firedancer>

I was wondering would it work if I used ECL to translate to C and make binary that way <dto> how would that work if it's in scheme? <vydd> hi all <dto> hey vydd . <Kooda> With CHICKEN I made a cross compiler, I just have to invoke it to make the windows binary. :) <vydd> hey dto <dto> Kooda: cool :) <dto> how does it work? <Firedancer> No I mean writing Common Lisp program using ECL \* zaquest ( zaquest@5.128.210.30) has joined <dto> Firedancer: i'm sorry. i misread your comment as coming from Kooda. <Kooda> You have to build a CHICKEN aware of your target system, and you also need a C cross-compiler for your target system. <Kooda> I used mingw-w64 as the C compiler. <dto> thats quite fancy!! <dto> :) <dto> vydd, Firedancer please say welcome to a new visitor. <Firedancer> for Kooda or zaquest? <vydd> just reading through logs :) <Firedancer> But I am just noob who has just started his journey on the Common Lisp landscape so I feel my welcoming doesn't mean anything :D <vydd> hey Kooda, is your game online now? <Kooda> vydd: no, but it should be very soon :) <dto> Firedancer: wrong! noobs must socialize and share <Kooda> I'm just making the final adjustments. M<vydd> great, do post it here when you're done! <Firedancer> I can sosialize, but I have nothing to share yet g <Kooda> vydd: ok! :D <vydd> and stick around, I think you're going to love this channel <dto> cool Kooda do you think it will run in Wine? or do you have a linux64 binary? <dto> welcome to our savage, decadent underworld of lisp games <Kooda> I will make linux and windows binaries :) <dto> oh. we should have a jam after new years. <Kooda> The windows binary works in wine :) <dto> (or maybe people will be free enough for a 48hour jam around newyears?) <dto> the question is , how to run it. <dto> ok Kooda keep us posted :) <vydd> newyears jam would be fun <dto> if i fall asleep then ping me tomorrow. <vydd> we just need to coordinate <Kooda> Are you all in the US? :P <dto> vydd: one simple solution would be to host it on itch.io, the drawback is that people would have to have accounts. <Firedancer> Not me Kooda :D <vydd> I'm not <dto> another decent choice IMO is GameJolt. <dto> i'm in USA here <dto> Kooda there are people from all over the world. <aries> i'm in China :D <vydd> hi aries <aries> hello <Kooda> Cool, people from everywhere! :) <dto> over 60 names <dto> hello aries. <aries> hi, dto. <vydd> dto: host the jam on itch.io? <aries> i'm just a beginner for common lisp :( <dto> vydd: yeah they have a thing. <http://itch.io/jams> <dto> also gamejolt has a similar feature. <Firedancer> I'm from Finland <dto> i have all my stuff on both, for what it's worth. it's free and the support / admins are friendly / easy to deal with <aries> How did you learn lisp? <dto> i've noticed people reporting slow download speeds from itch lately, tho <Firedancer> nice to have someone else that is completely new here aries o/ <aries> How long do you learn before you can write games in lisp. <dto> aries: i got into lisp because of learning GNU Emacs in 2003-2004 and subsequently learning Emacs Lisp and writing some little games <dto>

