



# **PAWN SCRIPTING IN LIFEOS v1.x**

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# PAWN Scripting in LifeOS v1.x

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# PAWN Scripting in LifeOS v1.x

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## PAWN SCRIPTING IN LIFE OS V1.X

Welcome to the community of developers taking UGOBE Life Forms™ to the next steps...literally. This document is the beginning of how you can expect UGOBE™ to work with you through documentation, Q&A, Forums chat, and a full-fledged Development Kit in 2008.

### OVERVIEW

What is PAWN? PAWN is a simple, typeless, 32-bit extension language with a C-like syntax. If you know C, you know PAWN! PAWN was designed for execution speed, stability, simplicity, and a small footprint. The PAWN language has been built into the Pleo™ firmware to allow arbitrary code execution, accessing the functionality of the Pleo firmware. See <http://www.compuphase.com/PAWN/PAWN.htm> or <http://code.google.com/p/PAWNscript/> for more details on PAWN.

### AUDIENCE

This document is intended for experienced PAWN programmers and experienced C programmers who would like to learn about PAWN. It is not intended for people with no programming experience.

### OBJECTIVE

Programmers should be able to use this document to gain a general understanding of the process by which applications are written for Pleo.

### PLEO DEVELOPERS KIT (PDK)

UGOBE plans to release a full PDK later this year that will provide tools to assist in creating applications for Pleo. Please join the Pleo Updates mailing list at [www.pleoworld.com](http://www.pleoworld.com) to keep informed about our plans.

### SUPPORT

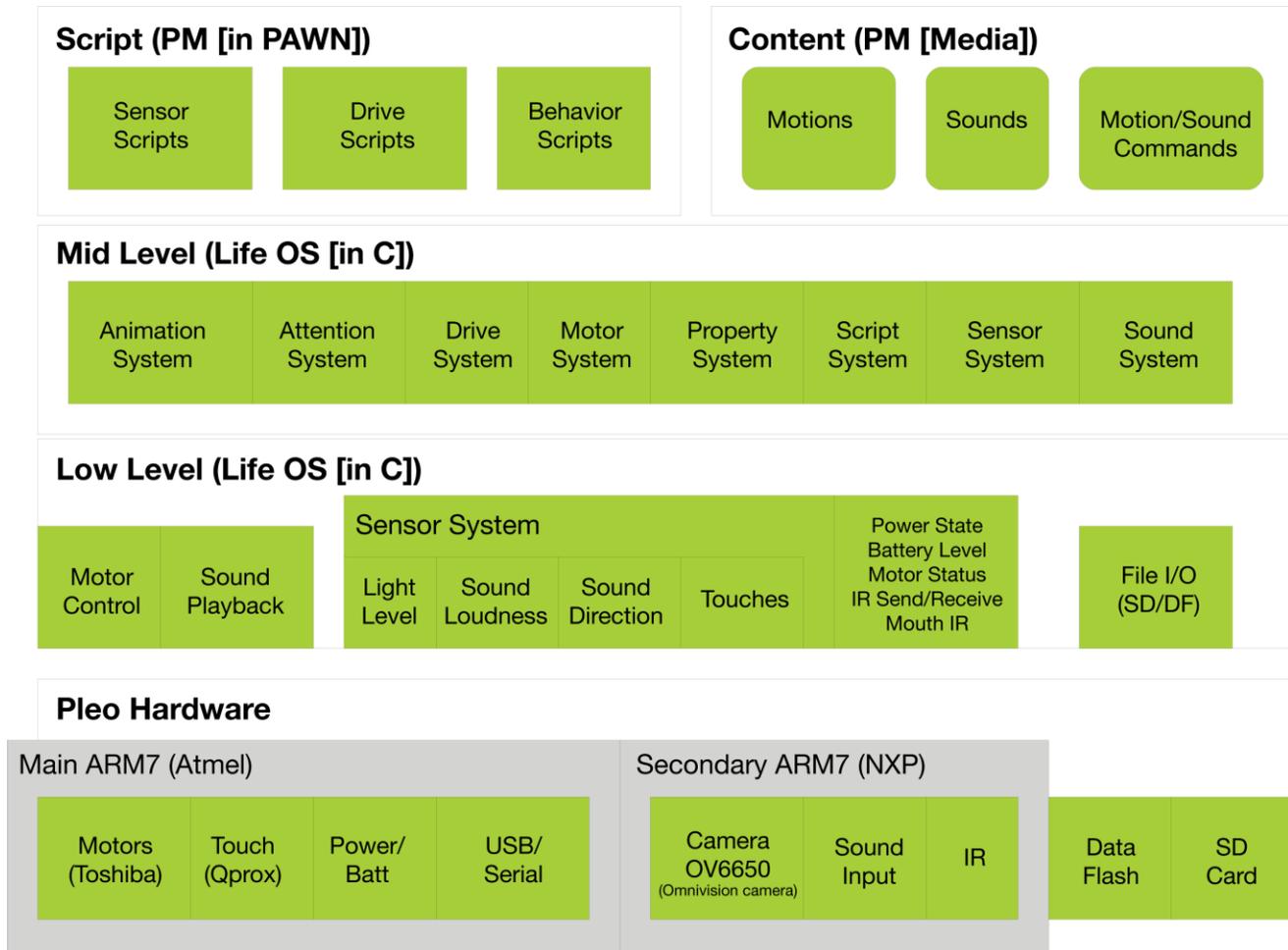
Technical questions? Please join the Pleo Community Forum and participate in the technical thread UGOBE Tech Talk. Visit [www.pleoworld.com](http://www.pleoworld.com) to join!



