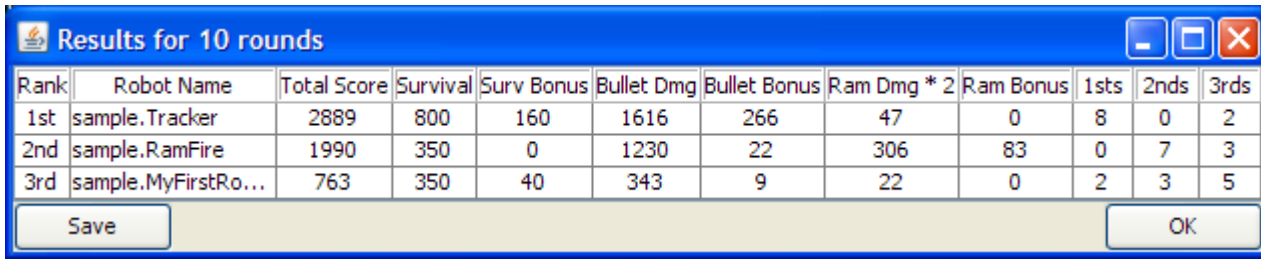


Robocode Scoring

When a battle completes, you'll see a set of results like this:



Rank	Robot Name	Total Score	Survival	Surv Bonus	Bullet Dmg	Bullet Bonus	Ram Dmg * 2	Ram Bonus	1sts	2nds	3rds
1st	sample.Tracker	2889	800	160	1616	266	47	0	8	0	2
2nd	sample.RamFire	1990	350	0	1230	22	306	83	0	7	3
3rd	sample.MyFirstRo...	763	350	40	343	9	22	0	2	3	5

Save OK

Here's a breakdown of all the statistics:

Total Score - This is everything else added up, and determines each robot's rank in this battle.

Survival Score - Each robot that's still alive scores 50 points every time another robot dies.

Last Survivor Bonus - The last robot alive scores 10 additional points for each robot that died before it.

Bullet Damage - Robots score 1 point for each point of damage they do to enemies.

Bullet Damage Bonus - When a robot kills an enemy, it scores an additional 20% of all the damage it did to that enemy.

Ram Damage - Robots score 2 points for each point of damage they cause by ramming enemies.

Ram Damage Bonus - When a robot kills an enemy by ramming, it scores an additional 30% of all the damage it did to that enemy.

1sts, 2nds, 3rds - These do not actually contribute to score, but are there to show how long the robot survived, i.e. the number of rounds the robot was placed 1st, 2nd, and 3rd.

FAQ

Q: My robot is not winning with the highest score, even though it is the only one left on the battlefield. Why is that the case?

A: Your robot will not necessarily win, just by being the last robot left on the battlefield (i.e. last survivor). A robot that does not fire much, but "just" saves its energy is getting a lesser score than a robot that hits other robots with a lot of bullets. So, do not save your bullets forever just to survive. Make sure you hit with as many of your bullets as possible. The better your robot is at hitting other robots, the better your score will become.

The Robot Console

The Robot Console is a window that first and foremost contains information dedicated to an individual robot. The information is printed out by the robot itself or from the Robocode game. Information is printed out by the robot using `System.out.print()`. But information can also be printed out from the game about events that involves the robot. Such information will be prefixed with "System:", so you know that the information comes from the game itself. Thus, if your robot does not behave as you expect, it might be a very good idea to open the console window for your robot and see if the robot is causing an exception, is skipping turns, or something else.

How to open the Console Window

So, when you want to read the output for your robot, you just have to open the console window of your robot.

NOTE: In order to be able to open a console window of a robot, the robot must first be added to the current battle as participant. The console window of a robot is opened by clicking on the button on the right side of the battle view, which contains the name of the robot you want to open the console window for.

Usage of the Console Window

When you have clicked on the button for the robot, a console window like the one shown on the right will pop up.

As you can see, the Robot Console window contains some buttons, which are described below.



OK	Closes the window.
Clear	Clears all the text printed in the console.
Kill Robot	Kills the robot.
Paint	Enables/disables painting the robot (using the onPaint method).
Robocode SG	Enables/disables compatibility mode with a robot coded for Robocode SG .
Pause/Debug	Pauses/resumes the game. The pause mode can be used when debugging.