

advanced go: reflection-based debug console pt. 1

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In this article, we'll cover how and why to build a fully-featured debug console that allows live editing of a program's state, such as:

- moving around the player, enemies, or UI elements

`ref_move_ui.mp4.gif`

- live debug watch window of anything in the game state (& modifying it)

`ref_ui_color_modification.mp4.gif`

and much more.

1. Motivation

For the last few months I've been working nearly full-time on my own 2D Game, 'Tactical Tapir', a top-down shooter a-la Nuclear Throne.

Some concept art from the excellent [Brian Mulligan](#):

`./tt_concept_art.png`

`./barry_concept_art.png`

some in-game art (also by Brian):

`./tt_tt.png`

`./cpt_barry.png`

Unlike most games, I'm not using a conventional engine: it's almost all hand-written Go code, using [ebiten] (<https://ebiten.org/>) to sit between my code & the GPU and do some input handling. Working with games is a new domain for me: systems are not as isolable as they are in web development or device drivers. In some ways, the questions game development asks are much more subjective: instead of asking "is this code correct?", you ask "does this feel nice?" "Testing" games is very different rather from say, a web server: you have 'squishy', subjective requirements like 'does this feel nice?' or 'is this fun?' rather than 'does this code meet the spec?'. There's no spec for fun, at least as far as I know.

That is, I need to answer questions like this:

- "see if enemies will friendly fire by placing them in each others' line of fire"
- "examine pathfinding by placing enemies in a maze"
- "see how movement feels with different values for speed, acceleration, etc"
- "refill the player's ammo"
- "adjust coloration of fonts for legibility"

To accomplish that, I'll need to be able to quickly and easily:

- spawn an enemy or obstacle
- change player traits (health, movement speed, etc.)
- manipulate the positioning, size, or look of UI elements
- track the state of a variable or group of related variables from frame-to-frame.

This is actually pretty easy in an interpreted language like LUA or Python, but tricky or impossible in a some compiled languages. Luckily, Go's powerful suite of reflection tools makes this possible.

2. An (incredibly brief) introduction to game development

Before we get into the console, let's talk about Game development in general and the process that led to me making a console.

A game is a program that runs in a loop. Each update, or frame, does the following:

- take player input
- update the state of the game using that input and the previous state
- draw the relevant part of that state to the screen.

That is, our game loop should look like this:

```
1  for tick := 0; ; tick++ {
2      inputs := input.ThisFrame()
3      debugUpdate(game, inputs)
4      if err := game.Update(inputs, tick); err != nil {
5          log.Fatalf("shutdown: update(): %v")
6      }
7      if err := game.Draw(screen); err != nil {
8          log.Fatalf("shutdown: draw(): %v")
9      }
10 }
```

3: Naive cheats

I started by adding individual keyboard-triggered cheats to the game.

We'll use keyboard inputs to trigger the cheats. We don't want the player to trigger them accidentally, so we'll require that they hold down the `shift` and `ctrl` keys while pressing `H` and `A` respectively.

```
1  func applyCheats(g *Game, input Inputs) {
2      if input.Held[KeyShift] && input.Held[KeyCtrl] { //
3          check for cheats: if no ctrl+shift, no cheats
4              if input.JustPressed[KeyA] {
5                  log.Println("infinite ammo")
6                  g.Player.Ammo = math.Inf(1)
7              }
8              if input.JustPressed[KeyH] {
9                  log.Println("infinite health")
10                 g.Player.HP = math.Inf(1)
11             }
12         }
13     }
```

Which makes our game loop look like this, checking and applying cheats before each update:

```

1 func (g *Game) Update(input Inputs) {
2   for tick := 0; ; tick++ {
3     inputs := input.ThisFrame()
4     applyCheats(game, inputs)
5     debugUpdate(game, inputs)
6     if err := game.Update(inputs, tick); err != nil {
7       log.Fatalf("shutdown: update(): %v")
8     }
9     if err := game.Draw(screen); err != nil {
10      log.Fatalf("shutdown: draw(): %v")
11    }
12  }
13 }

```

This works pretty well. In fact, we can visualize it as a kind of table:

cheat	key	description
∞ ammo	ctrl+shift+A	set State.Player.Ammo to math.Inf(1)
∞ hp	ctrl+shift+H	set State.Player.HP to math.Inf(1)

Which naturally suggests using a map to store the cheats:

```

1 var cheats map[Key]struct {
2   description string
3   apply func(*Game)
4 } {
5   KeyA: {
6     description: "spawn ammo",
7     apply: func(g *Game) {
8       g.Pickups = append(g.Pickups, AmmoPickup{...})
9     },
10  },
11  KeyH: {
12    description: "spawn health",
13    apply: func(g *Game) {
14      g.Pickups = append(g.Pickups,
15      HealthPickup{...})
16    },
17  }
18 }
19 func applyCheats(g *Game, input Inputs, cheats
20 map[Key]struct {
21   description string
22   apply func(*Game)
23 }) {
24   if input.Held[KeyShift] && input.Held[KeyCtrl] { //
25     check for cheats: if no ctrl+shift, no cheats
26     for key, cheat := range cheats {
27       if input.JustPressed[key]
28         log.Println(cheat.description)
29         cheat.f(g)
30     }
31 }

```

```
28     }
29 }
```

While this works well for some tasks, a few limitations are immediately apparent:

- Every new field we touch requires it's own function, even if we have multiple fields that are logically related.
- Those functions must be niladic: that is, they don't take any arguments, they just modify the gamestate directly.
- So for each field, and for each value we want to set it to, we need a separate function.

For some things, like 'infinite HP', this is fine. But for other things, like 'exactly 28 HP', this is absurd. You'd either need to write a function for every possible value, or expand the system somehow to take arguments. We need a more general approach.

[4: A more general approach](#)

The default API for general-purpose inputs is the command line. That is, prompt that takes a line of text, parses it as a command, and executes it.

The TacticalTapir console has two layers: the terminal, which takes user input and translates it into lines of text, and the shell, which parses those lines of text into commands and executes them.

That is, every frame, we'll `UpdateTerm()` until the user hits enter, then we'll `ParseCommand()` and `Exec()` that command, updating the gamestate as necessary.

Additionally, every frame, we'll `UpdateState` based off of the current gamestate and previous `Commands`.

Additionally, we'd like to generate completions for the user as they type - we'll get to that later.

```
1 // A debug console that allows you to inspect and modify the
  game state at runtime.
2 // It's accessed by pressing ~ (shift+`).
3 // Create one with New(), passing in a pointer to the root
  of the struct you want to inspect. Call Update() every frame
  with a pointer to the same value and the current input.Keys
4 // to see if you got a *Command, then Exec() it to modify
  the gamestate.
5 type Console struct {
6     State // State of the game modified or watched by
  the console.
7     Terminal // Terminal state: input, history, etc;
  never touches the game state.
8     Completions // Possible completions for the current
  line.
9 }
```

Terminal

A basic terminal includes the following navigational features:

key(s)	description	gif
'a' . . 'z' or other printable characters	insert the character at the cursor	insert char
← and →	move the cursor left and right	cursor left and right
⇧ + ←, ⇧ + →	move the cursor left and right a word	cursor word
⊗	delete the character to the left of the cursor	bschar
⇧ + ⊗	delete a word to the left of the cursor	bsword
DEL	delete the character to the right of the cursor	delrchar
⇧ + DEL	delete a word to the right of the cursor	delrword
↑ and ↓	navigate the history, if there is one: they don't wrap.	usehist
⇧ + ↑ and ⇧ + ↓	go to the start and end of the history.	usehist
↵ (enter)	submit the current line of text	SEE BELOW
⇥ (tab)	autocomplete the current line of text	autocomplete

Working backwards, we'll need to keep track of the following:

- the current line of text
- the cursor position
- the history of previous lines of text
- our last viewed index in the history
- the suggestion for the current line of text, if any.

Additionally, there are a few gotchas we'd like to avoid:

- We should allow players to hold down a navigational or printable key to repeat it, but without causing unintentional inputs; that is, a reasonable amount of 'debouncing'.
- We'd like to avoid allocating memory for each character the player types.

As a Go struct, this looks like:

```
1 // Terminal is the state of the current text input; i.e.,
  // the cursor, current line, suggested completion, etc.
2 // Call CurrentLine(), Cursor(), and SuggestedCompletion()
  // to get read-only views of the current line, cursor
  // position, and suggested completion to
3 // emulate a terminal for it.
```

```

4  type Terminal struct {
5      history      History
6      historySave struct {
7          time time.Time
8          prev History
9          sync.Mutex
10     }
11
12     curLine      string      // current line of
(normalized) input. View from outside with CurrentLine()
13     curLineRunes []rune     // runes to append to
curLine: reusable buffer to avoid extra allocations
14     cursor       int         // c.cursor position in
curLine. View from outside with Cursor().
15     lastNavigationRepeat time.Time // time of last
navigation repeat
16
17     suggestedCompletion string // suggested completion for
curLine. View from outside with SuggestedCompletion().
18 }

```

Each frame, we'll `UpdateTerm(&term, keys)` with the state of the terminal and the current input, and `DrawTerm` to render it to the screen. (Drawing is outside the scope of this article, though - I hope to get to it soon!)