then i went into Common Lisp. <Kooda> aries: you can learn the language \*by\* making games ;) <vydd> dto: I just created an account on itch.io <aries> yeah. that's coll. <dto> vydd: ok cool :) <dto> vydd: it's a nice site. i have <http://dto.itch.io> <dto> vydd: also we could use their forums they've just opened <Kooda> Yeah, itch.io is nice and without too much frills <dto> there is a comment feature on the individual pages <aries> Is there some simple games written in lisp that I can learn from? <dto> you can turn off comments on your game if you prefer <dto> aries: i have a small 2d game-engine library thing, with a small example documented game <https://github.com/dto/plong/blob/master/plong.lisp> <dto> it's a silly pong game but illustrates the basics. <vydd> dto: Right, looks simple, I like it. We can do the jam there. I just followed you. <dto> aries: i can't necessarily recommend using my library over other things, it doesn't do 3d, and it is out of date (uses obsolete opengl api, old version of SDL 1.2) <dto> aries: but if you want to learn by messing around with that Plong, i will help you out. <dto> you can transfer your learning to other CL game libs made by people here, or to Scheme / Clojureetc, if you suddenly discover that my library sucks :) <dto> aries: if you are more into scheme then you could talk to Davexunit when he is here. <dto> vydd: ok we're on! <dto> for the jam <aries> dto: ok, thank you. <dto> we can decide exact dates sometime <aries> this weekend? <vydd> Sure, in a week maybe? We could use doodle <dto> aries: the users |3b| and axion and vydd and oGMo are just some of the people working on various libraries/utilities. there's a new pretty fully-fleshed out SDL2 binding for Common Lisp (it even has MIXER and IMAGE) , and a utility library for that, and |3b| has worked a lot on Shaders and 3d related stuff <dto> what's doodle <dto> well here's the thing, this weekend is in a few days, so that's rather short notice. <vydd> dto: <http://doodle.com> <vydd> yeah, I vote for 20dec-10jan range <dto> however aries if you want to do a game this weekend then Do The Thing , don't wait for the jam :) <Kooda> (heh, doodle is also a tiny game library for CHICKEN ;) ) <dto> or you and 1-4 other newpersons can have a microjam <dto> and then try to develop your ideas further at the actual jam <dto> vydd: hmmmmm doodle <aries> dto: thank you so much. (This is my blog long long ago: [liuxueyang.github.io](http://liuxueyang.github.io), did not update for few months...) <dto> i'm reading this , maybe they have a tool <http://itch.io/docs/creators/game-jams> <dto> aries: looking now <vydd> dto: we don't have to use that; it was useful in a business setting for me, so I thought maybe we could use it for this as well <dto> vydd: i'll peep further, it looks nice actually <Kooda> If you prefer open-source services, there is : <https://framadate.org/> <dto> aries: nice page! (i can read the english parts) <aries> :) I am Chinese.. <aries> just a beginner.. <dto> welcome to the channel aries :) <dto> ok. i propose a non-voting, non-ranked contest. just everybody DoThings(TM) and share. in my opinion. <Kooda> These are the best jams ;) <aries> Thank you. I am looking

forward to learning lisp and write little games. <dto> with special focus on helping out with bugs or learner questions <vydd> incf <dto> Kooda: :) <dto> aries: welcome! :) <vydd> dto: So, are you going to be the main organizer? :) framadate.org that Kooda suggested looks nice too, so you can use that if you prefer open source <dto> basically, if you run into problems and can't finish it or get some feature working, and the deadline's up, then submit what you have, and we can discuss / postmortem things and try to help fix such bugs afterward, <dto> Sure i'll do it. <vydd> ø/ <dto> i think i should make vydd and one or two others admins on the itch jam file so that if i get hit by a bus, it still happens <dto> cool it comes with its own message board. <http://blog.itch.io/post/128643409844/introducing-jam-communities> <vydd> Sure, add regulars <dto> i don't think there should be a requirement that people make binaries. instead it might make sense to allow distributing source tarballs <dto> on itch. <dto> ok gimme a minute :) \* vydd just realized he sees himself as a regular here, and it's been only, what, two months? :) <dto> :) <vydd> what license says "do whatever you want with this, but if you're doing a multi-million dollar business, add me to your about section"? <Kooda> CC-By? <Kooda> Not sure it applies well to source-code though. <vydd> Hm. It needs a link to the license, and one has to "indicate if changes were made". I don't really care about that. Or maybe I do? Then again, that's probably good when propagating the code through libraries. <Kooda> LGPL can apply quite well too <dto> just thought of something aries and Kooda, <dto> there are a bunch of games in Emacs Lisp including tetris <dto> whose source you can read/etc \* newcup has quit (Ping timeout: 260 seconds) <aries> dto: what? <Kooda> I wrote a tetris in CHICKEN a few weeks ago M<vydd> Hm. After reconsideration, I think I'm just going to stick with MIT. Thanks, Kooda <aries> Kooda:sounds interesting. <dto> aries: do you use Emacs? \* sjl ( sjl@clients-pool-1.nat.ru.is) has joined <Kooda> vydd: yeah, I tend to think the simpler the better g <aries> I am a vimer for two years. But I began to use Emacs two months ago. <vydd> Kooda: do you know about <https://dthompson.us/pages/software/sly.html> ? that's davexunit's library dto talked about earlier <dto> aries: go into a new emacs window and M-x tetris :) <Kooda> Ah! He's the sly guy! :D <Kooda> I know about Sly but I never used it. <aries> while, I played it before. <Kooda> Though I did look at his code, like when I tried to implement a functional reactive programming library. <aries> dto: this is my github account: <https://github.com/liuxueyang?tab=repositories> :) <dto> sweet! i followed you <aries> dto: i followed you too :) <vydd> followed :) <aries> followed too. :) <aries> dto: skyw0r package is so large. <dto> aries: yea <dto> lots of art <aries> 88.0M for linux. Network speed is 4kB/s <dto> aries: <http://gamejolt.com/games/skyw0r/58813> faster here <dto> vydd: one slight complication is that apparently itch.io is really slow these days <dto> on downloads <dto> aries is the 3rd person to tell me it was slow