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## BACKGROUND

The graphic below shows the constituent parts of the Pleo (Life OS) software. Please note that the initial PDK release may not give access to all of these pieces. Our initial focus will be on the sound, motion, command, sensor, and property systems, along with the basic operating system routines. Other higher-level components will be exposed and documented in future releases.



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## **LIFE OS APPLICATIONS**

A Life OS application is a collection of a number of different resources. These resources include sounds, motions, commands, scripts, and properties.

### **SOUNDS**

The build tools use the built-in Python audioop module to process incoming WAV files into raw PCM or ADPCM formatted USF files (UGOBE Sound File [USF] format.). The Sound System can currently play 11k, 8-bit mono sound data.

### **MOTIONS**

Motions are resources that contain data on how and when to move joints in Pleo. Internally, we animate using a 3ds Max model whose animation data we export using a custom MaxScript. This results in a CSV file, with a special header with some meta-information about the motion – such as frame rate, duration, and which joints are used. This CSV file is processed into a UGOBE Motion File with a special Python script.

### **COMMANDS**

Commands are tables of motions, each with associated state information, which describe when that specific motion can be played. The Command playback system (Animation System) gives Pleo much of his expressiveness and variability and at any particular instant in time, there may be multiple motions to choose from. The Animation System will choose a motion from among the group.

### **SCRIPTS**

The backing code of an application is written in the PAWN scripting language, as is the majority of the high-level behavior in Pleo. The scripts are compiled against the Pleo include files, which detail all the native functions available in the Pleo firmware. Scripts are processed using the PAWN compiler and a post-processing tool to arrange the code into pageable code blocks. For the majority of Pleo applications, there are three PAWN VMs available at run-time to execute various scripts. These are detailed below. Note that PAWN script files are usually suffixed by a .p extension.

### **BUILD TOOLS**

Internally, we use Python scripts to process the majority of resources. We describe an application and its associated resources using a UGOBE Project File, or UPF. This is an XML-formatted file that lists all resources and sets various build options for those resources. These tools will be demonstrated below. Note that Python files are usually suffixed by a .py extension.

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## PAWN VIRTUAL MACHINES (VMS)

In Life OS 1.1, we have implemented four different instances of the PAWN VM. We did this to support a kind of multi-tasking without having to make extensive changes to the PAWN language itself. The four VMs we refer to as: sensor, main, behavior, and user. These are detailed below.

---

**NOTE:** Every script can contain an `init` and a `close` function. If a script contains an `init` function, it will be called just after the script has been successfully loaded. The `close` function will be called just before the script is unloaded. Both of these functions are optional – if they do not exist, no error will occur.

---

### SENSOR VM

The Sensor VM is the VM designed to execute the `sensors.amx` scripts, which contains the `on_sensor` callback function. This function is called on each sensor “trigger”. A trigger is when a sensor has changed in a meaningful way. For example, a touch sensor would trigger on a “touch” or a “release”, but a sound loudness sensor would trigger only when there is a sound loudness change of greater than X amount – the X value being programmable at run-time.

### MAIN VM

The Main VM is the VM designed to run the `main.amx` script. This VM will look for a public function named `main`. If it exists, it will be executed. The VM does not expect this main function to return; that is, there is typically a `while (true)` or `for (;;)`  loop within the main function, preventing it from ever returning. But if the main function does return, the Main VM will simply call the `main` function again. This script is typically used to track some global property or properties – set in response to some sensor trigger in the sensors script – and then execute another script in the Behavior VM.