[Key API](#)

Before we get to the implementation, let's quickly go over the API for the `input.Keys` type. The [ebiten.Key](#) type represents a physical key on a 109-key ANSI keyboard, the most common keyboard layout in the US. Other layouts exist, but we're O.K. with dropping the few bonus keys on, say, the JIS layout.

We'd like an API that looks like this:

```

1  package input // input/input.go
2  type Keys struct { /* some fields */ }
3  // Pressed starting this frame.
4  func (k Keys) Pressed(ebiten.Key) bool {}
5  // Released starting this frame
6  func (k Keys) Released(ebiten.Key) bool {}
7  // Continuously held down; either pressed this frame or
continuing from a previous frame.
8  func (k Keys) Held(ebiten.Key) bool {}

```

I.e., if on five frames we got the following inputs for the letter 'E':

0, 1, 1, 0, 0

The functions would return the following:

key held pressed released note

0	F	F	F	ground
1	T	T	F	rising edge
1	T	F	F	continuing
0	F	F	T	falling edge
0	F	F	F	ground

But how best to implement this?

The natural approach is to store the state of each key in a map:

```
1 type Keys struct { Held, Pressed, Released
  map[ebiten.Key]bool }
```

This isn't a bad approach, but maps can be a little fiddly to access concurrently, and every access requires a pointer indirection and a hash lookup. We can do better.

Another approach is simply three arrays of bools:

```
1 type Keys struct { held, pressed, released
  [ebiten.KeyMax+1]bool } // +1 because ebiten.KeyMax is the
  highest key, not the number of keys; I think this is a bug
  in ebiten.
```

This is straightforward and requires no indirection, using a single byte per key - 327 bytes in total. But we can do better.

Actually, we don't need 324 bits of information, since we can calculate `Held()`, `Pressed()`, and `Released()` by storing the electrical signal (0 or 1) for each key in the current frame and the previous frame and looking for rising and falling edges:

```
1 type Keys struct { thisFrame, lastFrame
  [ebiten.KeyMax+1]bool }
2 func (k Keys) Pressed(key ebiten.Key) bool {
3     return k.thisFrame[key] && !k.lastFrame[key]
4 }
5 func (k Keys) Held(key ebiten.Key) bool {
6     return k.thisFrame[key]
7 }
8 func (k Keys) Released(key ebiten.Key) bool {
9     return !k.thisFrame[key] && k.lastFrame[key]
10 }
```

That knocks us down to 218 bytes, but we can do better. Why store a bool for each key when we can store a single bit? We can use a bitset to store the state of each key by splitting the keys into two groups of 64 bits and do some bit twiddling to access them:

```
1 struct Keys { thisFrame, lastFrame struct { low, hi
  uint64 } }
2
```

```

3
4 func (k Keys) Held(key ebiten.Key) bool {
5     // read as: "check whether the key'th bit is set in
   thisFrame.low"
6     if key < 64 {
7         return k.thisFrame.low & (1 << key) != 0
8     }
9     // read as: "check whether the (key-64)th bit is set in
   thisFrame.hi"
10    key -= 64
11    return k.thisFrame.hi & (1 << key) != 0
12 }
13 func (k Keys) Pressed(key ebiten.Key) bool {
14     if key < 64 {
15         return k.thisFrame.low & (1 << key) != 0 &&
   k.lastFrame.low & (1 << key) == 0
16     }
17
18     key -= 64
19     return k.thisFrame.hi & (1 << key) != 0 &&
   k.lastFrame.hi & (1 << key) == 0
20 }
21
22 func (k Keys) Released(key ebiten.Key) bool {
23     if key < 64 {
24         return k.thisFrame.low & (1 << key) == 0 &&
   k.lastFrame.low & (1 << key) != 0
25     }
26     key -= 64
27     return k.thisFrame.hi & (1 << key) == 0 &&
   k.lastFrame.hi & (1 << key) != 0
28 }

```

With this design, we can store the state of every key on the keyboard in only 32 bytes (or four 64-bit words). This makes the input state small enough to cheaply copy wherever we need it. Additionally, if we ever needed to access it concurrently, we could use atomic operations to do so without any locks! Additionally, this opens up the possibility of using bit operations to enable or disable ‘groups’ of keys at once in very few instructions.

OK, that’s enough about the input API. Let’s get back to updating the terminal.

[UpdateTerm\(\)](#)

The following is an annotated version of the core of `UpdateTerm()`, stripping out some inessential features like clipboard support and saving the history to disk.

```

1 // Update the terminal state with the given input. If the
   user pressed enter, parse the current line and return a
   *Command.
2 //

```

```

3 // # cursor:
4 //
5 // ← and → move the cursor left and right
6 //
7 // ⇧ + ← and ⇧ + → move the cursor left and right a word
8 //
9 // # deletion
10 //
11 // ☒ deletes the character to the left of the cursor
12 //
13 // ⇧ + ☒ deletes a word to the left of the cursor
14 //
15 // DEL deletes the character to the right of the cursor
16 //
17 // ⇧ + DEL deletes a word to the right of the cursor
18 //
19 // # history:
20 //
21 // ↑ and ↓ navigate the history, if there is one: they
22 // don't wrap.
23 //
24 // ⇧ + ↑ and ⇧ + ↓ go to the start and end of the history.
25 func UpdateTerm(t *Terminal, keys input.Keys) (cmd
26 *Command, err error) {
27     // bounds check the cursor & suggested completion,
28     // just in case
29     // we forgot to clean up after ourselves last frame
30     if !strings.HasPrefix(t.suggestedCompletion,
31 t.curLine) {
32     t.suggestedCompletion = ""
33     }
34     t.cursor = util.Clamp(t.cursor, 0, len(t.curLine))
35
36     // how many navigation keys are pressed? if more than
37     // one, we do nothing rather than guess.
38     var (
39         up, down, left, right, backspace, del bool
40         shift                                     =
41         keys.Held(ebiten.KeyShift)
42         tab, enter                               =
43         keys.Pressed(ebiten.KeyTab), keys.Pressed(ebiten.KeyEnter)
44     )
45     if time.Since(t.lastNavigationRepeat) >
46 time.Millisecond*200 {
47         up = keys.Pressed(ebiten.KeyUp) ||
48         keys.Held(ebiten.KeyUp)
49         down = keys.Pressed(ebiten.KeyDown) ||
50         keys.Held(ebiten.KeyDown)
51         left = keys.Pressed(ebiten.KeyLeft) ||
52         keys.Held(ebiten.KeyLeft)

```

```

44     right = keys.Pressed(ebiten.KeyRight) ||
keys.Held(ebiten.KeyRight)
45     backspace = keys.Pressed(ebiten.KeyBackspace) ||
keys.Held(ebiten.KeyBackspace)
46     del = keys.Pressed(ebiten.KeyDelete) ||
keys.Held(ebiten.KeyDelete)
47     } else {
48         up = keys.Pressed(ebiten.KeyUp)
49         down = keys.Pressed(ebiten.KeyDown)
50         left = keys.Pressed(ebiten.KeyLeft)
51         right = keys.Pressed(ebiten.KeyRight)
52         backspace = keys.Pressed(ebiten.KeyBackspace)
53         del = keys.Pressed(ebiten.KeyDelete)
54     }
55     // how many navigation keys are pressed? if more than
one, we do nothing rather than guess.
56
57     /* -- design note --
58         this is the most important part of this function,
since it massively reduces the number of cases we need to
handle. rather than worrying about what to do if the user
presses both left and right, or if they both insert a
character and delete a character, we just ignore those
cases, assuming they're user error or bouncing keys.
59         the original design of this function was hundreds
of lines longer and distinctly buggier. This is the fourth
revision.
60         */
61
62     b2i := func(b bool) int { if b { return 1 }; return
0 }
63     switch count := b2i(up) + b2i(down) + b2i(left) +
b2i(right) + b2i(backspace) + b2i(del) + b2i(tab) +
b2i(enter); count {
64     default: // more than one key pressed: do nothing
65         return nil, nil
66     case 0: // no navigation keys pressed: insert
characters & adjust cursor position
67         t.curLineRunes =
ebiten.AppendInputChars(t.curLineRunes[:0])
68         t.curLine = normalize(t.curLine[:t.cursor] +
string(t.curLineRunes) + t.curLine[t.cursor:])
69
70         // adjust the cursor position for the new
character(s)
71         t.cursor += len(t.curLineRunes)
72         t.cursor = max(t.cursor, 0)
73         t.cursor = min(t.cursor, len(t.curLine))
74         return
75     case 1:
76         t.lastNavigationRepeat = time.Now()
77     }
78     /* -- design note --

