

# Lord Of the Strings

## User Guide

Omkar Bhalchandra Baraskar

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## 1 Why is this application given to me ?

This application is given to you so that you can train and also test your programs on it, and also to provide a contest environment.

## 2 How to install this application ?

To install this application you have to execute the install file which is located in "**Application**" directory. For executing the application you have to run the following command in the directory

1. Linux: `./install`
2. Windows: You could double-click on install.exe.

**Note:** In linux you have to give all the four files listed below executable permission. This can be done by running the following command `chmod +x filename`. (Here the filename is the name of the file whom the executable permission is to be given. Another thing to note is that the above command will only work if you are in the directory where the file is saved, else you have to add path to the filename.)

- install
- Source
- init
- Main

Also during installation try using the recommended settings.

### 3 What to do if I did not use the recommended settings and is regretting it ?

First try following this solution. Secondly to reinstall you have to delete all files other than the four executable and again run the install program and install with the RECOMMENDED settings.

### 4 What to do after installation is finished ?

Now is the time to run/train your program. To do this you have to run Main program.

### 5 How am I going to train the program ?

I am going to import your files, and call the functions from your files. Now you have to use advantage of this piece of information.

### 6 What all data is provided about the game?

All game data is provided in the folder **"History"**. There you will have data regarding all your previous battles in folder named "Battle #{Battle Number}". In each folder you will find the following **.json** files. To find what is present in each file you can see the "Sample\History\Syntax" folder. To see sample files you have see the following folder "Sample\History\Sample".

### 7 How do i extract data from .json file?

To learn to work with .json files you can go through the following tutorials.

- <https://developer.rhino3d.com/guides/rhinopython/python-xml-json/>
- <https://www.youtube.com/watch?v=9N6a-VLBa2I>

### 8 What is the Configuration files and how can I make own configuration?

The Configuration file has all the different battle arenas, against which your programs will be tested.

To add a new configuration you will have to add a config\_{Number}.txt file in the Configuration folder. To see syntax and sample just check "Sample\Configuration" folder. Also to use the custom configuration you have to use the Number of the config file as the index of battle arena.

## **9 What is the index of battle arena ?**

Index of battle arena is the number on the config file in which the initial configuration is stored. For example: Battle arena 8 is stored in file "config\_8.txt". So before you enter the index of battle arena please take a look at the size of Configuration folder.

## **10 How to run the following application in linux 18.04?**

The application is not supported on linux 18.04, but there is a fix to run it on 18.04 . I will mail you the fix.