BRAINS

Now what's this about Brains?

Brains are small bits of code that allow the computer to control your
tank for you. The first brain was Stuart's autopilot. You can use brains
for various uses. You can set a slew of brains to fight it out on a new
map to determine its playability. You can use them as allies. You can
fight against them for practice. Remember, though, for each brain, you
have to use a separate copy of Bolo. For example, I sometimes run 3
brains on my Centris 610, and run a 4th copy of Bolo to play myself.
That's how you can play by yourself. Just choose Appletalk (even if the
machine is isolated), and run three or more copies of the application,
with one Brains folder (which hold the different Brain codes), and join
in yourself. Ally them to make it more interesting. There are now brains
called cyborgs (or borgs, for short). They allow you to control certain
parts of the game, while it controls another. For example, a borg might
control your builder, so you don't have to mess with getting trees and
building roads. Others might be used for navigation. If you don't want
people to play with borgs in your game, make sure you turn off computer
tanks in the game setup dialog.

Where can I get Brains?

You can get brains at sumex-aim.stanford.edu, mac.archive.umich.edu,
saloon.intercon.com, or aurora.alaska.edu. Each site has different
versions and varieties. They are often posted to a.n.b directly.
The following list contains the known and publicly available brains.

Full Bots:

Indy 1.4 (There's mention of a beta version out therefor 1.5)
Dumbot 0.5
Standard Autopilot (comes with the Bolo package)
Helper Autopilot .02
Tonto 1.0 (Formerly Milo's Autopilot)
Rover .01
Maxwell 1.4
RicklesBot (Just randomly insults players - nothing else)

Cyborgs:

Nexus 1.2.1
Navbot

Note about Indy from its author:
Q: "I can't get Indy to work, when I select it from the menu nothing
happens."
A: You haven't increased the memory size. Indy takes memory form the
bolo application heap. If there is not enough memory then Bolo will not
load the brain. Bolo requires from 450-1200k depending on the map used,
if sound is installed, and if a memory hungry brain like Indy is on. I
haven't had any problems with Indy 1.4 running average size maps on a
1200k partition.

How do you write Brains?

Stuart included some sample code and directions for writing brains in

the Bolo package. Also, there is a mailing list which discusses brain programming. To subscribe, send mail to listserv@ncrpda.curtin.edu.au, with any subject, and body subscribe brain Your Name You can mail to the list by sending to brain@ncrpda.curtin.edu.au.