```

```

79     note that we check shift and also !shift. this is
    technically redundant, but it protects us against ordering
    bugs, since it means the switch cases are guaranteed to be
    mutually exclusive.
80     */
81     switch {
82     default: // no navigation to do, like backspace on an
    empty line
83         return nil, nil
84     case enter: // execute the current line
85         line := t.curLine
86         t.curLine, t.cursor = "", 0 // reset the current
    line
87         c, err := ParseCommand(strings.Fields(line))
88         if err != nil {
89             return nil, err
90         }
91         // it's a valid command (in form, at least): add
    it to the history
92         const maxHistLen = 64
93         if len(t.history.Lines) >= maxHistLen { // trim
    the history:
94             // copy the back half of the history to the
    front
95             copy(t.history.Lines[:len(t.history.Lines)/
    2], t.history.Lines[len(t.history.Lines)/2:])
96             // then truncate the back half
97             t.history.Lines =
    t.history.Lines[:len(t.history.Lines)/2]
98         }
99         // now there's definitely room in the history
100        t.history.Index = len(t.history.Lines) - 1
101        t.history.Lines = append(t.history.Lines, line)
102
103        return &c, nil
104    case tab && t.suggestedCompletion != "": //
    autocomplete the current line
105        t.curLine = t.suggestedCompletion
106        t.cursor = len(t.curLine) // move the cursor to
    the end of the line
107        return nil, nil
108    case left && shift: // move cursor left a word
109        t.cursor =
    max(strings.LastIndexAny(t.curLine[:t.cursor], " \n"), 0)
110        return nil, nil
111    case right && shift: // move cursor right a word
112        if i := strings.IndexAny(t.curLine[t.cursor:], "
    \n"); i >= 0 {
113            t.cursor += i + 1
114        } else {
115            t.cursor = len(t.curLine)
116        }
117        return nil, nil
118    case left && !shift: // move cursor left.

```

```

119         t.cursor = max(t.cursor-1, 0)
120         return nil, nil
121     case right && !shift: // move cursor right
122         t.cursor = min(t.cursor+1, len(t.curLine))
123         return nil, nil
124     // --- deletion ---
125     case backspace && shift && t.cursor > 0: // delete
word to the left
126         i :=
max(strings.LastIndexAny(t.curLine[:t.cursor], " \n"), 0)
127         t.curLine = t.curLine[:i] + t.curLine[t.cursor:]
128         t.cursor = i
129         return nil, nil
130     case backspace && !shift && t.cursor > 0: // delete
char to the left
131         if t.cursor > 0 {
132             t.curLine = t.curLine[:t.cursor-1] +
t.curLine[t.cursor:]
133             t.cursor--
134         }
135         return nil, nil
136     case del && shift && t.cursor < len(t.curLine): //
delete word to the right
137         i := strings.IndexAny(t.curLine[t.cursor:], " \n")
138         if i < 0 {
139             i = len(t.curLine)
140         } else {
141             i += t.cursor
142         }
143         t.curLine = t.curLine[:t.cursor] + t.curLine[i:]
144         return nil, nil
145
146     case del && !shift && t.cursor < len(t.curLine): //
delete char to the right
147         t.curLine = t.curLine[:t.cursor] +
t.curLine[t.cursor+1:]
148         return nil, nil
149
150     // --- history navigation ---
151     case down && shift: // goto end of history
152         t.history.Index = len(t.history.Lines) - 1
153         t.curLine, t.cursor =
t.history.Lines[t.history.Index],
len(t.history.Lines[t.history.Index])
154         return nil, nil
155
156     case up && shift: // goto start of history
157         t.history.Index = 0
158         t.curLine, t.cursor =
t.history.Lines[t.history.Index],
len(t.history.Lines[t.history.Index])
159         return nil, nil
160     case up && !shift: // prev line in history
161         if t.history.Index-- < 0 {

```

```

162         t.history.Index = 0
163     }
164     t.curLine, t.cursor =
t.history.Lines[t.history.Index],
len(t.history.Lines[t.history.Index])
165     return nil, nil
166     case down && !shift: // next line in history
167         if t.history.Index++; t.history.Index >=
len(t.history.Lines) {
168             t.history.Index = len(t.history.Lines) - 1
169         }
170     t.curLine, t.cursor =
t.history.Lines[t.history.Index],
len(t.history.Lines[t.history.Index])
171     return nil, nil
172 }
173 // unreachable
174 }

```

ParseCommand

Our commands will have an OPCODE and zero or more ARGS. ARGS will be literals representing strings or numbers (e.g. 100, hello), PATHs to fields of the game state, or AUGOPs (augmented assignment operators) like += or *>.

PATHs will only be able to reach exported (i.e., capitalized) fields of the game state, respecting go's usual rules for visibility. In order to make this easier to work with, all commands will be case-insensitive; in fact, we'll lowercase them before parsing. This does allow for some ambiguities that could lead to 'unreachable' fields. If we had `struct S {XY, xy int}`, then `s.xy` would be ambiguous.

I resolve this problem by *not making structs like that*, but it's worth noting this limitation.

ITEM	description	example
OPCODE	specifies a console command	watch, mod, cpin
PATH	a path to a field of the game state.	player.hp, player.pos.x
AUGOP	an augmented assignment operator.	+=, *=, %=
LITERAL	a literal value, interpreted by the OP	100, hello

Commands will be of the form: `OP arg1 arg2 ... argN`, but we'll also allow the form `arg1 AUGOP arg2`, which is equivalent to `mod arg1 AUGOP arg2`. (That is, mod is implied as the opcode.)

Some example commands:

op	args	description
watch	watch player.hp	add the player's hp to the debug watch window

op	args	description
cpin	cpin player.hp 100	“reset the player’s HP to 100 every frame, “pinning it” to a constant value.
mod	mod player.hp = 100	set the player’s hp to 100
mod	mod player.hp += 100	add 100 to the player’s hp
mod	player.x /= 2	halve the player’s x position; ‘mod’ is implied

We’ll represent operators as an enum:

```

1  type OpCode
   int16 // operator. hard to imagine needing more than 256
         operators, but we'll use 16 bits just in case.
2  const (
3      // Unknown or invalid operator
4      Unknown OpCode = iota
5      // WATCH adds a field to the debug watch window.
   Grammar: `watch <path>`
6      WATCH
7      // CPIN "pins" a field to a constant value, resetting
   it every frame. Grammar: `cpin <path> <path_or_literal>`
8      CPIN
9      // MOD modifies a field. Grammar: `mod <path> <augop>
   <path_or_literal>`, or <path> <augop> <path_or_literal>
10     MOD
11 )

```

Before we get to parsing, we have an important design decision to make: do we represent commands as a single struct regardless of opcode, or as a separate struct for each command?

A **single struct** would look like this:

```

1
2  type Command struct {
3      Op OpCode
4      Args []string
5  }
6  func Exec[T any](pt *T, Command) (string, error) {
7      switch c.Op {
8      default:
9          return "", fmt.Errorf("unknown opcode %d", c.Op)
10     case Watch:
11     case Cpin:
12     case Mod:
13     }
14 }

```

Whereas a **separate struct for each command** would look like this:

```

1  type Command interface {
2      Opcode() Op
3      Exec(reflect.Value) (string, error)
4  }
5  type Mod struct {
6      LHS, AugOp string
7      RHS reflect.Value
8  }
9  type Watch struct {
10     Path string
11 }
12 type Cpin struct {
13     Path string
14     Value reflect.Value
15 }
16 func (c Mod) Opcode() Op { return Mod }
17 func (c Mod) Exec(v reflect.Value) (string, error) {
18     // ...
19 }
20 func (c Watch) Opcode() Op { return Watch }
21 func (c Watch) Exec(v reflect.Value) (string, error) {
22     // ...
23 }
24 func (c Cpin) Opcode() Op { return Cpin }
25 func (c Cpin) Exec(v reflect.Value) (string, error) {
26     // ...
27 }
28

```

- A single struct requires less code, but is ‘stringly typed’: we can’t use the type system to enforce that the arguments to mod are a path, an augop, and a path or literal. We’ll just have to make sure that Exec () does the right thing. As our list of commands grows, this may become more difficult to maintain, since we’ll have a “god switch” in Exec () that handles all commands.
- A separate struct for each command requires more code, but allows us to add new commands without touching the existing code. Additionally, once we have a parsed command, we have stronger guarantees about what it contains: we know that a Mod command has a Path, an AugOp, and a Value, and we can use the type system to enforce that.
- A third, best option exists, but we can’t use it in Go. Languages with sum types (sometimes called “tagged unions” or “enums”) could express a Command like this:

```

1  // this is rust code: don't worry about it too much.
2  enum AugOp { Add, Sub, Mul, Div, Mod, Pow, BitAnd, BitOr,
3  BitXor, BitClear, Shl, Shr }
4  enum Command {
5      Set(Path, Value),
6      Watch(Path),
7      Cpin(Path, Value),
8      AugAssign(path: Path, op: AugOp, value: Value),

```

This would combine the best of both worlds: we'd have a single type to represent all commands, but we could guarantee the proper structure of each.

