

User's manual

Compile source code

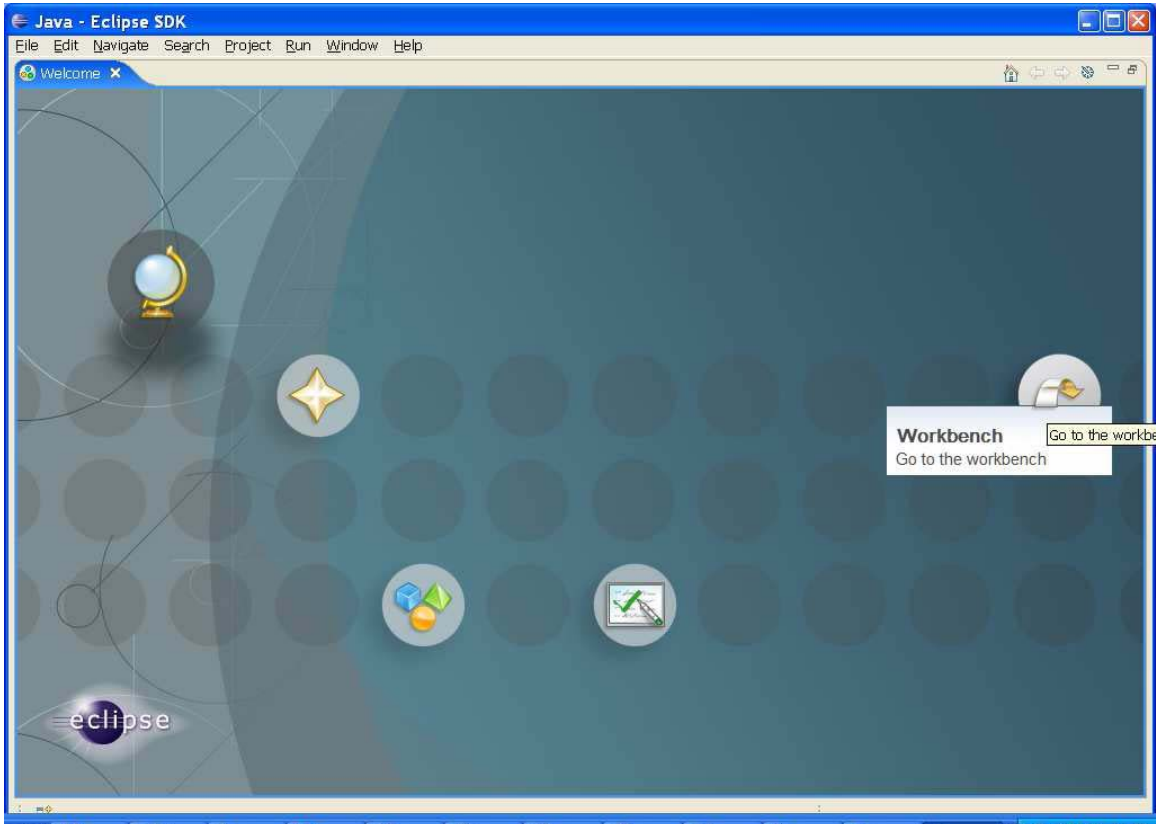
We are going to present how to use Eclipse SDK to compile the robot controller, but any java compiler can be used to compile the code submitted with this exercise

Tools requirement

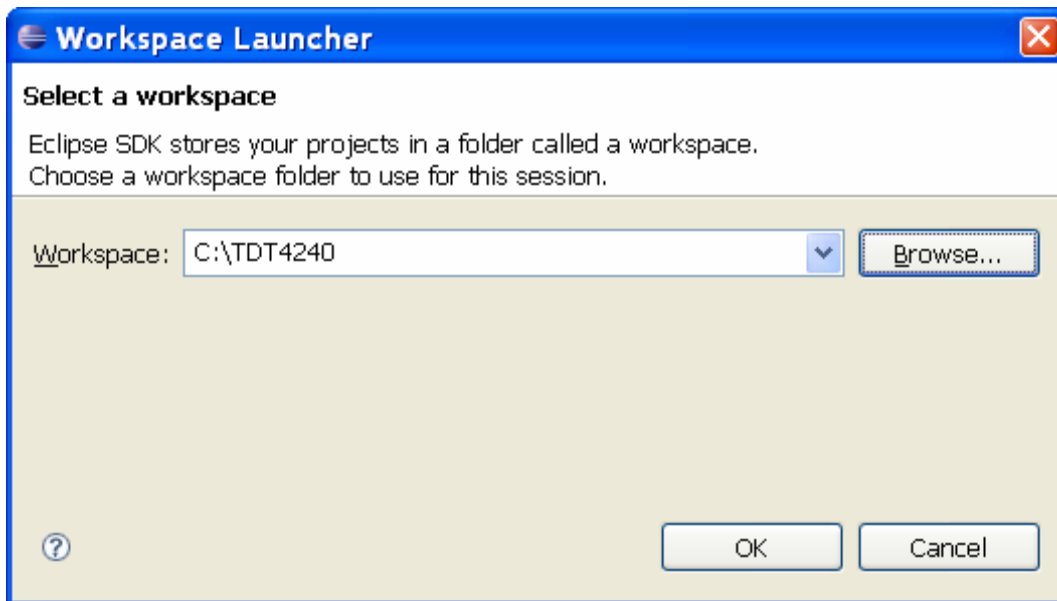
- Download Eclipse SDK, an open source java compiler at <http://www.eclipse.org/platform>, the version we used is 3.2.2
 - JDK version 1.6
- Windows XP
- WSU_KSuite_1.0_NTNU.zip (From the course website on it's learning)

Preparation

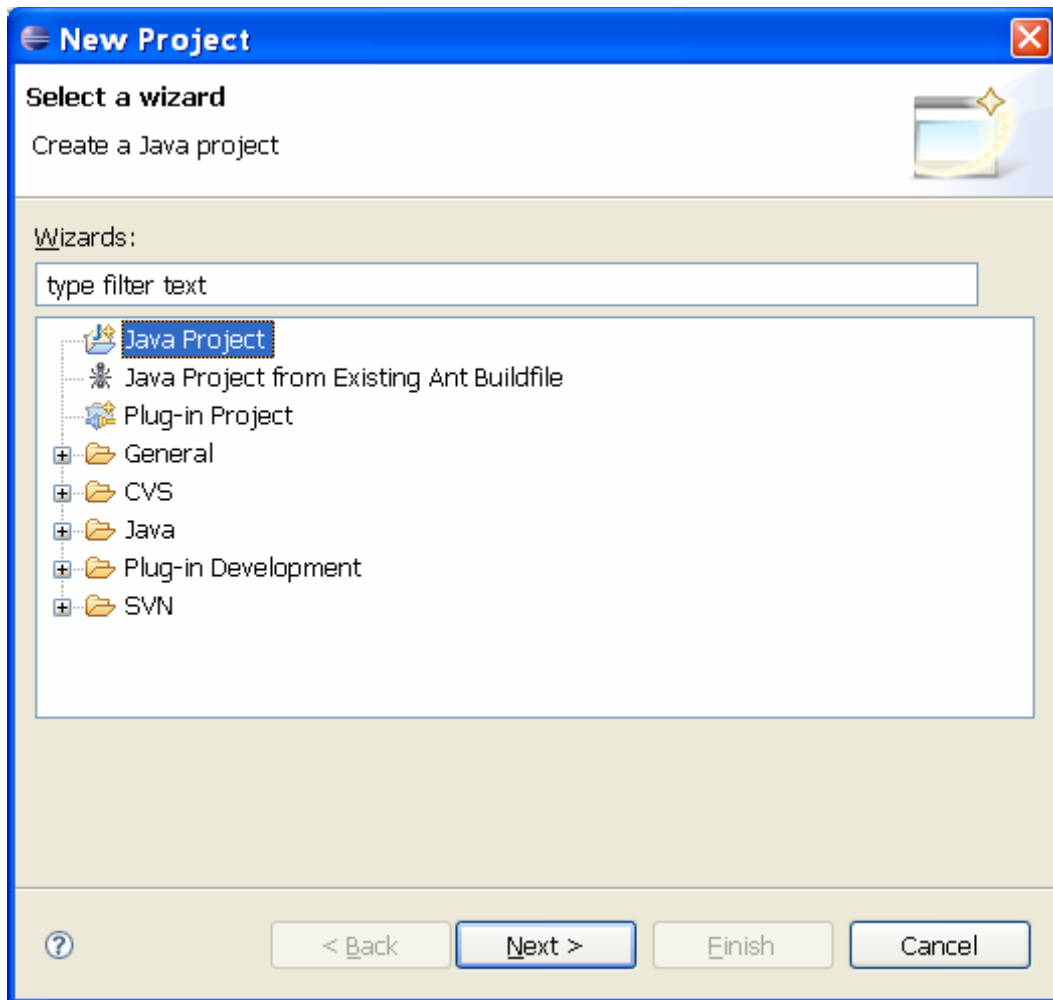
- Create a folder and use it as a workspace in Eclipse. In this user manual "C:\TDT4240" is used as the workspace, and all references to the workspace will be references to this.
- Extract WSU_KSuite_1.0_NTNU.zip and copy the folder "WSU_KSuite_1.0" in to the folder you have just created. Rename it to "WSU_KSuite".
- Now open Eclipse (eclipse.exe), at the first time, the screen will look like this. You need to choose "Workbench" to continue.



