

User manual

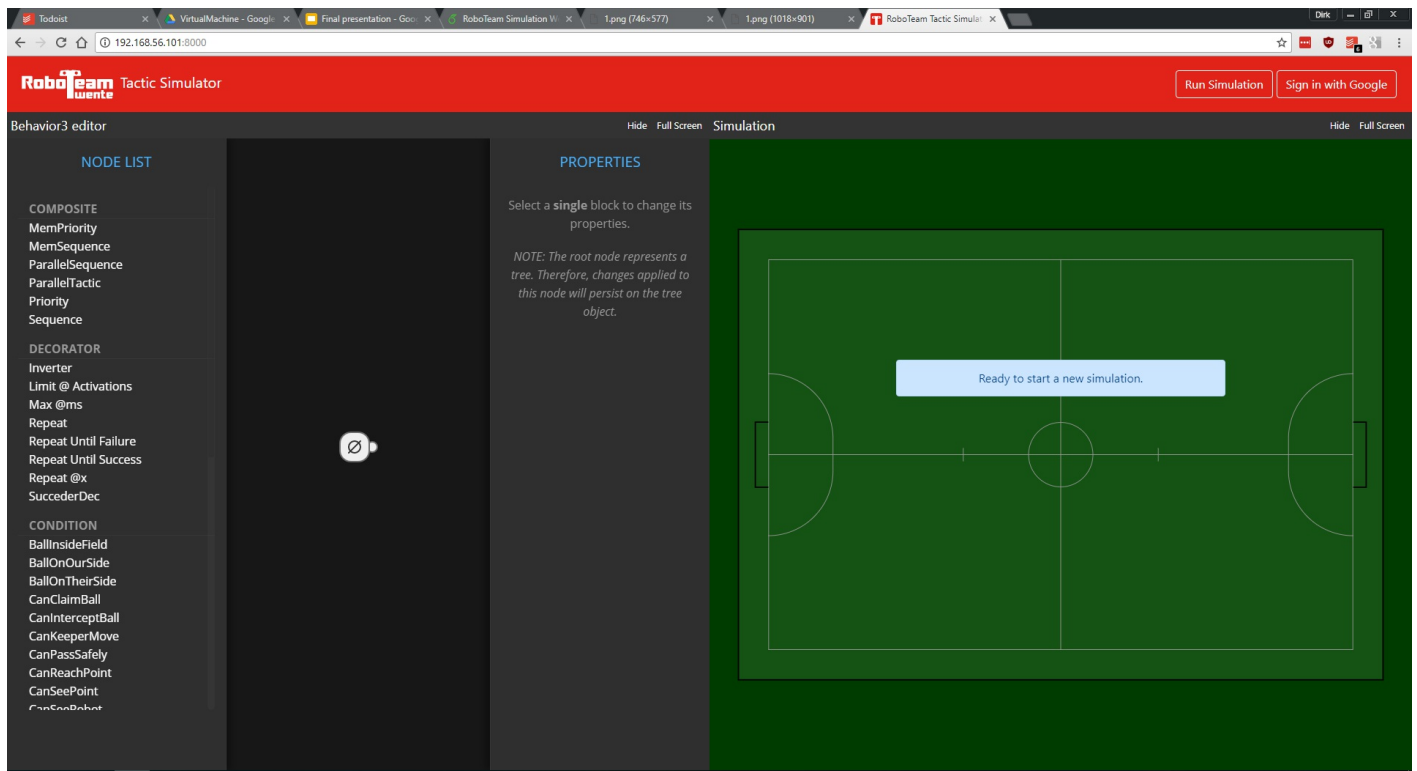
For the RoboTeam Tactic Builder

The interface

The interface consists of three main parts:

- A menubar containing several buttons
- The Behavior3 editor
- The simulation view

The menubar displays all the actions that can be performed at that moment, like running a simulation, logging in and out and save or load. Furthermore the application consists of a behavior editor and a simulation view.



The interface in split screen. The editor is shown on the left, while the simulation view is on the right.

Showing and hiding panes

Both the editor and the simulation view can be hidden, viewed on fullscreen or be viewed in split screen. The buttons at the top of each pane provide options to hide the pane, go to fullscreen, switch to the other pane or show the other pane. In this way, the interface can be adjusted to each situation.

