# Updating old GOAL agents

Here are some steps that should be undertaken when updating old BW4T Goal agents to work with BW4T2. These steps only include changes to the old environments specification but not additions. More additional percepts and actions, which are optional for updating old GOAL agents, can be found in the new BW4T2 Specifications document.

1. The naming of the rooms has changed slightly with the underscore being removed between Room and the roomname (Example: Room\_A2 -> RoomA2).
2. First of all the action specifications of the agent should be altered to accommodate the new action goToBlock(<BlockID>) which is now used instead of goTo(<BlockID>) to move to a block in the environment. goTo is now only used to travel to <PlaceID>.
3. The in(<PlayerID>,<PlaceID>) percept no longer includes the <PlayerID> variable and now only uses <RoomID>, and is now sent on negation. So the agent will now receive a not(in(<RoomID>)) when no longer in a room.
4. The at(<BlockID>) percept is changed to atBlock(<BlockID>), but is still sent on negation.
5. The at(<BlockID>) is now replaced with at(<PlaceID>), which gives the current <PlaceID> the robot is at, this is also sent on negation.
6. The holding(<PlayerID>,<BlockID>) now no longer includes <PlayerID> therefore in the new version you will receive holding(<BlockID>).
7. If you want messages to be shown in the GUI you should also follow the first few steps of the creating an agent section in the GOAL instructions document.
8. The sequence index now starts with 0 and not with 1 as was true in the previous version.