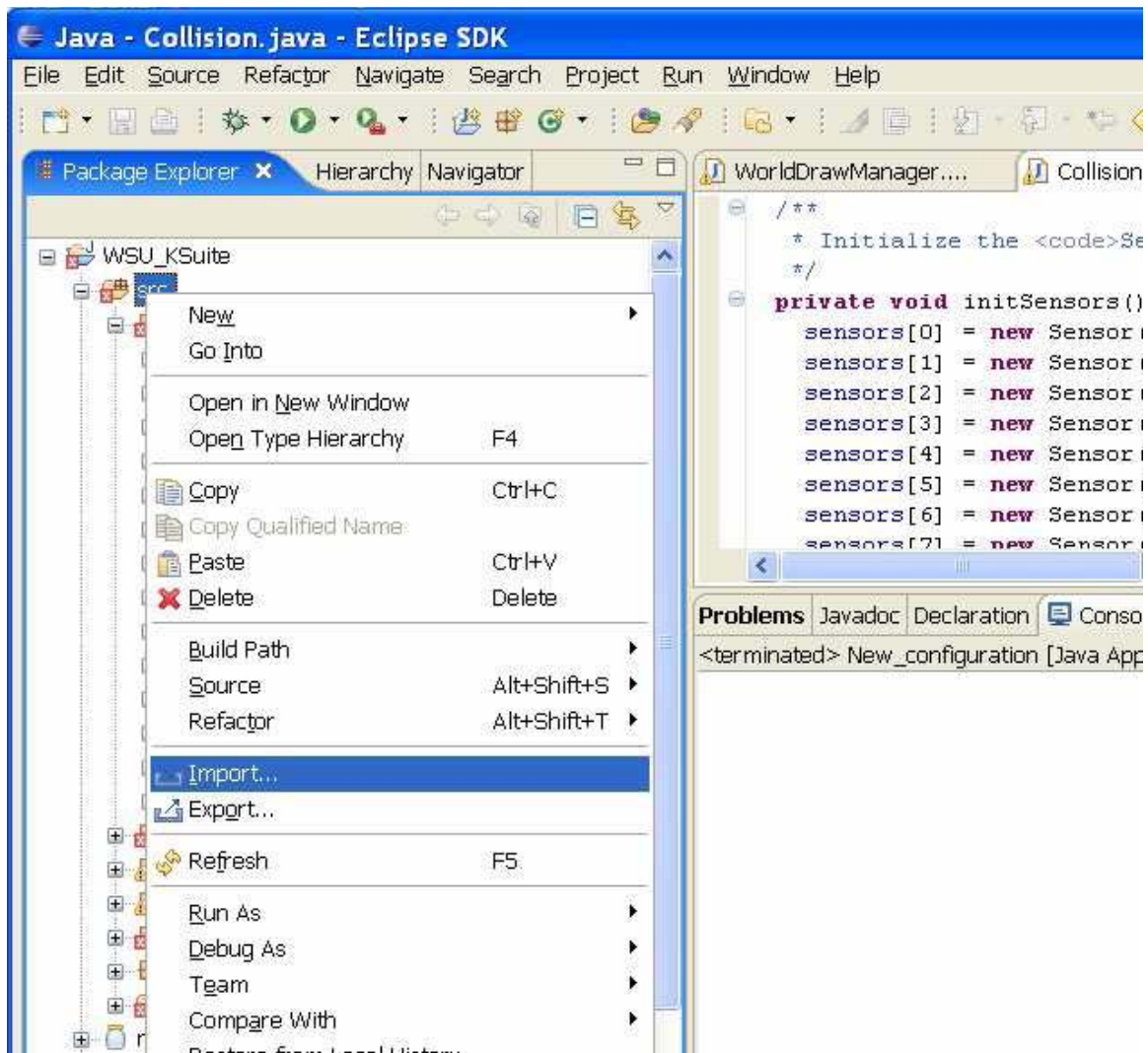
- Now you need to specify the "work space" in Eclipse, to do that choose File -> Switch Work space and follow the step to choose the "TDT4240" you have created.