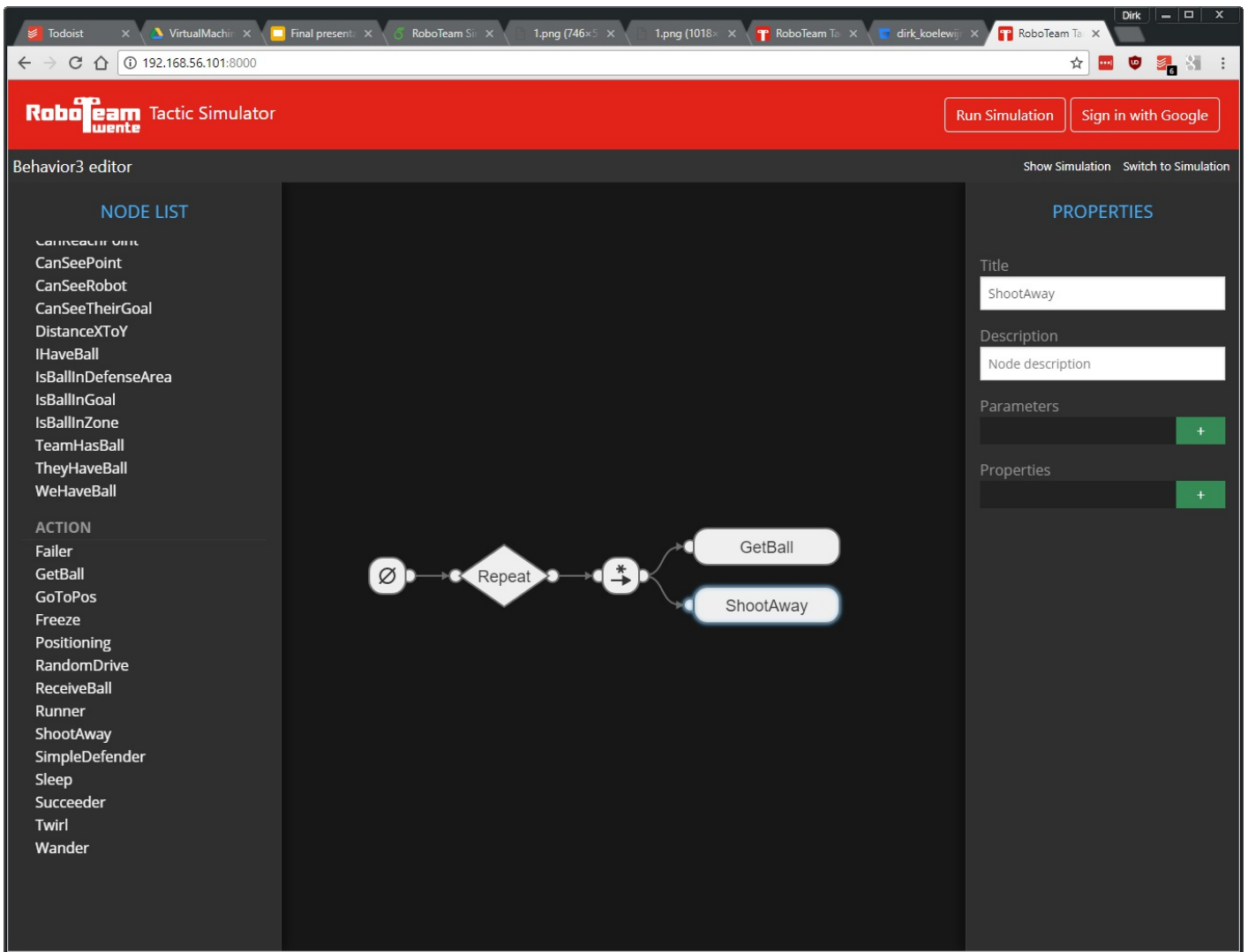
Creating and simulating behavior trees

Creating a behavior tree

You can create a behavior tree by adding components to the grid and connecting them together. To add a component, drag it from the left panel to the grid in the center. When you have more than one component, you can connect them.

Nodes

Each of the components are called nodes when added to the grid. Each of these nodes can be connected to other nodes by dragging from one of the half circles of the node to the half circle of another node. Please take a look into the reference or ask the RoboTeam about how certain nodes could be tied together.



An example tree

Simulating a behavior tree

To simulate the behavior tree, simply click "Run Simulation". Please note that this is only possible when no simulation is running. After clicking this button, the tree will be sent to the server. The server will compile the tree and then do a simulation. It might take some time to compile the tree and run the simulation.

Logging in using Google

Click the log in button to log in. You will then be redirected to Google. Please log in using your Google credentials and give the necessary permissions. After logging in, you can press the log out button to log out.

Saving and loading trees

If you are logged in, you can save and load tactics. To save a tactic, click the save button, enter the name of the tactic and click save. To load a tactic, click the load button, select the tactic you would like to load and click load.

Admin panel

In the admin panel, system admins can adjust the system. The admin panel uses the standard Django interface, which is quite straight-forward.

Logging in

To log in to the admin panel, type `/admin` after the URL of the normal site. Then log in with your admin credentials.

Database entry types

In the admin panel an overview can be found of all the entry types that are in the database. Examples of these entries are custom nodes and trees.

Viewing, Adding, editing and deleting entries

Click one of the entries type in the admin panel, like `custom nodes`, to see all entries of that type. Entries can be added by clicking the

`add new <entity name>` button on the top straight. Entries can be viewed or edited by clicking the entity that you would like to view or edit. Hitting them delete button will delete an entry. You can also select an entry on the entry overview and select the delete action.