### BEHAVIOR VM

The Behavior VM is the VM designed to run any other arbitrary script. Scripts are loaded with a `vm_exec` native function, which takes a script ID or name as a parameter. The VM will load this script and look for a public `main` function. If there is a public `main` function, it will be called. The current running status of the script in the Behavior VM will be stored in a property named `property_script_status`. When the main function in the script exits, the `close` function – if any – will be called. When the `close` function exits, the `property_script_status` will be set to “done”. The main script will typically poll this property and, when it is done, it can load some other script.

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## USER VM

The User VM is the VM designed to run a script outside the current application context. The current application context usually means any scripts running in the Sensor, Main, and Behavior VM. When an application is loaded, it may use these three VMs. But the script running in the User VM can run whether an application is running or not, and does not automatically start or stop with an application. This allows some very interesting utility scripts to be written, from debug scripts to installer scripts.

## LIFE OS PAWN NATIVE INTERFACE

The API exposed to PAWN from the Life OS firmware is referred to as the native interface. We have broken up the exposed functionality into related groups, which roughly match the application and OS services implemented in the Life OS. Each group, or module, API is defined in a PAWN include file, using the .inc file suffix. The modules include:

- **Animation:** functions dealing with Commands
- **Application:** functions dealing with loading and unloading applications
- **Attention:** functions related to Pleo to Pleo communication
- **Camera:** functions related to camera functionality
- **common/command\_status:** definitions for Command status
- **common/message\_type:** definitions for all log message types
- **default:** no functions defined, but defines values for Pleo API versions
- **Drive:** functions related to the Drive System. See the PPG for details
- **File:** File IO functions for DataFlash and SD Card
- **Joint:** functions dealing with moving individual joints
- **Log:** functions dealing with log, or monitor, output
- **Motion:** functions that deal with motion playback
- **pleo/active\_system:** definitions for the high-level components in firmware
- **pleo/age:** definitions possible age values in Pleo
- **pleo/joints:** definitions for all joints available in Pleo
- **pleo/limits:** definitions of data and stack space available for each Pawn VM
- **pleo/mood:** definitions for possible mood values of Pleo
- **pleo/pose:** definitions for possible 'poses' of Pleo
- **pleo/properties:** definitions of global system properties

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- **pleo/sensors**: definitions for all sensors available in Pleo
- **Property**: functions dealing with the Property system
- **Resource**: functions dealing with resource (URF) files
- **Script**: functions dealing with the PAWN VMs
- **Sensor**: functions dealing with sensors
- **Sound**: functions dealing with sound playback
- **String**: functions dealing with PAWN strings
- **Time**: functions dealing with time
- **Util**: useful utility functions

There are additional modules in Life OS 1.0 available for use by the Pleo personality module (PM) however; these are not being described here.

## **PLEO APPLICATION EXAMPLE**

### **OVERVIEW**

This example will demonstrate a very simple application that will play a sound in response to a sensor touch. This application consists of one script and one sound file. This will give you a rough idea of how Pleo applications are built, using the Python-based build tools that will be included in the PDK. Other tool sets may be used in the future to build Pleo applications.

### **PREREQUISITES**

All the tools needed to build Pleo applications, including the Pawn compiler and Python interpreter, are included in the PDK.

It is required that you add the location of the build tools – pdk/bin on Windows and pdk/macosx on OS X – to your PATH environment variable. This will allow the project files to be identical on all supported platforms, simplifying portability. This can be done globally, or the helper build scripts can be used to perform this for you.

### **PREPARATION**

Included in the PDK will be a template project. This project includes a skeleton of a basic Pleo application. We will use this template as a base to create our new application. Follow these steps to create a new work area:

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1. Create a new folder named “touch\_test” under the examples folder in the pdk folder. Our template project files assume relative paths, so it is best to keep all the examples/projects at the same level.
2. Copy the sensors.p PAWN file from the template folder to your newly created touch\_test folder.
3. Copy and rename the template.upf file to touch\_test.upf in your touch\_test folder.
4. Create a sounds folder under your touch\_test folder.
5. Place a WAV file in the sounds folder you want to play in response to the touch sensor. This WAV file should be in 11k, 8-bit, mono PCM format. There are example sounds in the \${pdk}/media/sounds folder, if you wish to experiment with those.

