

# MOTI BARSKI



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 livinggrimoire skills

[HTTPS://WWW.YOTAMARKER.COM/F2-THE-LIVINGGRIMOIRE](https://www.yotamarker.com/f2-the-livinggrimoire)

## **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/  
PUBLICLIVINGGRIMOIRE](https://github.com/yotamarker/publiclivinggrimoire)



# AXModules

PDF made by "Create Dictionary"

ספטמבר, 05 08:18 - 2023

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## Alerter (*Secretarial*):

Manages reminders

Next reminder; Clear reminders; Remind me to eat at 11:30; Say "thank you" after reminder or it will be auto deleted

## 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 (conjunction 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.

## AXFriend (*Misc*):

Registers friend. Requests friend; Reset() // reset to friendless

I am chi: bots offers friendship; I am shuki: bot registers friend if it has none.

## 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.

## AXInputWaiter (*Misc*):

Returns true x times or till any input (string input)

## AXKeyValuePair (*Object extension*):

Key value object, like the ones inside a dictionary

## **AXLearnability** (*Learnability*):

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

When mutateAlg() reruns 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

## **AXLHub** (*Convo, Hub*):

Hub of AXLHousing (string decorators)

## **AXLMorseCode** (*Convo*):

Convert to morse code

## **AXLMorseDecoder** (*Convo*):

Decodes morse code

## **AXLNeuroSama** (*Convo*):

Adds heart, wink or nothing to a string

## **AXLSpeechModifier** (*Convo*):

Scans a string verbatim and replaces certain words(keys) to values in a dictionary.

## **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.

Example context: defense, attack, grab

### **buttonEngager** (*Hardware*):

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

### **Catche** (*Object extension*):

Limited sized dictionary

### **CombinatorialUtils** (*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 mutable 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.

**UniqueItemPriorityQue** (*Misc*):

A LIFO que with unique items

**UniqueItemSizeLimitedQue** (*Misc, Object extension*):

LIFO Que with limited size AND ONLY UNIQUE NON REPEATING items

# AUXILIARY MODULES for the *LIVING GRIMOIRE*

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.

You will also learn about the  
new ChobitsLight class,  
which is an alternate  
version of the ChobitsV2  
class.