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AUXILIARY MODULES for the
LIVINGRIMOIRE

PREFACE

utilizing auxiliary modules for your living grimoire skills is in no way mandatory. these are simply modules that ease writing skills and make the waifubot more human.

The auxiliary directories (respective to the programming languages) will be updated when needed. you can write and post your own auxiliary modules/ classes just like the livingrimoire skills

HTTPS://WWW.YOTAMARKER.COM/F2-THE-LIVINGRIMOIRE

SUGGESTED SKILL SKELETONS

triggers/cron job -> learnability module -> alg dispense
no trigger -> learnability module

tho you can obviously mix up the modules like :
trigger/cron job>responder->alg

mostly algorithms use convo(conversational) ,hub, and hardware modules

HTTPS://GITHUB.COM/YOTAMARKER/
PUBLICLIVINGRIMOIRE

AXModules

AlgDispenser

Hub

Output alg from list
Active alg can be randomized or cycled(next alg). The class has alg CRUD methods

AXCmdBreaker

Trigger

Separate command param from the command

Say hello, will return hello as param, assuming say is the command (conjuration param)

AXContextCmd

Trigger

Engages commands and context commands. The command gives meaning to the context command

What is the time can be a command, what is it, is a context command that will only engage after a command was issued.

AXGamification

Learnability

Gamification module. Counter represents grind, and can be decreased when requesting a reward. Like in the app habitica. Rewards can be skill activations, abilities, personality traits, and even punishments.

AXKeyValuePair

Object extension

Key value object, like the ones inside a dictionary

AXLearnability

Learnability

Learnability module, returns true to recomend behavior modification. Triggered by x failures after alg deployment. Resets x on goal manifestation.

When mutateAlg() rerurns true, mutate the default alg used by the skill
PendAlg() use this when deploying an alg. It has a bigger chance of mutating an algorithm because it counts utilizing an algorithm as a negative. Too many tries mean the alg is not that reliable.
Use pendAlgWithoutConfirmation() when deploying an alg

AXLHousing

Convo

Superclass for string decorations

Hello -> hello nyaa

AXLMorseCode

Convo

Comvert to morse code

AXLMorseDecoder

Convo

Decodes morse code

AXLNeuroSama

Convo

Adds heart, wink or nothing to a string

AXMachineCode

Misc

A dictionary with a default return value. Used to ease machine code

AXNightRider

Hardware

Nightrider display simulation for led lights.

AXPassword

Misc

A password boolean gate

CodeUpdate("code 1234") set new pass // while gate is open
OpenGate("code 1234") open the boolean gate

AXStrategy

Learnability

Outputs strategy per input as context. This can be used for fighting or gaming. Use the evolve method to change which strategies are active.

Exaple context: defense, attack, grab

buttonEngager

Hardware

Simulates a btn press. Teturns true only once per press. The algorithm is also useful for Arduino.

Catche

Object extension

Limited sized dictionary

CombinatoricalUtils

Misc

Returns all combos for varargs string lists

Cron

Cron job

Triggers true, limit times, after initial time, and for every minutes interval. The counter resets at initial time, assuming trigger method was run.
Cron jobs

Cycler

Counter

Counts down from limit to 0 to Count and so on.

Differ

Misc

Calculates difference between prev and current state. Used for battery level as bot sense of hunger

DiSysOut

Hardware

Example hardware skill. Varies depending on the IDE.
Prints output

DrawRnd

Misc, Convo

Draws a random element and removes said element. Much like a deck of cards

reset() reset and refill all removed elements in the object.

EmoDetectors

Trigger

Detect preset words, pointing to a specific emotion

EV3DaisyChain

Trigger

Chains trigger gates together with and or or.
Under use

ForcedLearn

Learnability

Saves words when commanded

Say hello. GetRandomElement may return the word hello

InputFilter

Misc

Filters out non relevant input

LGTypeConverter

Misc

Converts string to int or double. The advantage of this class is you don't need to search for the conversion code for the 1000th time

Map

Misc

Map object. A dictionary representing a 2x2 matrix map and location description. Where the bot sleeps is considered 0,0

NumToWord

Convo

Converts a number to words

123->one hundred twenty three

OutputDripper

Convo, Misc

Drips true once every limit times
Shushes the AI enough time for the user to reply

PerChance

Convo

Chatbot module with mutatable parameters. Can be used for advanced conversation skills, script generation and even visual novels. When params are added old params are forgotten, which lead to more meaningful conversations

PersistentQuestion

Learnability

Asks a question several times in various ways or till it gets an answer.

