RikerBot

Release 0.0.1

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CHAPTER 1

Welcome to RikerBot's documentation!

1.1 Installation

1.1.1 Build Requirements

First, ensure you have all the build requirements available to build RikerBot.

Build Requirements:

- C++20 compiler (Only GCC 10.1+ as of writing, Clang 12 trunk works too)
- CPython >= 3.5
- SWIG >= 4.0
- CMake >= 3.18
- Any cmake-supported build system, Ninja is recommended for performance
- Boost >= 1.73
- Botan >= 2.0.0
- zlib, any version from this millenia
- python-minecraft-data, latest
- setuptools, any recent version
- wheel, any recent version

1.1.2 Build Proccess

Once you've got the requirements, you can build and install the framework from the source root directory with:

```
pip install .
```

RikerBot should be successfully installed. You can verify the process worked by running `import rikerbot` from the Python REPL.

If you're interested in developing C++ extensions yourself you may wish to build locally to preserve the cmake cache between compiles, you can do this with:

```
python setup.py bdist_wheel
```

This will create a `dist` folder containing the compiled module, which can be installed with:

```
pip install [file].whl
```

You may also wish to simply use cmake directly, and this is also supported.

CHAPTER 2

Indices and tables

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