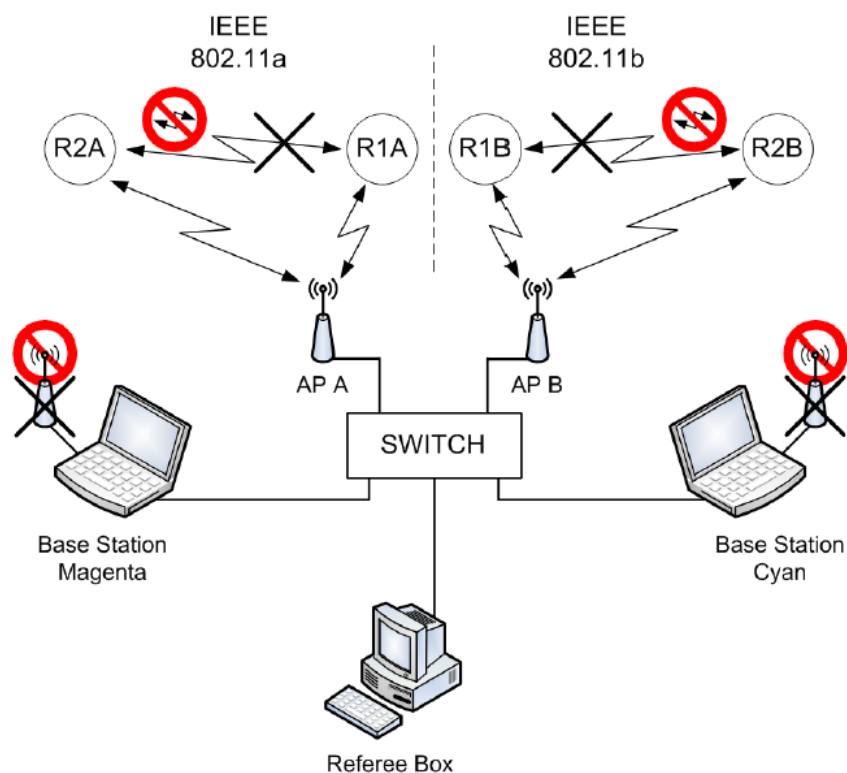


Configuration Réseau

- Field A :
 - 802.11a - SSID : MSL_FIELD_A_a
 - Switch - IP : 172.16.1.1
 - Access Point Cisco - IP : 172.16.1.3
 - Referee Box - IP : 172.16.1.2
- Field B :
 - 802.11a - SSID : MSL_FIELD_B_a
 - Switch - IP : 172.16.2.1
 - Access Point Cisco - IP : 172.16.2.3
 - Referee Box - IP : 172.16.2.2
- BaseStation - IP : 172.16.79.1
- Robots - IP : 172.16.79.2 à 172.16.79.7

Configuration coupe :



Competition setup

Each field of the competition will be equipped with the following base elements provided by the organization:

- Two Access Points. One working in IEEE 802.11a and other working in IEEE 802.11b. These Access Points may or may not be included in a single piece of equipment.
- If none of the participating teams requires IEEE 802.11b (reported along with the qualification materials), this Access Point will be turned off.
- One computer for running the Referee Box software
- Two LCD screens for Base Station visualization. As defined elsewhere, Base Station laptops must have their covers closed during the entire game.

Both Access Points will connect to a wired network by means of one or two switches.

Both the Referee Box and the team Base Stations must also be connected by cable to the wired network.

Each team has to design their software in such a way that it is possible for them to use only one Base Station to manage a game.

Commands from the Referee Box will be sent to the team's Base Station using the wired connection. It is the team responsibility to re-send these commands to their robots on the field.

Network settings, during the competition, will be as follows:

- Password for connecting to the APs may be turned on. If that's the case it will be disclosed to the teams at the beginning of the tournament.
- WEP encryption is turned off.
- Broadcast of SSID is turned off.
- Subnet mask normal PC: 255.255.255.0.
- Subnet mask of a PC connected to the RefBox: 255.255.0.0.
- Access Point Beacon Interval should be set to 20-30.
- Access Point DTIM Interval should be set to 2-3.
- Access Point power save mode is disabled.

A 1 Table of Network-Addresses

General Setup:

- WEP encryption is turned off.
- Broadcast of SSID is turned off.
- Subnet mask normal PC: 255.255.255.0.
- Subnet mask of a PC connected to the Refbox: 255.255.0.0.
- Access Point Beacon Interval should be set to 20-30.
- Access Point DTIM Interval should be set to 2-3.

Organization - Network Setup:

	Field A	Field B	Field C
SSID (802.11a)	MSL_FIELD_A_a	MSL_FIELD_B_a	MSL_FIELD_C_a
SSID (802.11b)*	MSL_FIELD_A_b	MSL_FIELD_B_b	MSL_FIELD_C_b
SSID (802.11g)**	MSL_FIELD_A_g	MSL_FIELD_B_g	MSL_FIELD_C_g
SSID (802.11n)**	MSL_FIELD_A_n	MSL_FIELD_B_n	MSL_FIELD_C_n
Switch (AP)	172.16.1.1	172.16.2.1	172.16.3.1
Referee Box	172.16.1.2	172.16.2.2	172.16.3.2
Access Point 1 (802.11a)	172.16.1.3	172.16.2.3	172.16.3.3
Access Point 2 (802.11b)	172.16.1.4	172.16.2.4	172.16.3.4
Access Point 2 (802.11g)	172.16.1.5	172.16.2.5	172.16.3.5
Access Point 2 (802.11n)	172.16.1.6	172.16.2.6	172.16.3.6

* Only turned on if at least one team requires it (reported along with the qualification materials).

