

--- Known Issues

@ the GUI

Sometimes the ball or persons appear and disappear all of a sudden, which is because the player you chose has a limited view – as the real-life guys have, too – and makes up the positions of objects behind him by information he receives from his teammates; those – if close enough to him – are telling him the position of all other players they see; that means, if he doesn't hear them anymore, or hears another teammate who is close to him, he computes another position and objects start to flicker.

@ the GUI

Status Indicator "Hear-Events" has been disabled.

@ the Monitor

If the game-direction changes after half-time, the displayed playing area remains all properties like it'd be before half-time whereas all status-indicators are showing the adapted values (especially all angles are concerned).

by W.Appl

Gruppe 37



Ruuudii v1.0



Members

Gruppe 37 are...

Anita Reifsteck
Alex Lillich
Patrick Ficher
Ramin Radpour
Thorsten Fiekert
Wini Appl



Content

[4] --- Installation

- the RoboCupServer
- the RoboCupMonitor
- the RoboCupClient

[5] --- Getting started

- available arguments
- starting the game

[9] --- The Graphical User Interface

- the Playerselecter
- the Monitor
- the Status Indicators
- the Tactics Display
- the Exit-Button

[12] --- Known Issues



Installation

To get Ruuudii running you need the following components :

--- the RoboCupServer

You can download the RoboCup Soccer Simulation Server from <http://www.informatik.uni-mannheim.de/informatik/pi4/stud/veranstaltungen/ss2002/pm/software/index.html>. Save it in a new directory and start it. Make sure you are connected to the internet, while the RCSS-Server is running.

--- the RoboCupMonitor

Download the RoboCup Soccer Simulation from the same internet-adress as above's Server and save it in the directory you just created. Start it and use the connect-button in the upper left corner to connect it to the RCSS-Server. A menu, which says "Server Connection Setup" will pop up. For now, type in "localhost" at Server, Channel and TimeOut can remain their values.

If you did alright, the RCSS-Server will tell you the following :

a new (v2) monitor connected

--- the RoboCupClient

Let's get down to the actual RoboCupClient : All you have to do, is save all 10 Java-files in one directory, which does not necessarily have to be the one you already installed the Server and Monitor in. You are now ready to start Ruuudii...



Getting started

We will now try to put all of Ruuudii's Players on the field :

--- available Arguments

Start the Console on your Personal Computer. Switch to the folder in which you stored Ruuudii's Java-files and type the following into the command line tool:

*javac *.java*

This compiles all classes into binary code which Java's Virtual Machine can work with. Next, type in

java RoboClient Ruuudii localhost 6000 -gui

You should now see something happening on your Screen, but first let's go through the arguments you passed on to the RoboCupClient :

java RoboClient --- simply starts the java interpreter for the main-routine of our RoboCupClient. You should recognize that if you're into programming.

Ruuudii --- this is the teamname. You can choose any valid name as long as it is not separated by a space character.

localhost --- here you are stating the name of the Server you are connecting to. You can either type in a valid IP-number or the



Getting started

DNS-name of the specified server. In this case we don't use any external server but instead connect to our local machine.

6000 --- is the number of the Server's port you are about to connect to. Make sure you use a port-number that is still free.

-gui --- finally starts the Graphical User Interface, which will be described more detailed later on in chapter 7. If you leave this one, the GUI will not be initialized.

Generally, the syntax for the command line-arguments is

java RoboClient TEAMNAME SERVERNAME SERVERPORT [-gui]

TIP !

You can just use

java RoboClient

to start Ruuudii with default teamname and servername / portnumber, which then is Rudi / localhost / 6000.



Getting started

Let's take a closer look at what's happening on the screen :

--- starting the game

You should see 4 relevant windows on your screen :

- The RoboCupServer-window. It just tells you, that the server is up and running and the RoboCupMonitor is connected.

```
rcssserver
rcssserver-8.02
Copyright (C) 1995, 1996, 1997, 1998, 1999 Electrotechnical Laboratory.
Itsuki Noda, Yasuo Kuniyoshi and Hitoshi Matsubara.
2000, 2001 RoboCup Soccer Server Maintenance Group.
Patrick Riley, Tom Howard, Jan Wendler, Itsuki Noda
can't open config file, ../rcssserver-server.conf
can't open config file, ../rcssserver-player.conf
Hetero Player Seed: 354000
wind factor: rand: 0.000000, vector: (0.000000, 0.000000)
Hit CTRL-C to exit
a new (v2) monitor connected
```

- The Command Line Tool, which says the GUI is initialized.

```
Bash - java RoboClient Ruuudii localhost 6000 -gui
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.

C:\CheckOut\RoboCup\src>java RoboClient Ruuudii localhost 6000 -gui
<Initializing GUI>
<please wait...>
```

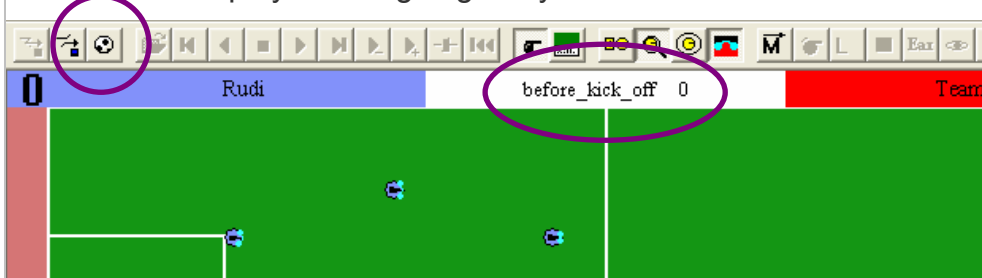


Getting started

- The Graphical User Interface (GUI, more on that see chapter 7) with our team displayed.

