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Code Reading Rogue Annotations

Line 36

infinite loop. A condition inside the loop has to exit the loop

Line 39

insist is a Boolean variable. It can either be true or false, but what is it checking for?

Line 38

get\_item must be a function that was initialized elsewhere.

Line 41

this is checking if there are any objects at all. Too much time wasted if this wasn’t used here.

Line 42

checking user string input here?

Line 61-70

need to know what the function set\_know is doing.

Switch function is changing object in possession by scroll.

Line 102-112

list of all possible types of objects.

this struct will probably be accessed a lot

Line 117

comment says not reached. Does this mean item couldn’t be classified?

Line 135

Readchar() takes user input string

Line 138

accounts for when user enters digits

Line 152-155

weapon status is affected depending on bless either being – or +.

The amount of change is randomized for both as well types of bless as well.

Line 157

if not weapon nor armor go here.

this affects a different object. Arm object

Line 166

if object type is ring.

Line 167-173

Do all cases in this switch case statements go to the same execution?

Line 180

All four cases go to same execution but the teleport case has its own Boolean execution

Line 184

object stick doesn’t have dynamic properties like the others. It is only fixed. Not enhanced or degraded.

Line 187-188

user input of number

Line 204

where is the function mvaddch defined?

takes hero’s position on x, y

there might be functions from rooms.c in this function

Line 204

mvaddch() is used to move the cursor to a given point and then print. Prints with floor\_at.

Line 205

struct room contains all rooms

Line 208-210

functions enter\_room and leave\_room are from rooms.c

these functions indicate changes as the player enters or leaves the room as noted in rooms.c (implied by name)

Line 247-253

this is how text is edited in the game for this particular prompt