The next step is to create an Eclipse Project, choose file ->New ->Project. Choose java project and click Next, type “WSU_KSuite” as the project name, click finish. The project will be opened in the workbench.

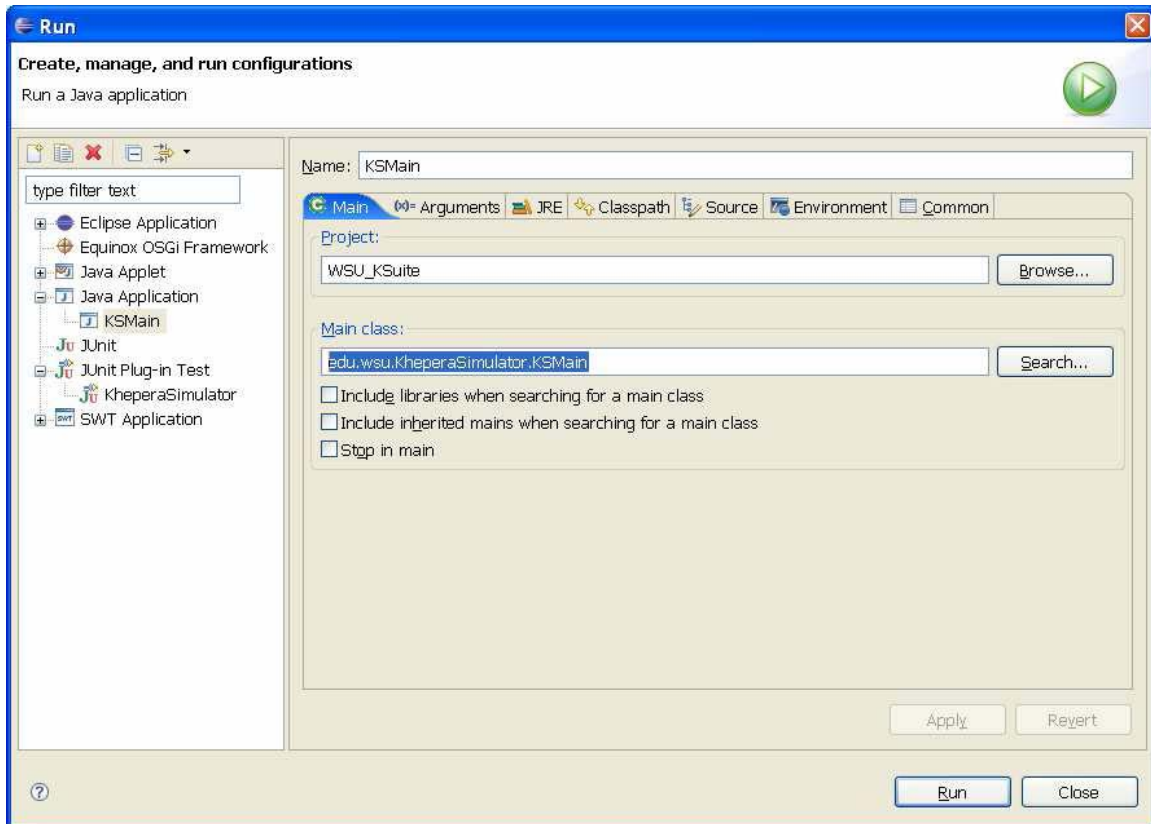


- Right click the “src” folder and choose Import to import the .java file into the project. You need to choose all the files that come with this exercise to import.



- The last step is to configure the project, right click on the project name and choose Properties. Remove all source on build path, and add WSU_KSuite\src. Change default out put folder to WSU_KSuite\controllers.

- To build and run the application click button, at the first run, you may need to specify the main class , fill the main class text box with "edu.wsu.KheperaSimulator.KSMain". Then click run button to start building and run the application.



Run the robot

- Copy all the .class files that you make to folder
"C:\TDT4240\WSU_KSuite\controllers" in your computer
- Run the C:\TDT4240\WSU_KSuite\ntnumod.jar
- Load the maze (maps), put balls and light to the map and run your created controllers.!