Go doesn't have sum types, so **I chose the single struct approach to minimize the total amount of code.**

Because we're not using separate structs, I don't do much validation in `ParseCommand`: instead, I'll guarantee the bounds when we actually try and execute.

```

1  func ParseCommand(fields []string) (Command, error) {
2
3      switch op := strings.ToLower(fields[0]); op {
4          default: // unknown opcode
5              // is this an augmented assignment operator?
6              if len(fields) == 3 && augassignops[fields[1]] !=
7              nil {
8                  return Command{MOD, fields[1:]}, nil
9              }
10             return Command{}, fmt.Errorf("unknown operation %q:
11             expected one of %v", op, opNames)
12             case "mod":
13                 if len(fields) != 4 {
14                     return Command{}, fmt.Errorf("mod: expected 3
15                     args")
16                 }
17                 return Command{MOD, fields[1:]}
18             case "cpin": // PIN a field to a Constant value
19                 if len(fields) != 3 {
20                     return Command{}, fmt.Errorf("cpin expects 2
21                     arguments, got %d", len(fields)-1)
22                 }
23                 return Command{Op: CPIN, Key: fields[1], Vals:
24                 fields[2:]}, nil
25             /* other cases omitted; they're pretty similar. */
26         }
27     }
28 }

```

OK, easy enough. Now we get to the hard part: how do we implement `Command.Exec()`? That is, *how do we access and modify arbitrary fields of arbitrary structs at runtime?*

[4: Reflection](#)

The `reflect` package allows you to operate on Go values of arbitrary type without knowing what type or types they are ahead of time. Reflect is too big of a subject to cover in detail here. Instead, I'll first show a few examples of what you can do with it, then present a cheatsheet of the most useful types and functions for you to refer to, then we'll get back to the console. If you're completely lost, I recommend reading [the](#)

[reflect package docs](#) and [the reflect tutorial](#) first. Chapter 12 of [The Go Programming Language](#) by Kernighan & Donovan is also an excellent resource: [see the source code for that chapter's examples here](#).

examples

First, a few examples to get the idea across.

- ##### Get the value of struct fields by name, regardless of type

```
1 // https://go.dev/play/p/gh7TMf2-JlE
2
3 var f64type = reflect.TypeOf(0.0)
4 // get the value of "`X`" and "`Y`" fields of a struct,
  regardless of what type the struct is, as long as they're
  both _any_ numeric type, even if X or Y are embedded in
  another struct.
5 func getX(v reflect.Value) (x, y float64, ok bool) {
6     if v.Type().Kind() != reflect.Struct { // make sure
  we have a struct
7         return 0, 0, false
8     }
9     // check if v.X or v.Y would be valid expressions at
  compile time on the type of v
10    vx, vy := v.FieldByName("X"), v.FieldByName("Y")
11
12    if !vx.IsValid() || !vy.IsValid() {
13        // they're not, so we can't do it at runtime
  either
14        return 0, 0, false
15    }
16    // and that f64(v.X) and f64(v.Y) would be valid
  conversions at compile time
17    if !vx.CanConvert(f64type) || !
  vy.CanConvert(f64type) {
18        // they're not, so we can't do it at runtime
  either
19        return 0, 0, false
20    }
21    }
22    // they are: convert them to float64s and return them
23    x, y = vx.Convert(f64type).Float(),
  vy.Convert(f64type).Float()
24    return x, y, true
25 }
```

IN:

```
1 func main() { // https://go.dev/play/p/IiMldZgkEum
2     for _, v := range []any{
3         &image.Point{1, 2}, // X and Y are `int` in this
  package!
```

```

4         &struct{ X, Y float64 }{3, 4},
5         &struct{ image.Point }{image.Point{5, 6}}, //
    embedded fields
6     } {
7         v := reflect.ValueOf(v).Elem() // get the Value
    of the pointer
8         x, y, _ := getXY(v)           // get the value
    of the X and Y fields as float64s
9         fmt.Printf("%s: %v, %v\n", v.Type(), x, y)
10    }
11 }

```

OUT:

```

1 image.Point: 1, 2
2 struct { X float64; Y float64 }: 3, 4
3 struct { image.Point }: 5, 6

```

- ##### Set the value of struct fields by name, regardless of type

```

1 // https://go.dev/play/p/gh7TMf2-JlE
2 var f64type = reflect.TypeOf(0.0)
3
4 // set the value of the "`X`" and "`Y`" fields of a
    struct, so long as X and Y are both _any_ numeric type,
    even if X or Y are embedded in another struct.
5 // we could use this to, for example, set the position of
    an object in a game to the position of the mouse cursor.
6 func setXY(v reflect.Value, x, y float64) bool {
7     if v.Type().Kind() != reflect.Struct {
8         return false // not a struct
9     }
10    vx, vy := v.FieldByName("X"), v.FieldByName("Y")
11    if !vx.IsValid() || !vy.IsValid() {
12        return false // no X or Y field
13    }
14    if !vx.CanSet() || !vy.CanSet() {
15        return false // X or Y is unexported, part of an
        unexported struct, or isn't in an addressable struct
16    }
17    if !f64type.ConvertibleTo(vx.Type()) || !
    f64type.ConvertibleTo(vy.Type()) {
18        return false
19    }
20    vx.SetFloat(x)
21    vy.SetFloat(y)
22 }

```

IN

```

1 ```go
2 // https://go.dev/play/p/gh7TMf2-JlE

```

```

3 func main(){
4     for _, v := range []any{
5         &image.Point{1, 2}, // X and Y are `int` in this
package!
6         &struct{ X, Y float64 }{3, 4},
7         &struct{ image.Point }{image.Point{5, 6}},
8     } {
9         v := reflect.ValueOf(v).Elem() //
get the Value of the pointer
10        x, y, _ := getXY(v) //
get the value of the X and Y fields as float64s
11        fmt.Printf("%s: %v", v.Type(), v.Interface()) //
print the type and the values
12        setXY(v, x*10, y*10) //
set the value of the X and Y fields to 10x their original
value
13        fmt.Printf("-> %v\n", v.Interface()) //
print the type and the values
14    }
15 }
16 ```
17
18 OUT:
19
20 ```text
21 image.Point: (1,2)-> (10,20)
22 struct { X float64; Y float64 }: {3 4}-> {30 40}
23 struct { image.Point }: (5,6)-> (50,60)
24 ```

```

- #### zero out any field of any struct

```

1 // zero out the given field of a struct, regardless of
the type of struct or field, or whether the field is
embedded in another struct.
2 func zeroField(v reflect.Value, fieldName string) bool {
3     if v.Type().Kind() != reflect.Struct {
4         return false // not a struct
5     }
6     f := v.FieldByName(fieldName)
7     if !f.IsValid() {
8         return false // no field
9     }
10    if !f.CanSet() {
11        return false // field is unexported, part of an
unexported struct, or isn't in an addressable struct
12    }
13    f.Set(reflect.Zero(f.Type()))
14    return true
15 }

```

IN:

```

1 // https://go.dev/play/p/Y08LmQqqZuJ

```

```

2   func main() {
3   type A struct{ F string }
4   var a = A{"foo"}
5   fmt.Printf("a: before: %+v\n", a)
6   zeroField(reflect.ValueOf(&a).Elem(), "F")
7   fmt.Printf("a: after: %+v\n", a)
8
9   type B struct{ F int }
10  var b = B{2}
11  fmt.Printf("b: before: %+v\n", b)
12  zeroField(reflect.ValueOf(&b).Elem(), "F")
13  fmt.Printf("b: after: %+v\n", b)
14
15  }

```

OUT:

```

1   a: before: {F:foo}
2   a: after: {F:}
3   b: before: {F:2}
4   b: after: {F:0}

```

reflect: types and values

Reflect operates on three main types: `reflect.Type`, `reflect.Value`, and `reflect.Kind`. `reflect.Type` represents a type, `reflect.Value` represents a value of that type, and `reflect.Kind` represents the underlying primitive type of a `reflect.Type`; that is, something like `int`, `string`, `struct`, `map`, `slice`, etc.

