

How to Start the Game and Tracking System

Rules:

- **DO NOT** start or stop a game unless you are on the arena testing your robot yourself, and you are sure no one else is affected by the change.
- **DO NOT** forget to shut the Raspberry Pi down after you are done testing.
- **DO NOT** share the access codes with anyone outside the class, as they will be able to interfere with the gameplay.
- **DO NOT** modify any files on the system when you are using it.

For Windows / MacOS / Linux:

1. Turn on the power strip switch near the arena. If the switch is already on but the Raspberry Pi is turned off, restart the switch. When the system is on, you should see a green light near the camera and hear the fan turn on.
2. Connect your laptop to the **hopkins** WiFi.
3. Open Command Prompt (Windows/Linux) or Terminal (MacOS).
4. Enter **ssh pi@10.163.65.144** into the command line.
5. If a prompt asking if you would like to continue shows up, enter **yes** .
6. Enter the password **jhockey** into the command line. It might not be visible while typing.
7. Enter **./jhockey/docker_helper.sh** into the command line.
8. Wait for a couple seconds, then it should print out the address on which you can access the web GUI.
9. Open **http://10.163.65.144:8080** on your laptop and enter debug mode to see all the detected tags.
10. Shut down the Raspberry Pi after you are done, using **sudo shutdown now** .

Debugging:

1. If there is a problem with the system, you can reboot it by entering **sudo reboot**.
2. Most issues can be solved using the **sudo reboot**.
3. Report any other issues to the TAs.

Web GUI Layout:

