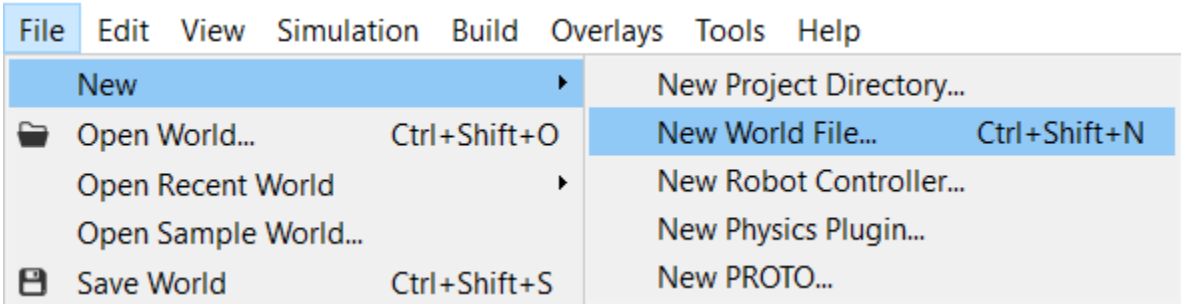
Follow this guide to install Webots and run a simple simulation.

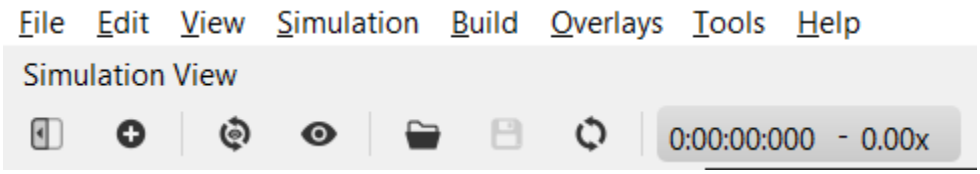
1. Visit https://cyberbotics.com/ and download the Webots setup.
2. Double-click on the downloaded installer to run it.
    a. Select the installation location and click on “Next”.
    b. Click on “Next” in the next window.
    c. Click on install in the next window.
    d. After the installation is done, click on “finish”.
    e. Webots will be opened automatically. If not, you can double-click on the desktop shortcut that was created. Or you can search for “webots” on the computer’s search bar.
3. You will find the simulation controls in the middle upper section of webots.

Click on the “pause button” (3rd button from the left) and then click on the “reset simulation” button (1st button from the left). Make sure the timer on the left shows “0:00:00;000”.

4. Go to File -> New -> New world file



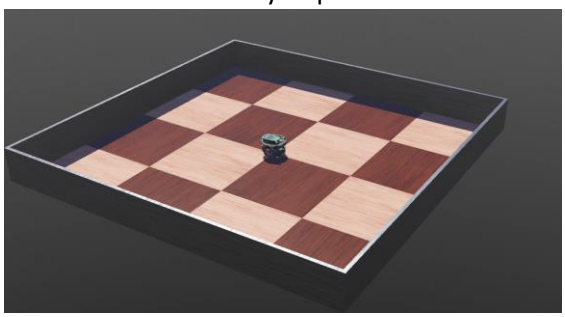
    a. Click “Next” in the world creation wizard
    b. Type any name you want as the world’s name and tick all the boxes. Then click on “Next”.
    c. Click on “Finish”.
    d. Pause and reset simulation (Refer to step 3)
5. Add a robot to the simulation
    a. Click on the “Add or import new object button”



(Second button with the + sign)

    b. Expand the “PROTO nodes (Webots projects)” option. (To expand click on the ‘>’ sign to the left of the option)
    c. Expand the “robots” option.

d. Find and expand “gctronic”.
e. Expand “e-puck”
f. Double click on “E-Puck”. Then the robot will be imported and placed on the arena.
g. You can manipulate the viewport by clicking on the display, then dragging from left click and right click, middle click and mouse wheel.
h. Play around with the above controls to align the viewport so that you can clearly see the robot.
i. Press “ctrl + shift + s” to save the world, otherwise it will revert back to the way it was when it started when you press reset.



6. Click on the “play simulation” button.

3rd button from the left.

7. If the simulation runs and the robot moves, then you are good to go!
8. If it does not run, you can contact us and we will try to help you.
9. Since Webots is a 3D application it requires a GPU to run. You can try to find a computer with a GPU for the duration of the competition if possible.

Thank you and Good Luck!