Get a `Value` from a normal variable via `reflect.ValueOf(t)`, then modify it with the various functions on `reflect.Value`. Pretty much anything you can do in 'ordinary' go you can do with some combination of `reflect.Value`'s methods. E.g., the following snippets are functionally equivalent:

```

1   var n int
2   reflect.ValueOf(&n).Elem().SetInt(50)

```

```

1   func main() {var n int; *(&n) = 50}

```

Or to show it another way:

```

1   reflect.ValueOf(&n). // &
2   Elem(). // *
3   SetInt(50) // =

```

Note the pointers. Since `reflect.ValueOf` is an ordinary function, you'll need to **pass a pointer** if you want to modify one of the arguments, just like any other function.

Find out information about a type via `reflect.TypeOf(t)` or the underlying primitive type via `Type.Kind()`.

In the following notation, element is a [reflect.Type](#), v is a [reflect.Value](#), T and B are types, and t and b are values of those types (not reflect.Values, but the normal type you get via ':=' , 'var' , etc.

[reflect: cheatsheet](#)

Here's a quick cheatsheet of the types and functions we'll use in this article. Feel free to skip this for now, and come back to it when or if you need it.

[types](#)

shorthand	type	obtained via
v	reflect.Value	reflect.ValueOf("some string")
t	reflect.Type	v.Type() or reflect.TypeOf("another string")
k	reflect.Kind	t.Kind()
f	reflect.StructField	t.Field() or t.FieldByName() or t.FieldByNameFunc()
n	int8..=int64 or int	n := 2
b	bool	b := true
s	string or struct	s := "some string", s := struct{foo int}{"foo"}
m	map	m := map[string]int{"a": 1}
a	slice or array	a := []int{1, 2, 3}

[functions](#)

| function | description | example | analogous to |

ValueOf	get a Value from an ordinary value	reflect.ValueOf(int(2))	
TypeOf	get a Type from the value	t := reflect.TypeOf(int(2))	
Type.Kind	get the underlying primitive type	t.Kind()	
—	—	—	

<u>Type.ConvertibleTo</u>	can the type be converted to a different type?	<code>t.ConvertibleTo(reflect.TypeOf(0))</code>
<u>Value.Addr</u>	get the address of a value	<code>v.Addr()</code>
<u>Value.CanAddr</u>	can the value be addressed?	<code>v.CanAddr()</code>
<u>Value.CanConvert</u>	can the value be converted to a different type?	<code>v.CanConvert(reflect.TypeOf(0))</code>
<u>Value.Convert</u>	convert a value to a different type	<code>reflect.ValueOf(&t).Elem().Convert(reflect.</code>
<u>Value.Elem</u>	dereference a pointer or interface	<code>v.Elem()</code>
<u>Value.Field</u>	get the nth field of a struct	<code>v.Field(0)</code>
<u>Value.FieldName</u>	for struct kinds, get the field with the given name	<code>v.FieldName("someField")</code>
<u>Value.FieldNameFunc</u>	for struct kinds, get the field with the given name, matching the given predicate	<code>v.FieldNameFunc(func(s string) bool { return strings.EqualFold(s, "somefield") })</code>
<u>Value.Index</u>	for array and slice kinds, get	<code>v.Index(0)</code>

<u>Value.Interface</u>	the nth element get an ordinary value back from a Value (as any)	<code>reflect.ValueOf(2).Interface().(int)</code>
<u>Value.Len</u>	for array, map, and slice kinds, get the length	<code>v.Len()</code>
<u>Value.MapIndex</u>	for map kinds, get the value associated with the given key	<code>v.MapIndex(reflect.ValueOf("someKey"))</code>
<u>Value.Set</u>	set lhs to rhs, if they're the same Type	<code>v.Set(reflect.ValueOf(2))</code>

OK, that covers what we'll need for now. Let's get back to the console.

5: Executing commands

In order to execute commands, we'll need to be able to:

- resolve paths to fields of structs, indices of slices or arrays, and values of maps.
- convert values to the correct type
- set the value of a field, index, or map key to a new value.

5.1: Resolving paths

We'd like a function which allows us to access any of the subfields of the Game struct, regardless of how deeply nested they are.

That is, we'd like a function like this:

```
1 // FollowPath follows a path of '.'-separated keys through a
   // struct, map, or slice, returning the value at the end of the
   // path.
2 // pointers and interfaces will be continually dereferenced.
```

```

3 func ResolvePath[T any](pt *T, path string) (reflect.Value,
  error) {}
4
5 type Inner struct{ X int }
6 type Outer struct{ Inner Inner }
7 type S struct{ Outer Outer }
8 var s = S{Outer: Outer{Inner: Inner{X: 1}}}
9 ResolvePath(&s, "outer.inner.x") // like
  reflect.ValueOf(&s.outer.inner.x).Elem()

```

Additionally, we'd like a single uniform syntax that allows us to access fields of structs, indices of slices or arrays, and values of maps. Taking a cue from lua, we'll use `.` as our access operator. All of these should work:

```

1 type S struct{ N int, A []map[string]int }
2 func printResolved[T any](pt *T, path string) {
3     v, err := ResolvePath(pt, path)
4     if err != nil {
5         panic(err)
6     }
7     fmt.Printf("%s: %v\n", path, v.Interface())
8 }
9 func main() {
10    s = S{N: 1, A: []map[string]int{{"a": 1}, {"1",
11    3}}}
12    printResolved(&s, "n") // 1
13    printResolved(&s, "a.0") // map[string]int{"0": 3}
14    printResolved(&s, "a.0.a") // 1
15    printResolved(&s, "a.1.0") // 3: note that 0 is
  treated as a string here, since that's the type of the keys
  of the map.
16    printResolved(&s, "a.1.-1") // 3: negative indices
  for slices are treated as python or FORTRAN-style negative
  indices, where -1 is the last element, -2 is the second-to-
  last, etc.
17 }

```

Let's walk through our implementation of `ResolvePath` step by step. First, we'll need a few helper functions: **derefVal** to dereference pointers and interfaces, and **normalize** to unify our path syntax.

```

1 // continually dereference pointers and interfaces until we
  get a non-pointer, non-interface value.
2 // panic if we dereference more than 32 times, since this
  means we've hit some kind of self-referential loop.
3 func derefVal(v reflect.Value) reflect.Value {
4     for i := 0; v.Kind() == reflect.Ptr || v.Kind() ==
  reflect.Interface; i++ {
5         v = v.Elem()
6         if i > 32 {
7             panic("dereferenced 32 pointers, but still got
  a pointer or interface")
8         }
9     }
10 }

```

```

 9     }
10     return v
11 }
12
13 // whitespaceUnifier replaces all whitespace with a single
14 // space.
15 var whitespaceUnifier = strings.NewReplacer("\t", " ",
16 "\n", " ", "\r", " ")
17
18 // normalize normalizes a string by
19 // - lowercasing it
20 // - replacing all whitespace with a single space
21 // - removing leading and trailing whitespace
22 // warning: given the implementation of normalize, we will
23 // not be able to access some string map keys.
24 // this may not be appropriate for your use case. Again, I
25 // solve this problem by "not doing that".
26 func normalize(s string) string {
27     s = strings.ToLower(s)
28     s = strings.TrimSpace(s)
29     old := s
30     for {
31         s = whitespaceUnifier.Replace(s)
32         if s == old {
33             return s
34         }
35         old = s
36     }
37 }

```

Our outside-facing API will take the .-separated path:

```

1 func ResolvePath[T any](pt *T, path string)
2 (reflect.Value, error) {
3     return resolvePath(reflect.ValueOf(pt).Elem(),
4 strings.Split(path, "."))
5 }

```

And our implementation will step through the path, following each key in turn:

```

1 // follow a path of key, case-insensitively, through a
2 // struct, map, or slice, returning the value at the end of
3 // the path.
4 // pointers and interfaces will be continually
5 // dereferenced.
6 //
7 // type S struct{ F struct{ A [3]int } }
8 // s := S{F: struct{ [3]int }{[3]int{42, 43, 44}}}
9 // v, _ := followPath(reflect.ValueOf(s), "f", "a",
10 // "0")
11 // fmt.Println(v)
12 // Output: 42
13 func followPath(root reflect.Value, keys ...string)
14 (reflect.Value, error) {

