

A simple cheese Agent.

What were going to cover:

As this is the first tutorial I'm going to keep it simple, a piece of cheese that injects some protein and carbohydrates when eaten, the actual CAOS is in bold, and any errors I will put in red then explain how to fix them bellow.

The installation script:

This is what will make your agent appear in the world, therefore one of the most important scripts.

```
inst
new: simp 2 11 7710 "GFcheese" 1 0 3000
attr 195
bhvr 48
perm 60
accg 4
fric 80
elas 30
```

Now what this all means, don't panic its quite simple.

inst

This means the rest of the script is in an INSTant, it actually means 1 tick or one 20th of a second.

```
new: simp 2 11 7710 "GFcheese" 1 0 3000
```

Ah, this is a VERY important bit, I'll break it up a bit:

new: simp

A new agent that is simple rather than complex, basically it only has one part.

```
2 11 7710
```

This defines what the agent is, forget the **2** for now I'll explain it later, the **11** means its classified as food in the game and **7710** is the species, each agent has one, but all agent that are **2 11** must have different ones, so only one **2 11 7710** can exist, but **2 11 7710** and **2 12 7710**, can both exist in the same world at once.

"GFcheese"

This is the name of the .c16 sprite file, GameFreak's cheese, I've included it in the .zip file. (The cheese is just something I whipped up I a few minutes, so sorry for the rubbishness.)

```
1 0 3000
```

This is a very simple bit to understand, **1** means the c16 file has 1 picture or frame, **0** means it's the frame the agent appears at (Being a computer game not a person it starts counting at 0 not 1.) and finally **3000** this is

called the plane, the higher it is the more likely it will be in front of other agents (An agent with a plane of 2000 will be in front of an agent with a plane of 1000)

attr 195

bhvr 48

perm 60

accg 4

fric 80

elas 30

These define what an object can do, if it is affected by gravity, how much it slides, how much it bounces and the like, I've explained these in the file "misc knowledge 1.doc" so I don't confuse you.

The injection script:

```
setv va00 game "CreatorX"
```

```
setv va01 game "CreatorY"
```

```
doif va00 eq 0 and va01 eq 0
```

```
    setv va00 5687
```

```
    setv va01 3670
```

```
endi
```

```
mvsf va00 va01
```

This script may seem very complicated, and so it should be, it defines where the agent appears in the world, but unless you don't want it to appear at the creator then it needs no changing, and for now we wont change it.

Finishing off.

```
emit 8 .5
```

```
endm
```

This little bit is just to finish off the injection script, **emit** is what we need to put for it to give out a smell, and as norms find things by smell we need it for the norm to see our agent. The 8 is what to emit (a list is in "misc knowlage 1.doc") and finally the **.5** is how much to emit, it can go up to 1.

Cheese eat script

```
scrp 2 11 7710 12
```

```
lock
```

```
targ from
```

chem. 10 0.5
targ from
chem. 12 0.5
snde "chwp"
kill ownr
endm

Yet again a very important thing to learn, but its really simple. As it's a **S c r I p t** it begins with **scrp**, then we have **2 11 7710**, hmm, those are familiar, yup, there the numbers we used to make it cheese, then **12** is the type of script, 12 is an east script. Simple isn't it?

lock I don't often use this, but you really should, so I'm teaching you to use it. It locks the script so the creature can't try and eat it twice fast, this can be used at other times to, if you can think of a reason.

targ from
chem. 10 0.5

Chemical injection, yes it's as simple as that. I don't really think much explanation is needed, **10** is the chemical number of fat, the chemical being injected, and **0.5** is the amount, again, up to 1.

targ from
chem. 12 0.5

Same again, 12 is for protein though.

snde "chwp" plays the sound "chwp" which is one of the eating sounds used in C3.

kill ownr, **endm** this bit tells C3 that the cheese must be killed (deleted) and that the script is over respectively.

The removal script.

* Ominous music *

If somebody wanted to remove you lovely agent, (and we hope they never want to) this is what C3 would run. Theoretically you could have no script, or make it inject another agent, or anything else you could, but it's just not nice to have an un-removable agent.

rscr
enum 2 11 7710
kill targ
next
scrx 2 11 7710 12
endm

Simple and short script really.

rscr tells C3 this is the remove script, **enum** finds an agent that has the classifier after it (in this case **2 11 7710**, our cheese) **kill targ** kills it. **next**

makes the script start again, therefore searching for another piece of cheese, and when it finds it deleting it to until there's no cheese left, then **endm** ends the script. **scrx** is like **scrp** command, but removes the script not runs it, and the numbers after are the script to remove.

Conclusion.

My conclusion is that you just made your first agent, feel good? If not then you should because you've learnt some very useful CAOS.

CONGRATULATIONS YOU!!!

Personalising.

In each of my tutorials I will have a section at the end that will tell you how to personalise the agent so you have something REALLY yours.

Injection.

You can easily change what and how much the agent injects by changing the numbers, or you can add more chemicals to the eat script by copy the whole injection chunk and pasting it bellow (remember to change the numbers in it!)

Sprites.

Make you own sprite instead of the one provided, just save it as your own sprite name and change the name in the CAOS.

Properties.

You can of course change the **attr**, **bhvr**, **elas** and so on to whatever you want.

Drop script.

If you want you agent to make a noise (or do anything else) when it hits the ground after being dropped just add this script in:

```
scrp 2 11 7710 6  
snde "dr10"  
endm
```

I think you can guess how that works.

Genus.

I strongly recommend you change the genus of the agent, this way it wont interfere with the cheese.

Distribution.

If you want to distribute your agent over the web on your or anyone else's site, then you *must* change the sprite and genus, also I'd recommend changing what it injects otherwise why not get my agent?

Acknowledgements.

I'd like to thank everyone who helped me learn CAOS, I cant name you all here because I cant really remember who it was, but I can remember some of you, MNB, Hausmouse and TwilightCat spring to mind. I thank Creature Labs for bringing us such cool games (even if they are no-more)

I'd also like to thank all the people at CC.com for, well, being cool CC members and making the CC fun, I *must* thank all the people who made the agents I downloaded. Hmm, who else... AH! Helen for writing the cool C2 tutorials that helped me to write a cool C3 one, (I hope) and finally YOU for reading this tutorial, hope it helped you!

~GameFreak~

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