

Scenario Editor

The Scenario Editor interface is divided into two main panels: Configuration and Entities.

Configuration Panel:

- Client:** IP (127.0.0.1), Port (9000)
- Server:** IP (127.0.0.1), Port (9000)
- Launch GUI:** Radio buttons for Yes (selected) and No
- Map File:** A text input field with an "Open File" button.

Entities Panel:

Bot Table:

Bot	Controller	#
Nao	Agent	2
Bot1	Agent	4
Bot2	Human	1
Total		7

E-Partner Table:

E-Partner	#	
Communication	2	
Total		2

Figure 1: The Scenario Editor

General Layout

This document describes how the Scenario Editor (Figure 1) looks like. When you open the editor, you see two main parts:

1. The Configuration panel, which is used to create, open and save configuration files.
2. The Entity panel, where a list of the agents and a list of the e-partners is being displayed. Here you can create, modify, rename, duplicate and delete bots.

At the top of the editor you can see a *File* menu. If you click on that, you get the options to create a new configuration, save your configuration, open a configuration and to exit the editor.

Configuration

On the left side of the editor you can configure a scenario as you like. The Client IP, the Client Port, the Server IP and the Server Port should already contain the default values. You can change them if you need to. If you have an Agent class file you want to use, you can import them by selecting the *Open file* buttons at the right sections.

Entities

On the right side of the editor you can create, modify, rename, duplicate and delete entities. There's one list for the agents which enables the user to control the configuration of agents and one list which enables the user to control the configuration of E-partners.