Starcraft

BWAPI

Requisitos Mínimos:

- Starcraft: Broodwar 1.16.1
- A hack loader
- A C++ compiler (Visual Studio 2008 SP1 or Visual C++ 2008 Express Edition)
- WINDOWS*

--> www.cin.ufpe.br/~aca3/BWAPI (case sensitive)

⊕ GETTING STARTED ⊕

PC SYSTEM REQUIREMENTS

Computer: Pentium 90 MHz processor or equivalent.

Operating Systems: Windows 2000, Windows XP, or Windows Vista.

Memory: 16 MB of RAM

Controls: A keyboard and mouse are required. Joysticks, game pads, graphic tablets, and input devices other than the mouse and keyboard are not supported.

Drives: A hard drive with 80 MB of disk space available and a 2x CD-ROM drive are necessary for installation and play. A 4x speed CD-ROM drive is necessary to view cinematic sequences.

Video: StarCraft requires a Local-bus SVGA video card that supports DirectDraw®. You must have DirectX® 2.0 or better installed on your system to play the game.

Sound: StarCraft will work with any DirectX 7.0 or better compatible sound card.

Multiplayer Connectivity: Access to Blizzard Entertainment's online gaming service, Battle.net, requires a low-latency, active Internet connection, rated at 28.8 Kbps or faster. Multiplayer games played over a LAN require an active connection to a TCP/IP network.

Instalação

- (Deszipar)
- Copiar as 4 DLLs em */Starcraft/BWAPI 3.7.2/Windows* para o C:/Windows   (exceto no CIn)
- Abrir *Starcraft/BWAPI 3.7.2/Chaoslauncher*(.exe)
- Ajustar o InstallPath do Starcraft dentro do launcher.
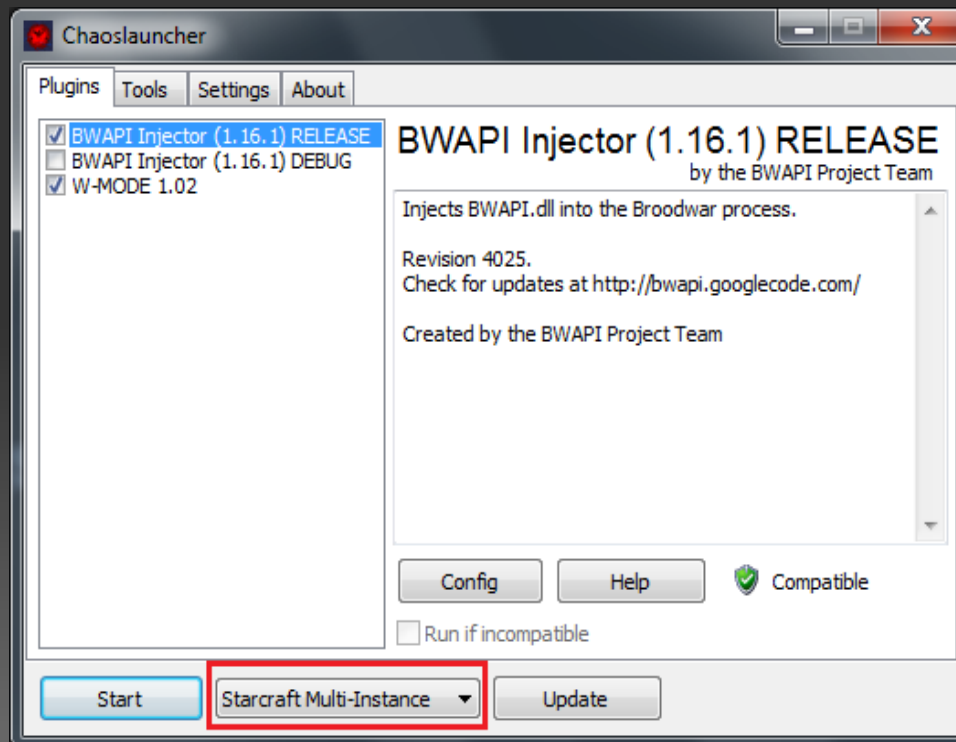
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--> http://code.google.com/p/bwapi/

Como rodar

- *Starcraft\BWAPI_3.7.2\Chaoslauncher(.exe)*
- Erro! Atualizar o path do starcraft em Settings
- Checkbox BWAPI 1.16 Release e W-Mode 1.02
- Starcraft Multi-Instance... Start
- Iniciar uma partida dentro do Starcraft

(Single Player -> Broodwar -> Play Custom -> Use Map Settings)

MultiInstance

- Hackeia o hack e permite rodar mais de um Starcraft ao mesmo tempo
- Muito útil para testar entre versões alternativas da AI
- Rodar pelo Chaoslauncher-MultiInstance.exe (Window-Mode altamente recomendável, esp. Windows 7)
- Checar/configurar o bwapi.ini
- Multiplayer -> Expansion -> Local PC -> Create/Join Game (se não tiver poder administrativo, usar Local PC UDP)

Como programar

http://code.google.com/p/bwapi/wiki/BWAPIManual
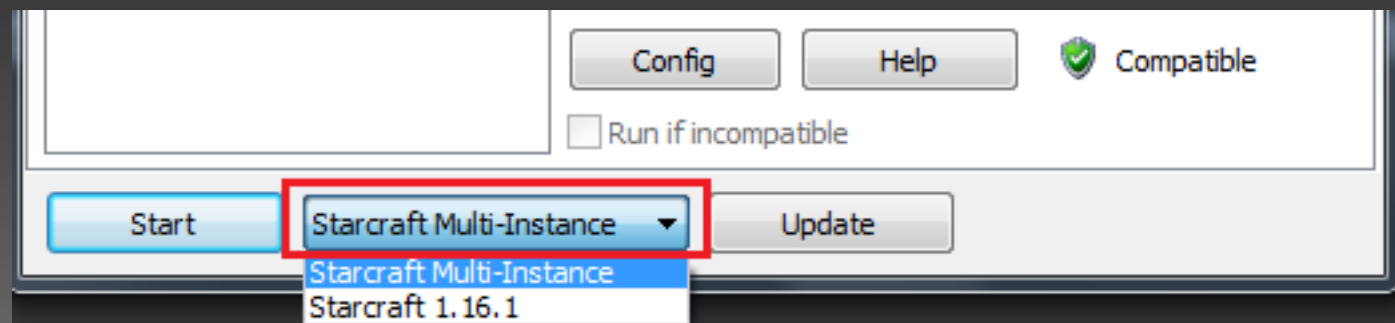
Classes essenciais:
- Game::
  - getMinerals()
  - getPlayer()...
- Player::
  - getUnits()...
- Unit::
  - isMoving()?
  - attack()...

☆ **Unit**

Class header file: BWAPI/Unit.h

The Unit class is used to get inform
and Unit objects are not deleted unt

Note: There are 4 tiers of unit acces
enabled, you have perfect informatio
visibility. To learn more about unit a

- Methods
  - getID
  - getPlayer
  - getType
  - getPosition
  - getTilePosition
  - getAngle
  - getVelocityX
  - getVelocityY
  - getHitPoints

Como programar

Ao gerar uma DLL:
copiar *Starcraft/BWAPI 3.7.2/A3PI/ModoCompeticao/A3PIExample.dll*
 para: *Starcraft/bwapi-data/AI/*

Configurar *Starcraft/bwapi-data/bwapi.ini*

Atenção à robustez... evitar Crash, especialmente no começo/término da partida!

```
if (closestMineral != NULL)
        (*unidade)->rightClick(closestMineral);
```