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You should now have a folder that looks like this:

```
/pdk
  /examples
    /touch_test
      /sounds
        sample.wav
      sensors.p
      touch_test.upf
```

Now we need to edit the sensors.p file to add the code that responds to the touch sensor. First, let's review the code. It is as follows:

```
1 //
2 // Very simple sensors.p example. Add code to on_sensor for those
3 // sensors you would like to respond to.
4
5 //
6 // save space by packing all strings
7 #pragma pack 1
8
9 #include <Log.inc>
10 #include <Script.inc>
11 #include <Sensor.inc>
12
13
14 public init()
15 {
16     print("sensors:init() enter\n");
17
18     print("sensors:init() exit\n");
19 }
20
21 public on_sensor(time, sensor_name: sensor, value)
22 {
23     new name[32];
24     sensor_get_name(sensor, name);
25
26     printf("sensors:on_sensor(%d, %s, %d)\n", time, name, value);
27
28     switch (sensor)
29     {
30     }
31
32     // reset sensor trigger
33     return true;
34 }
35
36 public close()
37 {
38     print("sensors:close() enter\n");
39
40     print("sensors:close() exit\n");
41 }
```

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At line 7, we add a PAWN option to “pack” strings in the resultant AMX file. By default in PAWN will store strings into arrays of cells. A cell in our case is a 32-bit value, so each string would take up a large amount of memory. Adding the pack option will put four characters into each cell.

At lines 9-11, we call out the Pleo `include` files that contain the native function prototypes that we need in this script. These `include` files can be found in the `pdk/include` folder. In this case, `Log.inc` defines the `print` and `printf` functions, `Script.inc` includes the proper prototypes for our `init`, and `close` functions and the `Sensor.inc` defines the prototype for `on_sensor` and defines the functions `sensor_get_name` and pulls in the proper definitions for the `sensor_name` enumeration, located in the `pdk/include/pleo` folder.

Lines 14-19 define an initialization function that will be called by the Pleo firmware when this script is loaded. This function is optional – if it is not present, the firmware will continue on.

Lines 21-34 define the `on_sensor` function that is called each time a sensor is “triggered”. A trigger may be a touch sensor press, a touch sensor release, a sound loudness change, etc. We will explain this function in more detail below when we add some code to it.

Lines 36-41 define a `close` function that is called before the script is unloaded. Like the `init` function, this is an optional function.

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Some general notes on this script:

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**NOTE:** The three functions defined here are declared “public.” This is a PAWN keyword that will add that function name to a list of functions that may be called from the firmware. You can define your own local functions, which would not use the public keyword.

**NOTE:** There are no integral types used in this script. All variables in PAWN are cells, arrays of cells, or enums. The one enum in this script is `sensor_name`, which is a collection of sensor IDs whose values are shared between the firmware and the PAWN script.

**NOTE:** On line 23, a variable is declared using the new keyword. This tells the PAWN compiler to allocate space for that variable in the data section of the script. In this case, it is an array of cells. This results in the reservation of 128 bytes in the resultant AMX data section.

---

## CODE CHANGES

Now we want to add the additional code necessary to play a sound in response to a touch sensor. Follow these steps:

1. At line 12, add the following:

```
#include <Sound.inc>
```

This `include` file defines the sound playback natives that will be used to play sounds

2. At line 13, add the following:

```
#include "sounds.inc"
```

This will pull in an `include` file that defines the sound names available for playback. The `sounds.inc` file now gets created when we build the project, as described below.

3. After line 29, include this code:

```
case SENSOR_BACK:  
    if (value == 0)  
    {  
        sound_play(snd_sample);  
    }
```

You should use the name “`snd_<name>`”, where `<name>` is the base file of the WAV you placed in the `sounds` folder.

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The resultant code should look like this:

```
//
// Very simple sensors.p example. Add code to on_sensor for those
// sensors you would like to respond to.
//

// save space by packing all strings
#pragma pack 1

#include <Log.inc>
#include <Script.inc>
#include <Sensor.inc>
#include <Sound.inc>

#include "sounds.inc"

public init()
{
    print("sensors:init() enter\n");

    print("sensors:init() exit\n");
}

public on_sensor(time, sensor_name: sensor, value)
{
    new name[32];
    sensor_get_name(sensor, name);

    printf("sensors:on_sensor(%d, %s, %d)\n", time, name, value);

    switch (sensor)
    {
    case SENSOR_BACK:
        if (value == 0)
        {
            sound_play(snd_growl);
        }
    }

    // reset sensor trigger
    return true;
}

public close()
{
    print("sensors:close() enter\n");

    print("sensors:close() exit\n");
}
```

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## PROJECT FILE CHANGES

Now it is time to build the project. The end result of the build will be a touch\_test.urf file, which can be written onto an SD Card, inserted into Pleo, and executed.