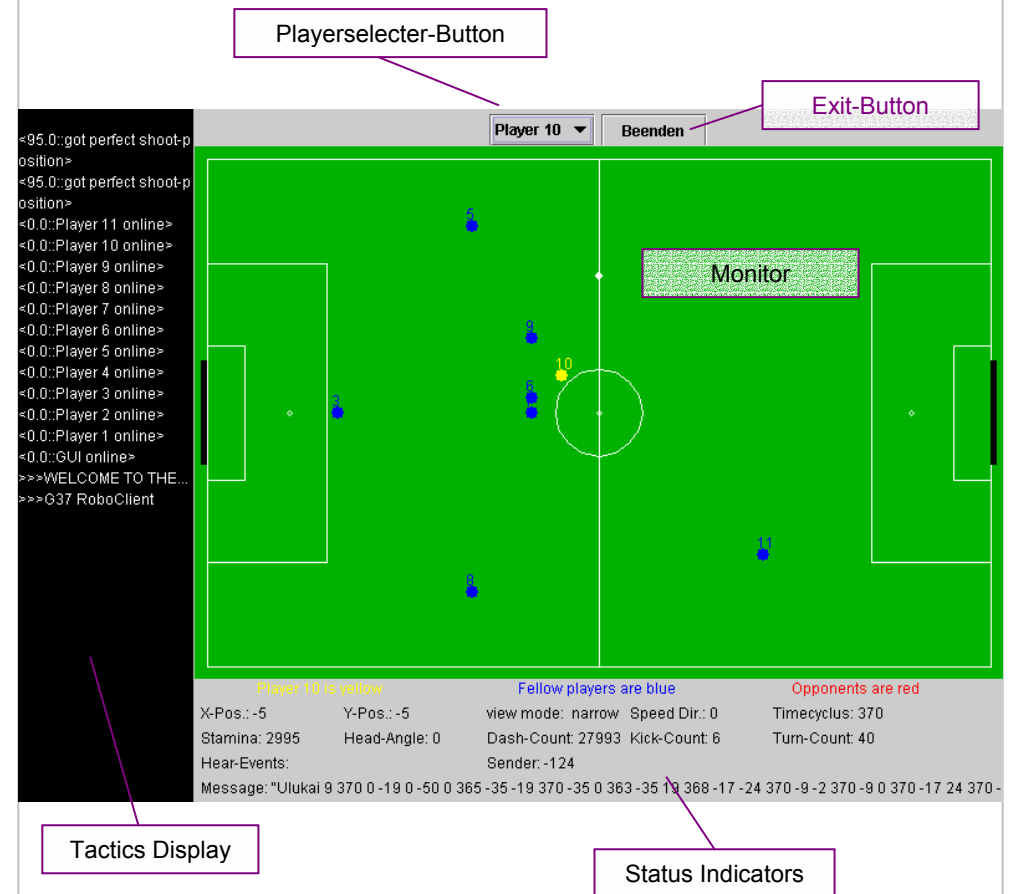


- The RoboCupMonitor. It shows you the playing field with all players on it, as transmitted by the Server. You should recognize the *time-display* at the top of the monitor, which says “before_kick_off_0”, meaning the game has not begun yet. You could now decide to put another team on the field or let the Ruuudii-team kick on its own a little. However you choose, by hitting the tiny *ball-icon* in the upper left corner of the monitor you are actually starting the game off. The time-display will begin to count and the players are going to try to score...



The Graphical User Interface

- Ruuudii's Graphical User Interface – short GUI – has got 5 components :





The Graphical User Interface

--- the Playerselector

In this Dropdown-Menu you can choose the Player you want to display on ...

--- the Monitor

It shows you, what the player's impressions are at one timecycle. The player himself is the yellow dot on the playing field. All opponents are painted red, all teammates are blue.

--- the Status Indicators

give you information about the selected player's recent condition.

X-Pos. : Player's momentary position along x-axis,

Y-Pos. : Player's momentary position along y-axis ,
whereas (0,0) is the center of the playing field

View-Mode : Player's view-width (narrow, normal, wide)

Speed Dir : Vectorized Power of the direction, in which the player is about to run

Timecyclus : Recent timecycle as showed on RoboCupMonitor

Stamina : Player's physical status. If 0, player needs to regenerate.



The Graphical User Interface

Head-Angle : Direction the player is facing

Dash-Count : Counts the player's dashes

Kick-Count : Counts the player's attempts to kick the ball

Turn-Count : Counts the player's turn-arounds

Hear-Events : Shows some values of the hear messages

Sender : The sender of the message the player is momentarily hearing; displayed as an angle if perceived from a teammate or as "self" if the player is shouting himself

Message : The actual message he is hearing

--- the Tactics Display

Here you'll find all tactical considerations of the selected player as well as important information about the status of not selected objects (i.e. if the GUI has connected to each player, which player is about to kick the ball etc.).

All messages displayed here are formatted like *<timecycle::message>*. All messages as well as timestamp and sender are being stored within the RoboClient for further use.

---the Exit-Button

Closes the GUI without exiting the actual game.