<dto> or 4th <aries> dto: I will try it. \* newcup (newcup@peruna.fi) has joined <aries> dto: I can not connect gamejolt.com; i am in China, maybe because of the GFW(Great Fire Wall) <dto> aries: oh :( <aries> so sad. :( <Kooda> :/ <Kooda> dto: you can host your itch.io downloads elsewhere <dto> Kooda: i'm considering it <dto> still it would be nice for everyone in the jam to be able to use itch to host. although source tarballs should be small enough to still download quick ... <Kooda> Did you contact the itch.io guys regarding your bandwidth problem? <dto> nope but i will <Kooda> They are nice, I'm sure they will see to it <Kooda> And, yeah, for the game jam, I'm sure it will be fine <dto> ok, sent a message. <Kooda> Anyways, thanks for inviting me over here. :D <dto> welcome sir :) <Kooda> I'm trying to start skyw0r but it complains that it can't find SDL mixer although it is installed :( <Kooda> Nevermind, it wanted headers <dto> Kooda: if it still complains about GFX, try choosing the continue option <Kooda> It works now :x <dto> hope you enjoy :) it's sort of a messy work in progress <Kooda> Heh, no problem with that :D \* derrida has quit (Ping timeout: 260 seconds) <Kooda> Do you use speech synthesis for the voice, or is it recorded? \* derrida ( derrida-f@mgsarch.com) has joined \* derrida has quit (Changing host) \* derrida ( derrida-f@unaffiliated/deleuze) has joined <dto> i use lisp code which shells out to command-line voice synth to make everything into WAV files. <Kooda> Heh :D \* yrk ( user@c-50-189-99-166.hsd1.nh.comcast.net) has joined \* yrk has quit (Changing host) \* yrk ( user@pdpc/supporter/student/yrk) has joined <Kooda> Well, I'm dead. :D \* warweasle (warweasle@2600:3c03::f03c:91ff:fe26:d1db) has joined <warweasle> Firedancer: Afternoon. <Firedancer> Afternoon warweasle :) <Firedancer> I could only be half a hour in the exercise class. g I always forget how bad my constitution(?) is <vydd> hi warweasle <warweasle> vydd: Hey ya! <vydd> what's up? :) <warweasle> vydd: I'm beating my head against the wall trying to figure out how to implement my idea. <warweasle> vydd: Damn near literally. <vydd> Your 6 or 7 ideas, you mean? :) <warweasle> vydd: Well, the mixing code and data thing. It only works when you have some pretty major restrictions. <warweasle> vydd: The diff/patch works. That might be useful still. <vydd> Have you looked into JIT? <warweasle> vydd: Yes. My initial idea was to evaluate all the static parts of the code, which use the available variables and send that code to run on the server. <vydd> warweasle: we're organizing a game jam <http://itch.io/jam/january-2016-lisp-game-jam> !! \* zaquest has quit (Quit: Leaving) <warweasle> vydd: But that breaks down when that code pulls data from something which needw outside data from another buffer or from a constantly changing source. <vydd> How do you know which parts are tatic? <vydd> +s <warweasle> vydd: I was going to make a metacircular evaluator. <warweasle> vydd: See what had constant values and only eval/macroexpand them. <dto> hi warweasle <warweasle> dto:

Hey dto! <dto> vydd: i added a simple abstract gamey background to the page and <dto> altered the link color \* zaquest ( zaquest@5.128.210.30) has joined <vydd> warweasle: Yes, but I was thinking about side effects via special variables that we talked about. Also can you try doing that without client-server architecture? <vydd> dto: can we add just a little tiny bit of color? <warweasle> vydd: That's not hard. It becomes a lambda function. <vydd> pixelated stuff is great, but I don't know about black <warweasle> vydd: I have a dynamic let (dlet) which can set up the environment for me. <vydd> warweasle: Looking at other environments/systems, which one would you say is the most similar to 3Dmacs? <warweasle> vydd: Modern html browsers. <warweasle> vydd: Modern = with javascript <dto> vydd: hmm hangon <dlowe> so, post 1995? <dlowe> ;) \* davexunit ( user@fsf/emeritus/davexunit) has joined <vydd> warweasle: maybe try implementing something more similar to a web browser, do your qix-css and qix-html, use lisp instead of javascript, then see how that works? <warweasle> dlowe: Compared to medieval browsers, from 1000 years ago. You remember the Guttenberg browser? <dlowe> It was im-press-ive