```

```

10     v := derefVal(root) // will be updated once per loop
iteration
11
12     for i, field := range keys { // follow the path: e.g.,
player.pos.x
13         t := v.Type()
14         switch k := t.Kind(); k {
15             default:
16                 return v, fmt.Errorf("%s: %v is not a struct,
map, slice, or array", root.Type(),
strings.Join(keys[:i+1], "."))
17
18                 // structs are simple: just get the field by
(normalized) name.
19                 case reflect.Struct:
20                     v = v.FieldByNameFunc(func(s string) bool {
return normalize(s) == field })
21                     if !v.IsValid() { // field not found
22                         return v, fmt.Errorf("%s: %v has no field
%q", root.Type(), strings.Join(keys[:i+1], "."), field)
23                     }
24
25                     case reflect.Slice, reflect.Array:
26                         // treat the key as an integer index. we use
strconv.ParseInt to allow users to use hex, binary, or
octal indices if they'd like.
27                         j64, err := strconv.ParseInt(field, 0, 0)
28                         j := int(j64)
29                         if err != nil {
30                             return v,
fmt.Errorf("%s: %v is not a valid index", root.Type(),
strings.Join(keys[:i+1], "."))
31                         }
32                         if j < 0 {
33                             j += v.Len() // python-style negative
indexing; -1 is the last element, -2 is the second-to-last,
etc.
34                             // but don't allow silly things like -1000
if the slice only has 3 elements.
35                             }
36                             if j < 0 || j >= v.Len() {
37                                 return v, fmt.Errorf("%s: index %d out of
bounds", root.Type(), j) // out of bounds
38                             }
39                             v = v.Index(j)
40                         }
41                     case reflect.Map:
42                         // treat the key as a map key.
43                         // separate branches for uints, ints, floats,
strings.
44                         // all other types are not supported.
45
46                         var key any
47                         var err error

```

```

48         // treat this field as a map key, parsing it as
losslessly as possible into the highest-precision numeric
Kind we can.
49         // i.e., uint8..64 => uint64, int8..64 =>
int64, float32 => float64, string => string
50         switch t.Key().Kind() {
51         case reflect.String:
52             key, err = field, nil
53         case reflect.Int, reflect.Int8, reflect.Int16,
reflect.Int32, reflect.Int64:
54             key, err = strconv.ParseInt(field, 0, 64)
55         case reflect.Uint, reflect.Uint8,
reflect.Uint16, reflect.Uint32, reflect.Uint64,
reflect.Uintptr:
56             key, err = strconv.ParseUint(field, 0, 64)
57         case reflect.Float32, reflect.Float64:
58             key, err = strconv.ParseFloat(field, 64)
59         default:
60             err =
fmt.Errorf("%s: %v is not a supported map key type",
root.Type(), strings.Join(keys[:i+1], "."))
61         }
62         if err != nil {
63             return v,
fmt.Errorf("%s: %v is not a valid map key: failed to parse
as %v: %w", root.Type(), strings.Join(keys[:i+1], "."),
t.Key().Kind(), err)
64         }
65         // convert the key to actual type of the map's
key and use it to index the map.
66         // this handles both precision (e.g., uint64 ->
uint8) and custom types (e.g., type Celsius float64 ->
float64).
67         // more about this in the next section.
68         key = reflect.ValueOf(key).Convert(t.Key())
69
70         // now index the map
71         v = v.MapIndex(key)
72     }
73     return derefVal(v), nil
74 }

```

5.2: Literals

We'd like all of the following commands to work, without worrying about the type of the fields or the values:

they should “just work”:

- set player.hp 100
- set player.hp 100.0
- set player.hp player.x

- `set player.pos npcs.0.pos`

Additionally, we'd like the ability to handle custom types, like colors

converting literals

How to handle literals depends on the type of the field we're setting.

- **strings** require no processing.
- **numbers** can be handled like map keys above: parsing as the highest-precision numeric Kind we can, then converting to the actual type of the field, truncating if necessary.
- **bools** can be parsed using `strconv.ParseBool`.
- **other types** can use the `encoding.TextUnmarshaler` interface, which is implemented by many types in the standard library, including `*time.Time` and `net.IP`. A note here: most of the time, these types require a *pointer* for the method, so we might occasionally need to add a level of indirection to satisfy the interface. **This will have the highest priority.** While it is possible for a type to implement `encoding.TextUnmarshaler` without a pointer receiver (some maps, for example), we will *omit this case*. After all, this console doesn't need to solve *all* problems, just the problems I have.

Additionally, we'd like to handle one last case - the `color.RGBA` struct is already in use throughout the codebase. I could surround it with a wrapper that implements `encoding.TextUnmarshaler` to make the syntax uniform, or I can special-case an exception. Here, I choose to special-case the exception. I find myself doing this more than once, though, I might consider adding wrappers rather than making the code too complicated.

Let's see what this looks like in code:

```
1 // https://go.dev/play/p/KzqjgzF1PhP
2
3 // SetString interprets src as a string literal, and
4 // attempts to set dst to that value.
5 // Conversions happen in this order:
6 // If dst, &dst, *dst, **dst, etc implement
7 // encoding.TextUnmarshaler, use UnmarshalText([]byte(src))
8 // Otherwise, if dst is a string, set it to src.
9 // Otherwise, if dst is a bool, set it to the result of
10 // strconv.ParseBool(src)
11 // Otherwise, if dst is a numeric type, set it to the
12 // result of strconv.ParseFloat(src, 64).
13 func SetString(dst reflect.Value, src string) error {
14     // special cases: do dst, &dst, *dst, **dst, etc
15     // implement encoding.TextUnmarshaler?
16     if dst.CanAddr() {
17         if x, ok := st.Addr().Interface().
18             (encoding.TextUnmarshaler); ok != nil {
```

```

13         return x.UnmarshalText([]byte(src))
14     }
15 }
16 // keep dereferencing until we get a non-pointer, non-
interface value, trying to satisfy the TextUnmarshaler
interface on the way.
17 for i := 0; dst.Kind() == reflect.Ptr || dst.Kind() ==
reflect.Interface; i++ {
18     if x, ok := dst.Interface().
(encoding.TextUnmarshaler); ok != nil {
19         return x.UnmarshalText([]byte(src))
20     }
21     dst = dst.Elem()
22     if i > 32 {
23         panic("dereferenced 32 pointers, but still got
a pointer or interface: self-referential loop?")
24     }
25 }
26
27
28
29 /* design note:
30 this took a lot of iteration to condense to a
reasonable amount of code.
31 early designs had separate cases for uint8, uint16,
etc.
32 later designs converted all numerics to a float64
intermediate, then converted to the final type,
33 but I was unsatisfied with the loss of precision and
inability to use hex or binary literals (`0xFF`, `0b1010`).
34 In this design, we use the ability to assign all of the
results of Parse[Bool|Int|Uint|Float] to an `interface{}`
(the 'any' type)
35 to greatly simplify the code, since Reflect.ValueOf
takes an interface{} anyway.
36 */
37
38
39 var x any // value to set dst to
40 var err error
41 switch dst.Kind() {
42 default:
43     err = fmt.Errorf("cannot convert %s to %s", src,
dst.Type())
44 case reflect.String:
45     x = src
46 case reflect.Bool:
47     x, err = strconv.ParseBool(src)
48 case reflect.Int, reflect.Int8, reflect.Int16,
reflect.Int32, reflect.Int64:
49     x, err = strconv.ParseInt(src, 0,
dst.Type().Bits())
50 case reflect.Uint, reflect.Uint8, reflect.Uint16,
reflect.Uint32, reflect.Uint64, reflect.Uintptr:

```

```

51     x, err = strconv.ParseUint(src, 0,
dst.Type().Bits())
52     case reflect.Float32, reflect.Float64:
53         x, err = strconv.ParseFloat(src, dst.Type().Bits())
54     }
55     if err != nil {
56         return fmt.Errorf("cannot convert %s to %s: %w",
src, dst.Type(), err)
57     }
58     dst.Set(reflect.ValueOf(x).Convert(dst.Type()))
59     return nil
60 }

```

Let's try it out on each of our cases:

```

1  func main() {
2      // https://go.dev/play/p/TPUf33CWQhT
3      ip := new(net.IP) // implements
encoding.TextUnmarshaler
4      if err := SetString(reflect.ValueOf(ip),
"192.168.1.1"); err != nil {
5          panic(err)
6      }
7      fmt.Println(ip) // 192.168.1.1
8
9      n := 0
10     if err := SetString(reflect.ValueOf(&n), "22"); err !=
nil {
11         panic(err)
12     }
13     fmt.Println(n) // 22
14
15     s := "foo"
16     if err := SetString(reflect.ValueOf(&s),
"somestring"); err != nil {
17         panic(err)
18     }
19     fmt.Println(s) // somestring
20
21     b := false
22     if err := SetString(reflect.ValueOf(&b), "true"); err !
= nil {
23         panic(err)
24     }
25     fmt.Println(b) // true
26
27     c := color.RGBA{} // special case
28     if err := SetString(reflect.ValueOf(&c),
"0xFF000000"); err != nil {
29         panic(err)
30     }
31     fmt.Println(c)
32 }

```

OUT:

```
1 192.168.1.1
2 22
3 somestring
4 true
5 {255 0 0 0}
```

Seems good. Let's handle paths.

