

MarioAI Benchmark. Level Generator. Usage examples.

Here are some examples how to use combination of various options.

Launch the benchmark as usual : `java ch.idsia.scenarios.Main [params]`.

Short form is used further in the text: `Main -lco off`.

1. A flat level¹:
`Main -lco off -lb off -le 0 -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
2. A flat level with blocks:
`Main -lco off -lb on -le 0 -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
3. A flat level with blocks and coins:
`Main -lco on -lb on -le 0 -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
4. A flat level with blocks, creatures² and coins:
`Main -lco on -lb on -le 1111111 -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
5. A flat level with blocks, hidden blocks and coins:
`Main -lco on -lb on -le 0 -lhb on -lg off -ltb off -lhs off -lc off -lde off.`
6. A flat level with blocks, hidden blocks, coins and creatures:
`Main -lco on -lb on -le 1111111 -lhb on -lg off -ltb off -lhs off -lc off -lde off.`
7. A level with deadends and blocks:
`Main -lco off -lb on -le 0 -lhb off -lg off -ltb off -lhs off -lc off -lde on.`
8. A level with deadends, blocks and hidden blocks:
`Main -lco off -lb on -le 0 -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
9. A level with deadends and hidden blocks:
`Main -lco off -lb off -le 0 -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
10. A level with deadends, blocks, hidden blocks and creatures:
`Main -lco off -lb on -le 1111111 -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
11. A flat level with tubes:
`Main -lco off -lb off -le 0 -lhb off -lg off -ltb on -lhs off -lc off -lde off.`
12. A flat level with gaps:
`Main -lco off -lb off -le 0 -lhb off -lg on -ltb off -lhs off -lc off -lde off.`
13. A flat level with tubes and gaps:
`Main -lco off -lb off -le 0 -lhb off -lg on -ltb on -lhs off -lc off -lde off.`
14. A flat level with cannons:
`Main -lco off -lb off -le 0 -lhb off -lg off -ltb off -lhs off -lc on -lde off.`
15. A flat level with tubes, gaps and cannons:
`Main -lco off -lb off -le 0 -lhb off -lg on -ltb on -lhs off -lc on -lde off.`
16. A flat level with goomba and winged spiky³:
`Main -lco off -lb off -le 1000001 -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
17. A flat level with deadends and winged red koopa:
`Main -lco off -lb off -le 0010000 -lhb off -lg off -ltb off -lhs off -lc off -lde on.`

¹Here and further option `-le` used with key `0` to disable creatures.

²Here and further option `-le` used with key `1111111` to enable creatures on the level, but difficulty of creatures depends on difficulty of the level(option `-ld`).

³here and further option `-le` used with different key(e.g. `1000001`). In this case selected creatures will be placed on the level regardless of the difficulty of the level.