PersistantQuestion persistantQuestion = new PersistantQuestion(); persistantQuestion.addPath("yes",new DrawRnd("I love you", "do you love me?","please do you love me","you love me don't you ?")); persistantQuestion.addPath("no",new DrawRnd("you're annoying", "I'm leaving","good bye","you love me don't you ?")); persistantQuestion.activate(); for (int i = 0; i < 10; i++) { System.out.println(persistantQuestion.process("")); } persistantQuestion.activate(); System.out.println(persistantQuestion.process("")); System.out.println("answering no:"); System.out.println(persistantQuestion.process("no")); persistantQuestion.activate(); for (int i = 0; i < 10; i++) { System.out.println(persistantQuestion.process("")); log() unlike process() will save any answer, while process will only save preset answers(answer param in addpath method)

Responder

Convo

Returns a random word out of a list of words.

Responder1Word

Trigger, Learnability, Convo

Returns a random word out of a word list. Only accepts single words. Forgets old words when learning new words.

SkillHubAlgDispenser

Hub

super class to output an algorithm out of a selection of skills. engage the hub with dispenseAlg and return the value to outAlg attribute of the containing skill (which houses the skill hub) this module enables using a selection of 1 skill, for triggers, instead of having the triggers engage on multible skill. the methode is ideal for learnability and behavioral modifications. use a learnability auxiliary module as a condition to run an active skill shuffle or change methode (rndAlg , cycleAlg). moods can be used for specific cases to change behavior of the AGI, for example low energy state for that use (moodAlg).

SpiderSense

Learnability

Event prediction
Can be used for warnings and cognition training , as in Pavlov's bell experiment

Learn method to learn input, getSpiderSense is true if event string is predicted.

Timeaccumulator

Trigger

A counter that increments as a result of time. The tick is changeable

ToDoListManager

Secreterial

Saves and outputs tasks.
Forgets mentioned tasks
Outputs old tasks

TrgEveryNMinutes

Cron job

Trigger returns true every minutes interval, oost start time

TrgMinute

Cron job

Trigger method returns true at minute once oer hour
Hourly Cron job

TrgSnooze

Trigger

This boolean gate will return true oer minute interval, max repeats times.
Somewhat like the Cron class

TrgTime

Trigger

Returns true once per 24 hours at time stamp

11:44 is an example of a time stamp

TrgTolerance

Trigger, Counter

This boolean gate will return true till depletion.

UnigueItemPriorityQue

Misc

A LIFO que with unique items

UniqueItemSizeLimitedQue

Misc, Object extension

LIFO Que with limited size AND ONLY UNIQUE NON REPEATING items

RefreshQ

A queue with unique items amd a limited size.
If an inserted item already exists it moves to the start of the que and take longer to be pushed out by new items

AXFunnel

Uses a dictionary to funnel inouts to less outputs.
This object speeds up using many triggers which do the same thing.

AXPrompt

Collects information based on regex per info string

AXShoutOut

Once activated it will return true once when it gets a specific string.
Used when waiting for a specific reply to a shout-out

Differ

Returns dif between ints

OnOffSwitch

Can be turned on or off
Acts as a boolean gate
Automatically turns off

RailChatBot

LLM.
dictionary of keys and ques filled by a stream of input strings

AXChangeDetector

Detects a shift from state a to b or b to a. Other wise 0 is returned

UniqueRandomGenerator

Generates different random number each time. resets when done.

UniqueReaponder

Outputs unique random reply each time. Resets when done.

AUXILIARY MODULES *for the* LIVINGRIMOIRE

Auxiliary modules for,
Living Grimoire (artificial
general intelligence software
design pattern), skills.

This book is intended for
battle programmers who
wish to
write better skills, and do so
in a more efficient way.