5.3: Converting paths

Paths are slightly more complicated. We need to resolve the path, and then convert the value at the end of the path to the correct type. Unlike literals, we don't want to 'stringly type', but we would like to allow for [go's usual type conversions](#), such as `int32` to `float64` or `[]byte` to `string`. [reflect.Value.Convert](#) and [reflect.Value.CanConvert](#) will do this for us.

We've already written `resolvePath`, so let's write a function to convert the value at the end of a path:

```
1 // Set the value of dst to the value of src. If src is not
2 // convertible to dst, return an error.
3 func SetVal(dst, src reflect.Value) error {
4     dst, src = deref(dst), deref(src)
5     if src.ConvertibleTo(dst.Type()) {
6         lhs.Set(rhs.Convert(dst.Type()))
7         return nil
8     }
9     return fmt.Errorf("cannot convert %s to %s",
10    src.Type(), dst.Type())
11 }
```

We can use this to implement the `=` operator:

```
1 // set the value at the end of the path to the value of the
2 // literal or path.
3 // litOrSrcPath is always a literal if quoted: otherwise,
4 // it's a path.
5 func set(root reflect.Value, dstPath, litOrSrcPath string)
6 error {
7     dst, err := ResolvePath(root, dstPath)
8     if err != nil {
9         return err
10    }
11    if strings.HasPrefix(litOrSrcPath, `"` ) &&
12    strings.HasSuffix(litOrSrcPath, `"` ) {
13        // definitely a literal. we need to parse it into
14        // the correct type.
15        // we'll use the type of the lhs as a guide.
16    }
```

```

11     return SetString(dst,
12     litOrSrcPath[1:len(litOrSrcPath)-1])
13     }
14     // not a literal. maybe it's a path?
15     src, pathErr := ResolvePath(root, litOrSrcPath)
16     if pathErr == nil {
17         return SetVal(dst, src)
18     }
19     // maybe it's a literal, and thats why we couldn't
20     resolve it as a path?
21     if litErr := SetString(dst, litOrSrcPath); litErr !=
22     nil {
23         // not a literal either
24         return fmt.Errorf("set %s %s: %s not a path, and
25         could not be parsed as a literal: %w", dstPath,
26         litOrSrcPath, litErr)
27     }
28     return SetVal(dst, src)
29 }

```

5.4: Putting it all together

We now have everything we need to execute commands. Let's implement the first command, MOD, allowing for operators:

```

1  func Exec[T any](pt *T, cmd Command) (description string,
2  err error) {
3      defer func() {
4          // the console should never panic, even if the
5          command is invalid.
6          // if it does, we'll recover and return an error.
7          if r := recover(); r != nil {
8              err = fmt.Errorf("panic: %v", r)
9          }
10     }()
11     switch c.Op {
12     case MOD:
13         f, ok :=
14         binop[cmd.Args[0]] // a table of functions for each
15         operator: get to this in a second
16         if !ok {
17             return "", fmt.Errorf("unknown operator %q",
18             cmd.Args[0])
19         }
20         if cmd.Args[0] == "=" {
21             err := set(reflect.ValueOf(pt).Elem(),
22             cmd.Args[1], cmd.Args[2])
23             return fmt.Sprintf("set %s = %s", cmd.Args[1],
24             cmd.Args[2]), err
25         }
26     }
27 }

```

```

20     dst := reflect.ValueOf(pt).Elem()
21     /*
22     --- design note: ---
23     the choice to use only float64s here loses some
24     precision.
25     for integer types. I've gone back and forth on
26     this, but in the end I think this is OK: for integer types
27     <=32 bits it will be
28     exact, and human beings are unlikely to do
29     arithmetic on integers >32 bits in the console.
30     still, maybe I'll change my mind later.
31     ---
32     */
33     // augmented assignment operators only make sense
34     for numeric types. we treat as float64s to simplify
35     implementation.
36     rhsVal := reflect.ValueOf(new(float64)).Elem() //
37     addressable float64
38     set(rhsVal, "", cmd.Args[2]) // set rhs to the
39     value of the literal or path, converting if necessary.
40     rhs := rhsVal.Float()
41     var lhs float64
42     switch k := dst.Type().Kind(); k {
43     default:
44         return "",
45     fmt.Errorf("cannot use augmented assignment operator on %s:
46     kind %s", dst.Type(), k)
47     case reflect.Int, reflect.Int8, reflect.Int16,
48     reflect.Int32, reflect.Int64:
49         lhs = float64(dst.Int())
50     case reflect.Uint, reflect.Uint8,
51     reflect.Uint16, reflect.Uint32, reflect.Uint64,
52     reflect.Uintptr:
53         lhs = float64(dst.Uint())
54     case reflect.Float32, reflect.Float64:
55         lhs = dst.Float()
56     }
57     res := f(lhs, rhs)
58     SetVal(dst, reflect.ValueOf(res))
59 }

```

The promised operator table:

```

1  var binop = map[string]func(f64, f64) f64{
2      "-=": func(a, b f64) f64 { return a - b },
3      "*=": func(a, b f64) f64 { return a * b },
4      "/=": func(a, b f64) f64 { return a /
5      b }, // division: div by zero will
6      panic, but that's OK: it will get caught by the panic
7      handler
8      "&=": func(a, b f64) f64 { return f64(uint64(a) &
9      uint64(b)) }, // loses some bits of precision

```

```

6         "%=": func(a, b f64) f64 {
7             if a < b {
8                 return math.Mod(a, b) + b // math.Mod(-1,
8) == -1, but we want 7
9             }
10            return math.Mod(a, b)
11        }, // euclidean mod: not sign-preserving
12        "**=": func(a, b f64) f64 { return math.Pow(a,
13        b) }, // exponentiation
14        "&^=": func(a, b f64) f64 { return f64(uint64(a)
15        &^ uint64(b)) }, // clear bits, losing some precision
16        "^=": func(a, b f64) f64 { return f64(int(a) ^
17        int(b)) }, // bitwise xor
18        "+=": func(a, b f64) f64 { return a +
19        b }, // addition
20        "<<=": func(a, b f64) f64 { return f64(int(a) <<
21        uint64(b)) }, // sign-preserving left shift
22        "=": func(_, b f64) f64 { return
23        b }, // assignment
24        ">>=": func(a, b f64) f64 { return f64(int(a) >>
25        uint64(b)) }, // sign-preserving right shift, losing
26        some precision
27        "|=": func(a, b f64) f64 { return f64(int(a) |
28        int(b)) }, // bitwise or, losing some precision
29    }

```

We can easily add new commands by adding new cases to the switch statement. PRINT seems like an obvious choice:

```

1 case PRINT:
2     v, err := ResolvePath(reflect.ValueOf(pt).Elem(),
3     cmd.Args[0])
4     if err != nil {
5         return "", err
6     }
7     return fmt.Sprintf("%s: %v", cmd.Args[0],
8     v.Interface()), nil

```

And many more exist in the real codebase. Right now, the current list of commands and their usage strings are:

```

1 // examples of each op, printed by the help command.
2 examples = validate.MustNonZero("examples", [OP_N]
3 []string{
4     CALL:         {"<TODO>"},
5     CONCATLOAD:  {"concatload npcs hitsquad",
6     "concatload walls maze"},
7     CPIN:        {"cpin player.HP 9999999"},
8     DESTROY:     {"destroy all", "destroy npcs"},
9     ENV:         {"env PATH"},
10    FLATWATCH:   {"flatwatch player"},
11    FOLLOWMOUSE: {"followmouse player", "followmouse
12    ui.watchlist", "followmouse"}

```

```

10     HELP:         {"help", "help MOD"},
11     LIST:         {"list patterns", "list ops", "list
saves"},
12     LOAD:         {"load player.x player_x.json"},
13     MOD:          {"mod player.x *= 10`, `mod player.x
-= player.y`, `player.x *= 10`},
14     PRINT:       {"print player.x"},
15     RESTART:     {"restart"},
16     RPIN:        {"rpin player.HP 9999999`"},
17     SAVE:        {"save player.x player_x.json"},
18     SET:         {"set player.x 150"},
19     SETMOUSE:    {"setmouse player"},
20     TOGGLE:      {"toggle ui.ammo.enabled"},
21     UNPIN:       {"unpin player.HP`, `unpin player.HP
player.x`, "unpin all"},
22     UNWATCH:    {"unwatch"},
23     WATCH:      {"watch player.y"},
24     })
25     // usage strings for each op, printed by the help
command.
26     usage = validate.MustNonZero("usage", [OP_N]string{
27     CALL:         "call <key> [args...]",
28     CONCATLOAD:  "concatload <walls|npcs|pickups>
file",
29     DESTROY:     "destroy pickups|npcs|walls|all",
30     ENV:         "env [key]",
31     FLATWATCH:   "flatwatch <key> [format]", // todo:
recurse into structs to customizable depth???
32     HELP:       "help",
33     FOLLOWMOUSE: `followmouse [key]`,
34     LIST:       "list [patterns|saves|ops]",
35     LOAD:      "load <key> <file.json>",
36     CPIN:      "cpin <literal>",
37     RPIN:      "rpin <key>",
38     MOD:       "mod <key> <op> <numeric_lit | key>",
39     PRINT:     "print <key> [format]",
40     RESTART:   "restart",
41     SAVE:      "save <key> <file.json>",
42     SET:       "set <key> <value>",
43     UNPIN:    "unpin <all> | unpin [key0]
[key1] ...",
44     SETMOUSE:  "setmouse <key>",
45     TOGGLE:    "toggle <key>",
46     UNWATCH:  "unwatch",
47     WATCH:    "watch <key> [format]",
48     })
49     // opnames for each op, used for autocomplete and help.
50     opNames = validate.MustNonZero("opnames", [OP_N]string{
51     CALL:         "call",
52     DESTROY:     "destroy",
53     ENV:         "env",
54     CONCATLOAD:  "concatload",
55     FLATWATCH:   "flatwatch",
56     FOLLOWMOUSE: "followmouse",