First, we must edit the touch\_test.upf file, which was simply copied from the template.upf file. Here is what it looks like initially:

```
0 <ugobe_project name="template">
1
2   <options>
3     <set name="top" value="../.." />
4     <include value="./include:${top}/include" />
5     <tools>
6       <pawn value="pawncc %i -V2048 -O2 -S64 -v2 -C- %I TARGET=100 -o%o" />
7
8     </tools>
9     <directories>
10      <build value="build" />
11      <include value="include" />
12    </directories>
13    <sound adpcm="true" />
14    <motion version="3" />
15    <folders />
16  </options>
17
18  <set-default name="MEDIA" value="." />
19
20  <set name="SOUNDS" value="${MEDIA}/sounds" />
21  <set name="MOTIONS" value="${MEDIA}/motions" />
22  <set name="SCRIPTS" value="${MEDIA}/scripts" />
23
24  <resources>
25
26    <!-- Sounds -->
27    <sound path="${SOUNDS}/growl.wav" />
28
29    <!-- Motions -->
30    <motion path="${MOTIONS}/bow.csv" />
31
32    <!-- Scripts -->
33    <script path="sensors.p" />
34    <script path="main.p" />
35
36  </resources>
37 </ugobe_project>
```

Lines 2-16 define options that are passed to the build tools. Line 2 is a macro definition to point to the root of the pdk folder. This allows other commands to use this macro. Line 4 defines the include path to be used in the tools section. Line 6 defines the command line options to be passed to the PAWN compiler. Line 10 defines where to put the resultant files. Line 11 defines where to look for local

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`include` files. Line 13 says to use version 3 (vectored) UMF files. Line 14 says to code block the resultant AMX files. Line 15 says to put the sounds, motions, and commands into folders in the destination folder.

Lines 24-36 define the actual resources that make up this application. The project tool will enumerate through this list, building each resource. Then it will combine all of those resources into the final `pleo.urf` file.

We need to make the following changes for our `touch_test.upf` file:

1. On Line 0, change the name of the project to “`touch_test`”.
2. Remove line 30, since we do not use any motions in this sample.
3. Remove line 34, since we do not use a `main.p` script, but only a `sensors.p` script.

The resultant UPF file should look like this:

```
<ugobe_project name="touch_test">
  <options>
    <set name="top" value="../../" />
    <include value="./include:${top}/include" />
    <tools>
      <pawn value="pawncc %i -V2048 -O1 -S64 -v2 -C- %I TARGET=100 -o%o" />
    </tools>
    <directories>
      <build value="build" />
      <include value="include" />
    </directories>
    <sound adpcm="true" />
    <motion version="3" />
    <folders />
  </options>

  <set-default name="MEDIA" value="." />

  <set name="SOUNDS" value="${MEDIA}/sounds" />
  <set name="MOTIONS" value="${MEDIA}/motions" />
  <set name="SCRIPTS" value="${MEDIA}/scripts" />

  <resources>

  <!-- Sounds -->
    <sound path="${SOUNDS}/growl.wav" />

  <!-- Motions -->

  <!-- Scripts -->
    <script path="sensors.p" />
```

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```
</resources>  
</ugobe_project>
```

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## BUILDING

In this step we call on the build tools which will take as input the above UPF file, process each resource – sounds, motions, scripts, etc. – and then combine the result into a final UgoBe Resource File (URF) which can then be executed on Pleo.

---

**NOTE:** We are using the Python build tools that we developed internally for Pleo. It is based on the command line. That is, no fancy project or code editors – yet!

---

To start, open a Command Prompt (Windows), bash shell (cygwin), or a Terminal (OS X). Change directories to the touch\_test project folder and type the following:

```
../../bin/ugobe_project_tool touch_test.upf rebuild
```

Or, on OS X:

```
../../macosx/macprojtool touch_test.upf rebuild
```

The above assumes that you have added the bin or macosx directories to your path, to allow the build tools to locate the proper Pawn compiler. There are also some Windows batch and OS X shell scripts to assist in building. These build scripts add the necessary paths to the system PATH temporarily and then call the build tools directly. The scripts include:

build.bat: this will build a Pleo 1.1 application on Windows Command Prompt

build.sh: this will build a Pleo 1.1 application on OS X, cygwin in Windows or Linux

They are located at the root of the examples folder. To use them, open a terminal and cd to the example you wish to build. In this example, we will build the touch\_test.

In a Windows Command Prompt:

```
..\build.bat touch_test
```

or in a cygwin bash shell or OS X Terminal:

```
../build.sh touch_test
```

You will see a lot of output from the build tools, such as:

```
*** Cleaning ***
Removing include/sounds.inc
Removing sounds.xml
Removing include/scripts.inc
Removing scripts.xml
Complete Clean: Removing build directory 'build'
```

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```
*** Preprocessing ***
Updating enumeration XML 'sounds.xml'
Creating enumeration 'include/sounds.inc'
Updating enumeration XML 'motions.xml'
no data for motions
Updating enumeration XML 'commands.xml'
no data for commands
Updating enumeration XML 'scripts.xml'
Creating enumeration 'include/scripts.inc'
Updating enumeration XML 'user_properties.xml'
no data for user_properties

*** Processing ***
Converting ./sounds/growl.wav to build/sounds/4096.usf adpcm:1 pitch:1
freq:11
025
@ pawncc sensors.p -V2048 -O2 -S64 -v2 -C- -iinclude -i..\..\include
TARGET=100 -obuild/sensors.amx
Pawn compiler 3.3.3951M                      Copyright (c) 1997-2008, ITB
CompuPhase

Header size:          212 bytes
Code size:            300 bytes
Largest overlay:     0 bytes
Data size:            128 bytes
Stack/heap size:     256 bytes; estimated max. use=43 cells (172 bytes)
Total requirements:  596 bytes

*** Writing build/touch_test.urf ***
Bad version element in UPF or cannot get Subversion revision. Using 0
Version is 0
Build Time is 1212852088 (Sat Jun 07 11:21:28 2008)
writing build/sounds/4096.usf (growl) at 0x200L
writing build/sensors.amx (sensors) at 0x2200L
writing UGSF toc at 0x2600L
writing UGMF toc at 0x2630L
writing UGCF toc at 0x2638L
writing AMX toc at 0x2640L
writing PROP toc at 0x2670L
URF file fits: 9856 of 3649536. 3639696 free

Adler32 crc is 615D714A
build time: 0.141000 sec
```

If the build was successful, you will have a touch\_test.urf file in the build directory off the touch\_test folder. Copy this file to an SD Card, insert into Pleo (while turned off), and then turn on Pleo. Touch his back, and you should hear the sound that you added. Congratulations!

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## PLEO 1.0 SUPPORT

The above description builds a URF for execution on Pleo 1.1. This URF will NOT execute on a Pleo with firmware version 1.0. If you wish to build for Pleo 1.0, there are some changes that need to be made. They include:

1. Change the name of project to 'pleo'. Pleo 1.0 will only execute a pleo.urf.
2. Change the Pawn command line element to use the Pawn version 3.2 compiler and remove unsupported options from the command line.
3. Add the pleocc post-processing tool to modify the Pawn AMX files for 1.0.
4. Add the option to tell the build tools to call the blocking tool on all scripts.

The result should look like this:

```
<ugobe_project name="pleo"> <!-- Change 1 -->
  <options>
    <set name="top" value="../../" />
    <include value="./include:${top}/include" />
    <tools>
      <!-- Change 2 -->
      <pawn value="pawnc32 %i -O1 -S64 -v2 -C- %I TARGET=100 -o%o" />
      <!-- Change 3 -->
      <block value="pleocc -b512 -v %i" />
    </tools>
    <directories>
      <build value="build" />
      <include value="include" />
    </directories>
    <umf value="3" />
    <folders />
    <block /> <!-- Change 4 -->
  </options>
```

See the Pleo 1.1 Porting Guide for more details on the differences between Pleo 1.0 and Pleo 1.1.

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## DOCUMENT REVISION HISTORY

<b>Revision</b>	<b>Date</b>	<b>Comment</b>
<i>0.1</i>		<i>Initial version</i>
<i>0.2</i>	<i>May 30, 2008</i>	<i>Some formatting changes. Additional content</i>
<i>0.3</i>	<i>June 7, 2008</i>	<i>Modified to default to 1.1 build, with notes wrt Pleo 1.0</i>
<i>0.4</i>	<i>August 18, 2008</i>	<i>Small updates to include list</i>