Robocode/Getting Started

From RoboWiki
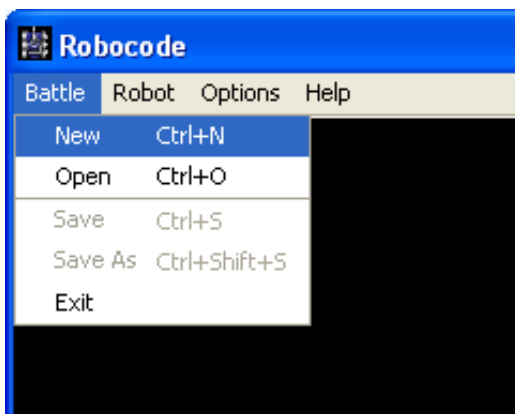< Robocode(Redirected from Robocode Basics)

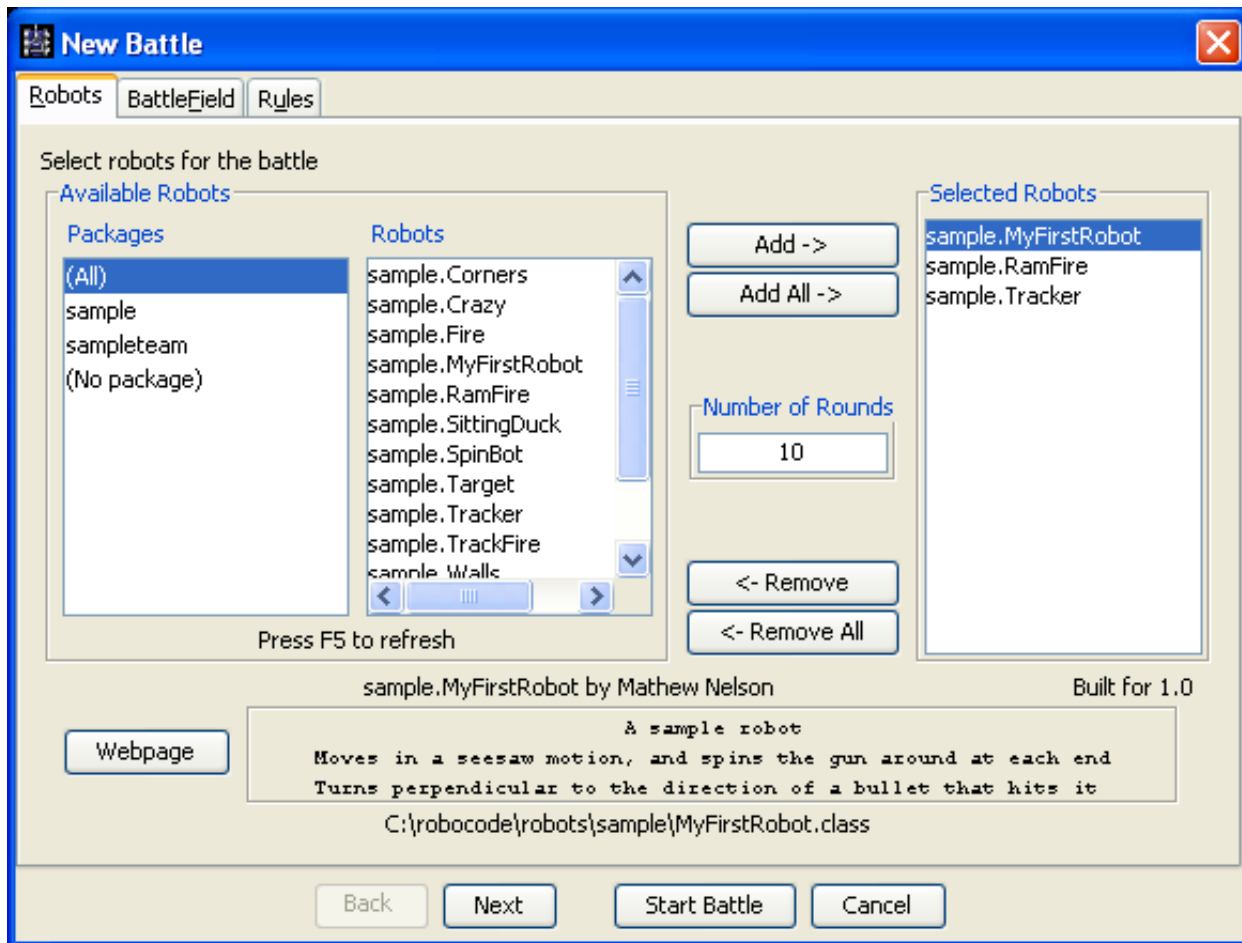## Contents

Getting Started

After installation first, let's run a battle to see what the game looks like. Simply click the **Battle** menu, then select **New**, as shown on the picture here:

You'll be presented with the **New Battle** screen, where you pick the robots and options for a battle. For this battle, we'll try out MyFirstRobot, RamFire, and Tracker. Add them in by double-clicking on their names (or selecting each one and clicking **Add**) The screen should now look something like this:

See the **Number of Rounds** box in the middle?

In Robocode, each battle consists of a number of rounds, as you'll see soon. For now, we'll leave it at the default of 10.

Finally, click on the **Start Battle** button to begin! Watch for Tracker's little dance as he wins rounds.

See also

Tutorials

- System Requirements
- The anatomy of a robot
- My First Robot Tutorial (Java)
- Create a .NET robot with Visual Studio
- Robocode Game Physics
- Scoring in Robocode
- Using the robot console
- Downloading other robots
- Learning from other robots
- Package your robot (Java)
- Frequently Asked Questions (FAQ)
- Articles about Robocode
- Starting Robocode from the command line
- Graphical debugging
- Using Eclipse as IDE
- Creating a project for your robots in Eclipse
- Creating a robot in Eclipse
- Running your robot from Eclipse

- Debugging your robot with Eclipse

News and Releases

- RSS Feeds for the Robocode project (http://sourceforge.net/export/rss2_project.php?group_id=37202)
- Robocode file releases (http://sourceforge.net/project/showfiles.php?group_id=37202&package_id=29609)

Home pages

- Classic homepage (http://robocode.sourceforge.net/)
- Robocode project at SourceForge (http://sourceforge.net/projects/robocode)
- Robocode Repository (http://robocoderepository.com/)
- Wikipediaentry for Robocode

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