```

```
57         HELP:      "help",
58         LIST:      "list",
59         LOAD:      "load",
60         CPIN:      "cpin",
61         RPIN:      "rpin",
62         TOGGLE:    "toggle",
63         MOD:       "mod",
64         PRINT:     "print",
65         SAVE:      "save",
66         RESTART:   "restart",
67         UNPIN:     "unpin",
68         SET:       "set",
69         SETMOUSE:  "setmouse",
70         UNWATCH:  "unwatch",
71         WATCH:    "watch",
72     })
```

[see a previous article, go quirks & tricks pt 3, for more info on validate.MustNonZero](#)

6.0 - Conclusion, and what's next

This covers the basics of how to build a console

There's still plenty more to cover, like

- `followmouse`: a command that allows you to 'drag' any UI element, enemy, or object around the screen with your mouse.
- `flatwatch`: a live debug window
- `autocomplete` & history in more detail

And I'd love to go into the tradeoffs of alternative designs, like embedding a LUA interpreter instead.

But this article is more than long enough already (pushing nearly 10000 words!). I'll save those for next time.

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bonus: combining `reflect` and `unsafe` for true arbitrary modification

The `reflect` package tries only to expose operations that are valid in 'normal' go. Normal rules about type-safety and visibility are respected where possible. Sometimes you need to do something drastic, like directly modify an unexported field or field of unexported (possibly unknown) type!

Any addressable value of known size (that is, native go values with a known location in memory) can be set to an arbitrary byte pattern at runtime. Please do not do this unless you are *absolutely sure* you both

- know what you're doing
- have no or only very bad alternatives

The basic idea is this: we use the tools of `reflect` to find the address of the field we want to modify. We then convert both that address (the “destination” address) to byte slices of equal length using `unsafe.Slice`. We then do a raw copy of the bytes from the source to the destination.

This doesn't so much subvert Go's type system as break it over its knee. It is **your job** to maintain all the invariants of the type system. You won't even get friendly panics if you mess up: at *best* you'll get a segfault: at worst, anything could happen.

Let's demonstrate:

```
1 // https://go.dev/play/p/eZLxNfFBfeV
2 func main() {
3     var s S
4     func() { // this guy panics as follows:
5         // reflect: reflect.Value.SetInt using value
6         // obtained using unexported field
7         defer func() {
8             if r := recover(); r != nil {
9                 log.Println(r)
10            }
11        }()
12
13        reflect.ValueOf(&s).Elem().FieldByName("n").SetInt(2)
14
15        fmt.Println(s)
16        // but this does not:
17        src := 2
18        dst := reflect.ValueOf(&s).Elem().FieldByName("n")
19        copy(
20            // take the address of the source: reinterpret it
21            // as a slice
22            unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
23                dst.Type().Size()),
24            // take the address of the source: reinterpret it
25            unsafe.Slice((*byte)(unsafe.Pointer(&src)),
26                unsafe.Sizeof(src)), //
27        )
28        fmt.Println(s)
29    }
30 }
```

We can restate this as a general-purpose function, using generics to make sure our *source* at least is an addressable value of known size and protecting ourselves against size mismatches:

```
1 // https://go.dev/play/p/eZLxNfFBfeV
2
3 // SetUnsafe sets the value of dst to the value of src,
4 // without obeying the usual rules about
5 // type conversions, field & type visibility, etc. Go wild.
6 // dst must be an addressable Value with a type that is the
7 // same size as src.
8 func SetUnsafe[T any](dst reflect.Value, src *T) {
9     size := unsafe.Sizeof(*src)
10    if size != dst.Type().Size() {
11        panic(fmt.Sprintf("cannot set %v (size %d) to %v
12        (size %d)", src, size, dst.Type(), dst.Type().Size()))
13    }
14    copy(
15        unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
16        int(size)),
17        unsafe.Slice((*byte)(unsafe.Pointer(src)),
18        int(size)),
19    )
20 }
```

What if we already have a slice of bytes? That's simpler: just omit the manipulation of *src*:

```
1 // https://go.dev/play/p/eZLxNfFBfeV
2
3 // SetUnsafeBytes sets the value of dst to the value of
4 // src, without obeying the usual rules about type
5 // conversions, field & type visibility, etc.
6 // dst must be an addressable Value with a type that is the
7 // same size as the length of src (but it DOESN'T have to be
8 // conventionally settable).
9 // len(src) must be equal to the size of dst, or it will
10 // panic.
11 func SetUnsafeBytes(dst reflect.Value, src []byte) {
12    if uintptr(len(src)) != dst.Type().Size() {
13        panic(fmt.Sprintf("cannot set %v (size %d) via
14        slice of len %d", dst.Type(), dst.Type().Size(), len(src)))
15    }
16    copy(
17        unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
18        len(src)),
19        src,
20    )
21 }
```

There's one last corner case I want to mention: suppose *src* is a `reflect.Value` already? If *src* is addressable, we can just use the same technique on *src* as we do on

dst: if it's not, we'll have to copy src to a temporary value which is addressable. See example:

```
1 func SetUnsafeValue(dst, src reflect.Value) {
2 // https://go.dev/play/p/eZLxNfFBfeV
3     if src.Type().Size() != dst.Type().Size() {
4         panic(fmt.Sprintf("cannot set %v (size %d) to %v
5         (size %d)", src, src.Type().Size(), dst.Type(),
6         dst.Type().Size()))
7     }
8     if !src.CanAddr() {
9         // we can't take the address of src, so we'll have
10        to copy it to something which is addressable.
11        src2 := reflect.New(src.Type()).Elem() //
12        reflect.New creates a pointer to a new zero value of the
13        given type... so it's elem is addressable.
14        src2.Set(src) // we can safely set the value of
15        src2 to the value of src, since they're the same type.
16        src = src2 // and now src is addressable.
17    }
18    // nothing we can do about dst not being addressable,
19    though: we'll simply panic.
20    copy(
21        unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
22        int(dst.Type().Size())),
23        unsafe.Slice((*byte)(src.Addr().UnsafePointer()),
24        int(src.Type().Size())),
25    )
26 }
27 // SetUnsafe sets the value of dst to the value of src,
28 without obeying the usual rules about
29 // type conversions, field & type visibility, etc. Go wild.
30 // dst must be an addressable Value with a type that is the
31 same size as src.
32 func SetUnsafe[T any](dst reflect.Value, src *T) {
33     size := unsafe.Sizeof(*src)
34     if size != dst.Type().Size() {
35         panic(fmt.Sprintf("cannot set %v (size %d) to %v
36         (size %d)", src, size, dst.Type(), dst.Type().Size()))
37     }
38     copy(
39         unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
40         int(size)),
41         unsafe.Slice((*byte)(unsafe.Pointer(src)),
42         int(size)),
43     )
44 }
45 // SetUnsafeBytes sets the value of dst to the value of
46 src, without obeying the usual rules about type
47 conversions, field & type visibility, etc.
```

```
33 // dst must be an addressable Value with a type that is the
    same size as the length of src (but it DOESN'T have to be
    conventionally settable).
34 //len(src) must be equal to the size of dst, or it will
    panic.
35 func SetUnsafeBytes(dst reflect.Value, src []byte) {
36     if uintptr(len(src)) != dst.Type().Size() {
37         panic(fmt.Sprintf("cannot set %v (size %d) via
    slice of len %d", dst.Type(), dst.Type().Size(), len(src)))
38     }
39     copy(
40         unsafe.Slice((*byte)(dst.Addr().UnsafePointer()),
    len(src)),
41         src,
42     )
43 }
44 }
```