Introduction to TAC Classic

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Downloading the Server

1) Go the COMP6006 notes page and download server. The code is also available here - http://tac.sics.se/page.php?id=12 - and we are using the 'SICS TAC'04 Classic Java Server (binary)' code.

Running the Server

1) Navigate to the folder where you extracted the server.code.

2) Start the server:

     java –jar tacserver.jar

3) Start the information server:

     java –jar infoserver.jar

Registering with the Game Server

1) In order to run your agent you must register with the Game Server. For the class tournament this will be located on an ECS VM named tac.ecs.soton.ac.uk.

2) For this test, you will use the server running on your own machine that you just started.

3) Open a browser and go to localhost:8080*.*

4) Select 'Register new user'. Provide a name for you agent (this will be the name that appears to everyone watching the games) and a password.

5) Click the 'Register' button.

Downloading and Compiling the AgentWare

1) Go the COMP6006 notes page and download the TAC Classic agentware. The code is also available here - http://tac.sics.se/page.php?id=12 - and we are using the 'TAC Classic AgentWare Beta 9' code.

2) Download the file and extract the contents to a folder.

3) Navigate to the folder above and run the 'compile.bat' or 'compile.sh' scripts. Remember that you might have to set the path, or edit the script, to point to the version of the Java JDK which you have installed on your machine. For example, on a Windows machine, you might need to do:

```
set path=%path%;C:\Program Files\Java\jdk1.6.0_16\bin
```

4) You will see a few warning messages – don't worry about these. If this was successful, you should now see a file called tacagent.jar which is 52KB in size.

Running the Dummy Agent

Configuring Your Agent

1) To run the agent, you first need to configure the AgentWare software so that it knows the name of your agent, and where the Game Server is located.

2) Open the 'agent.conf' file and edit the following lines:

```
# The TAC server host
host=localhost

# The agent name used when logging into the TAC Server
agent=### YOUR AGENT NAME HERE ###

# The password for the agent
password=### YOUR AGENT PASSWORD HERE ###

# The agent implementation
agentimpl=se.sics.tac.aw.DummyAgent
```

Running Your Agent

1) Navigate to folder where you compiled your agent, and run your agent by typing:

```
java –jar tacagent.jar
```

Viewing the Game

1) Go to the Game Server at *localhost:8080* using the browser window, and launch the 'Game Viewer'.

2) You will be asked to for a user name and password – this is the name that you registered your agent under.

Finding the Dummy Agent Source Code

1) Navigate to the folder where you extracted the AgentWare software.

2) Keep going down to find the \SE\SICS\TAC\AW\ folder.

3) Open DummyAgent.java in a text editor or IDE.