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# **Introductions to the AdX TAC Competition**

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**Download and unzip the adx-server, adx-agent and specification from the COMP6203 notes page**

## **Running the Server**

- 1) Navigate to the folder where you extracted the server.code  
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- 2) Follow the instructions in the Readme.txt
- 3) (Optional) update the server admin user/password/ports in config/server.conf
- 4) Start the server:

```
./runServer.sh
```

## 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](http://localhost:8080).
- 4) Select 'Register new user'. Provide a name for your agent (this will be the name that appears to everyone watching the games) and a password.
- 5) Click the 'Register' button.

## Running the Dummy Agent

### Configuring Your Agent

- 1) To run the agent, you first need to configure the adx-agent software so that it knows the name of your agent, and where the Game Server is located.
- 2) Open the 'aw-1.conf' file and edit the following lines:

```
# The TAC server host
host=localhost

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

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

# The agent implementation
agentImpl=agentImpl=tau.tac.adx.agents.SampleAdNetwork
```

### Running Your Agent

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

```
./runAgent.sh
```

### Viewing the Game

- 1) Go to the Game Server at [localhost:8080](http://localhost:8080) using the browser window, and launch the 'Game Viewer' (note that you may have to put it in the exception list. In windows, go to "Configure Java", choose the "Security" tab and add the localhost to the exception site list)
- 2) You will be asked to for a user name and password – this is the name that you registered your agent under.

## Running Your Own Agent

- 1) Navigate to the folder where you extracted the adx-agent software.
- 2) You will find the code of the sample agent as `SampleAdNetwork.java`
- 3) To create your own agent, place the java code in an appropriate package, compile, and create a jar file
- 4) Place the jar file in the `lib/` directory
- 5) Change the `agentImpl` parameter in the `aw-1.conf` file to the agent
- 6) `./runAgent.sh`

## Logs

There are two types of logs:

- **Agent logs** are controlled by agent in config file and created at agent subdirectory
- **Sever logs** are controlled by server and created at server subdirectory "`public_html/<servername>/history/<gameid>`"). Also accessible through server web GUI

Extensible parsing utility is provided (agent subdirectory):

- See `logging/LogParsing.txt`
- Edit `runLogParser.sh`:
  - Change last parameter for parsing level
  - Edit server name and game id
- Extend parsing capabilities if needed (submit as part of project!)