

# **Tutorials and Tools**

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# Preface

This is test

To learn more about Quarto books visit <https://quarto.org/docs/books>.

# 1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

## 2 The Interface: Your Dashboard of Possibilities

- Left Panel: Workspace Hub
  - Right Panel: Control Station
  - Center Panel: Interaction Space
  - Navigating the Interface
  - Tips for getting comfortable with the layout

# 3 Crafting Your First Agent: Getting Started with Bots

- Creating a new agent: Step-by-step
  - Naming your agent: Keep it descriptive
  - Assigning roles: Logistics vs. Game development applications
  - Basic agent instructions: Starting simple
  - A walkthrough for a first-time agent

## 4 Refining Agent Behavior: Making Them Smarter

- Adjusting parameters for more effective performance
  - Teaching your agent new tricks: Customization
  - Troubleshooting common agent issues
  - Using feedback loops to improve agent responses

## 5 Testing Agents: Trial and Error for Perfection

- Setting up test cases for logistics scenarios
  - Running in-game simulations with NPC bots
  - Gathering feedback: How to observe agent behavior
  - Tweaking based on test results: Iterative improvements



## 6 Testing Agents: Trial and Error for Perfection

- Setting up test cases for logistics scenarios
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- Gathering feedback: How to observe agent behavior
- Tweaking based on test results: Iterative improvements

## 7 Integrating OpenWebUI into Your Workflow

- Embedding agents into serious games
- Applying OpenWebUI to supply chain and logistics research
- Workflow automation: Using bots to handle repetitive tasks
- Real-world use cases: From theory to practice

## 8 Real-World Examples and Case Studies

- Optimizing game dialogues with NPC agents
  - Using agents to simulate supply chain disruptions
  - Logistics route optimization: Step-by-step case study
  - Applying OpenWebUI in academic research

## 9 Scaling and Maintenance: Keeping Your Agents Up-to-Date

- Scaling agents for larger projects
  - Monitoring agent performance over time
  - Regular updates and maintenance for optimal performance
  - How to retire outdated agents

# 10 Final Thoughts and Future Potential

- The evolving role of AI in logistics and game development
  - Expanding beyond the basics: What's next for you?
  - How to stay updated on new OpenWebUI features
  - Encouragement to keep experimenting and learning

# 11 Summary

In summary, this book has no content whatsoever.

## References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.