

# Zappy - Usage

## Inline commands

### Server command

USAGE: ./zappy\_server -p port -x width -y height -n name1 name2 ... -c clientsNb -f freq

option	description	default values
-p port	port number	(4242)
-x width	width of the world	(10)
-y height	height of the world	(10)
-n name1 name2 ..	name of the team	----
-c clientsNb	number of starting eggs per team	(10)
-f freq	reciprocal of time unit for actions	(2)
-s seed	seed for reproducible runs	(0 for rdm)
--spam-gui	spam the gui with all the commands	(no spam)
--paused	start the game paused	(no pause)

### Gui command

./zappy\_gui -help

USAGE: ./zappy\_gui -p port -h machine [--ref-serv]

option description  
-p port port number  
-h machine name of the machine  
--ref-serv connect to ref server

### Ai command

usage: zappy\_ai [-h] -p P -n N -h H [-t] [-nolog] [-nocolor] [-ref] [-slave]

Zappy AI

options:

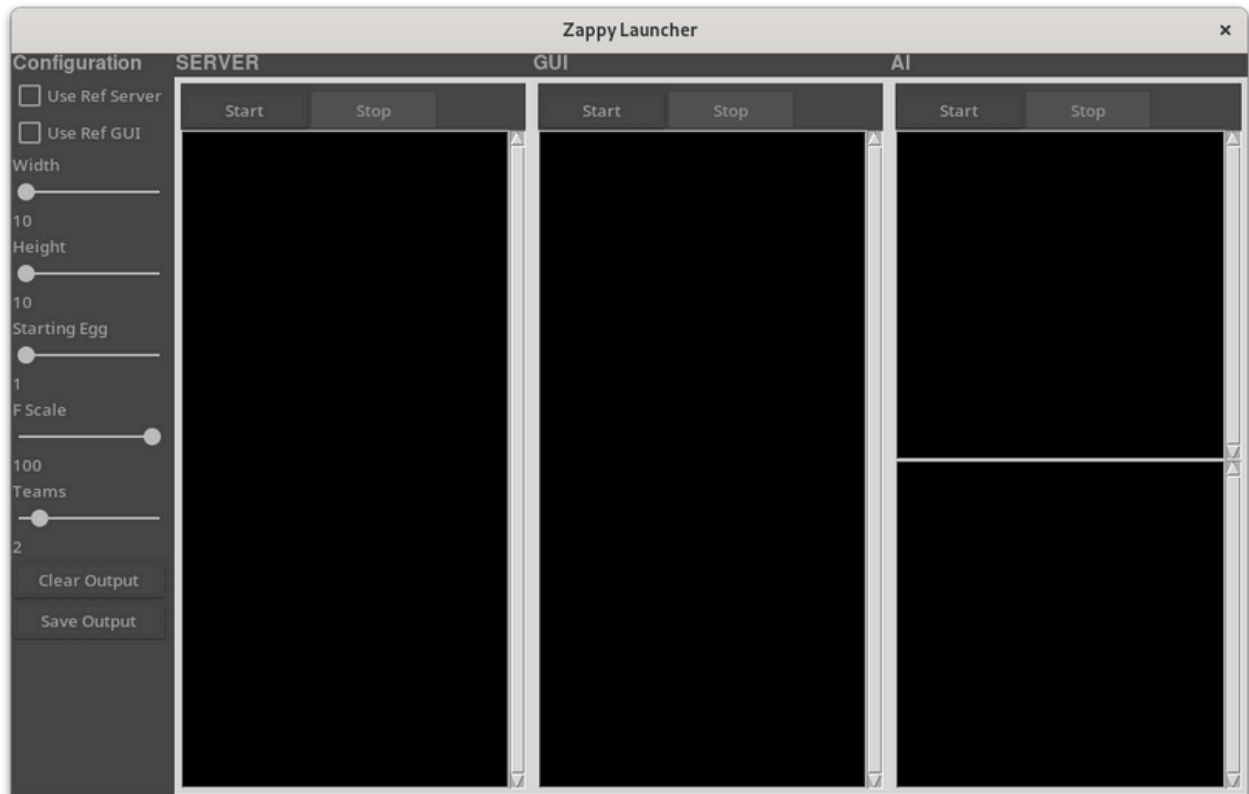
-h, --help show this help message and exit  
-p P Port of the server  
-n N Name of the team  
-h H Host of the server  
-t Enable Multi process  
-nolog Disable logs  
-nocolor Disable colored logs  
-ref Reverse right and left  
-slave Will never be a king

# Using launcher

## Launcher command

make launch

Set map size



Set the number of teams

Set server ticks per seconds

Set the number of eggs in the beginning (x per team)