** It depends on the availability of the LOC to provide Access Points with these technologies.

Team - Network Setup for unicast communication:

Address	Team	Address	Team
172.16.32.*	Organization	172.16.61.*	Smoking Jays
172.16.33.*	5DPO	172.16.62.*	Su-Spada
172.16.34.*	AIS/BIT Robots	172.16.63.*	Tech United Eindhoven
172.16.35.*	AllemaniACs	172.16.64.*	TKU-ITRI
172.16.36.*	Team Aros	172.16.65.*	Ulm Sparrows
172.16.37.*	Attempto Tübingen	172.16.66.*	WinKIT
172.16.38.*	Brainstormers Tribots	172.16.67.*	Water
172.16.39.*	CAMBADA	172.16.68.*	Adro
172.16.40.*	Carpe Noctem Cassel (CNC)	172.16.69.*	Endeavor
172.16.41.*	RFC Stuttgart	172.16.70.*	Hong Kong Dragons
172.16.42.*	EIGEN	172.16.71.*	MU Penguins
172.16.43.*	FU-Fighters	172.16.72.*	Strive-Legends
172.16.44.*	Hibikino-Musashi	172.16.73.*	ROBIT
172.16.45.*	ISePorto	172.16.74.*	ASML Falcons
172.16.46.*	SocRob	172.16.75.*	RV-Infinity
172.16.47.*	Jiao Long	172.16.76.*	ARES
172.16.48.*	Khorasgan University	172.16.77.*	Lushan
172.16.49.*	MINHO	172.16.78.*	CS.Rob
172.16.50.*	Mostly Harmless	172.16.79.*	Robot Club Toulonnais
172.16.51.*	MRL	172.16.80.*	IRIS
172.16.52.*	MRT - Milan Robocup Team	172.16.81.*	
172.16.53.*	NuBot	172.16.82.*	
172.16.54.*	Paderkicker	172.16.83.*	
172.16.55.*	Persian Gulf (IAUT)	172.16.84.*	
172.16.56.*	VDL Robot Sports	172.16.85.*	
172.16.57.*	The Orient	172.16.86.*	
172.16.58.*	Osaka University Trackies	172.16.87.*	
172.16.59.*	Robofoot EPM	172.16.88.*	
172.16.60.*	Satrap	172.16.100.* and above	Mixed teams

Team - Network Setup for multicast IPv4 communication:

Address	Team	Address	Team
224.16.32.32	Organization	224.16.32.61	Smoking Jays
224.16.32.33	5DPO	224.16.32.62	Su-Spada
224.16.32.34	AIS/BIT Robots	224.16.32.63	Tech United Eindhoven
224.16.32.35	AllemaniACs	224.16.32.64	TKU-ITRI
224.16.32.36	Team Aros	224.16.32.65	Ulm Sparrows
224.16.32.37	Attempto Tübingen	224.16.32.66	WinKIT
224.16.32.38	Brainstormers Tribots	224.16.32.67	Water
224.16.32.39	CAMBADA	224.16.32.68	Adro
224.16.32.40	Carpe Noctem Cassel (CNC)	224.16.32.69	Endeavor
224.16.32.41	RFC Stuttgart	224.16.32.70	Hong Kong Dragons
224.16.32.42	EIGEN	224.16.32.71	MU Penguins
224.16.32.43	FU-Fighters	224.16.32.72	Strive-Legends
224.16.32.44	Hibikino-Musashi	224.16.32.73	ROBIT
224.16.32.45	ISePorto	224.16.32.74	ASML Falcons
224.16.32.46	SocRob	224.16.32.75	RV-Infinity
224.16.32.47	Jiao Long	224.16.32.76	ARES
224.16.32.48	Khorasgan University	224.16.32.77	Lushan
224.16.32.49	MINHO	224.16.32.78	CS_Rob
224.16.32.50	Mostly Harmless	224.16.32.79	Robot Club Toulonnais
224.16.32.51	MRL	224.16.32.80	IRIS
224.16.32.52	MRT - Milan Robocup Team	224.16.32.81	
224.16.32.53	NuBot	224.16.32.82	
224.16.32.54	Paderkicker	224.16.32.83	
224.16.32.55	Persian Gulf (IAUT)	224.16.32.84	
224.16.32.56	Robot Sports	224.16.32.85	
224.16.32.57	The Orient	224.16.32.86	
224.16.32.58	Osaka University Trackies	224.16.32.87	
224.16.32.59	Robofoot EPM	224.16.32.88	
224.16.32.60	Satrap	224.16.32.100 and above	Mixed teams