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A

ACCELERATION - Static variable in class dev.robocode.tankroyale.botapi.Constants

Acceleration is the increase in speed per turn, which adds 1 unit to the speed per turn when the bot is increasing its speed moving forward.

addAuthor(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Adds an author of the bot.

addCountryCode(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Adds a country code for the bot.

addCustomEvent(Condition) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Adds an event handler that will be automatically triggered `IBaseBot.onCustomEvent(dev.robocode.tankroyale.botapi.events.CustomEvent)` when the `Condition.test()` returns `true`.

addCustomEvent(Condition) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Adds an event handler that will be automatically triggered `IBaseBot.onCustomEvent(dev.robocode.tankroyale.botapi.events.CustomEvent)` when the `Condition.test()` returns `true`.

addGameType(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Adds a game type that this bot is capable of participating in.

B

back(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Moves the bot backward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

back(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Moves the bot backward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

BaseBot - Class in dev.robocode.tankroyale.botapi

Abstract bot class that takes care of communication between the bot and the server and sends notifications through the event handlers.

BaseBot() - Constructor for class dev.robocode.tankroyale.botapi.BaseBot

Constructor for initializing a new instance of the BaseBot class.

BaseBot(BotInfo) - Constructor for class dev.robocode.tankroyale.botapi.BaseBot

Constructor for initializing a new instance of the BaseBot class.

BaseBot(BotInfo, URI) - Constructor for class dev.robocode.tankroyale.botapi.BaseBot

Constructor for initializing a new instance of the BaseBot class.

BaseBot(BotInfo, URI, String) - Constructor for class dev.robocode.tankroyale.botapi.BaseBot

Constructor for initializing a new instance of the BaseBot class.

bearingTo(double, double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Calculates the bearing (delta angle) between the current direction of the botÂ´s body and the direction to the point x,y.

Bot - Class in dev.robocode.tankroyale.botapi

Abstract bot class provides convenient methods for movement, turning, and firing the gun.

Bot(BotInfo, URI, String) - Constructor for class dev.robocode.tankroyale.botapi.Bot

BOT_DEATH - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `BotDeathEvent`

BotDeathEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when another bot has died.

BotDeathEvent(int, int) - Constructor for class dev.robocode.tankroyale.botapi.events.BotDeathEvent

Initializes a new instance of the BotDeathEvent class.

BotEvent - Class in dev.robocode.tankroyale.botapi.events

Bot event occurring during a battle.

BotEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.BotEvent

Initializes a new instance of the Event class.

BotException - Exception in dev.robocode.tankroyale.botapi

Represents errors that occur with bot execution.

BotException(String) - Constructor for exception dev.robocode.tankroyale.botapi.BotException

Initializes a new instance of the BotException class with a specified error message.

BotException(String, Exception) - Constructor for exception dev.robocode.tankroyale.botapi.BotException

Initializes a new instance of the BotException class with a specified error message and a reference to the inner exception that is the cause of this exception.

BotInfo - Class in dev.robocode.tankroyale.botapi

Bot info contains the properties of a bot.

BotInfo(String, String, List<String>, String, String, List<String>, Collection<String>, String, String, InitialPosition) - Constructor for class dev.robocode.tankroyale.botapi.BotInfo

Initializes a new instance of the BotInfo class.

Note that the recommended method for creating a BotInfo class is to use the `BotInfo.IBuilder` interface provided with the static `BotInfo.builder()` method.

BotInfo.IBuilder - Interface in dev.robocode.tankroyale.botapi

Builder interface for providing a builder for building `BotInfo` objects, and which supports method chaining.

BotResults - Class in dev.robocode.tankroyale.botapi

Represents individual bot results.

BotResults(int, double, double, double, double, double, double, double, int, int, int) - Constructor for class dev.robocode.tankroyale.botapi.BotResults

Initializes a new instance of the BotInfo class.

BotState - Class in dev.robocode.tankroyale.botapi

Represents the current bot state.

BotState(boolean, double, double, double, double, double, double, double, double, double, double, double, double, int, Color, Color, Color, Color, Color, Color, Color, boolean) - Constructor for class dev.robocode.tankroyale.botapi.BotState

Initializes a new instance of the BotState class.

BOUNDING_CIRCLE_RADIUS - Static variable in class dev.robocode.tankroyale.botapi.Constants

The radius of the bounding circle of the bot, which is a constant of 18 units.

broadcastTeamMessage(Object) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Broadcasts a message to all teammates.

When the message is send, it is serialized into a JSON representation, meaning that all which is set to 32768 bytes.

broadcastTeamMessage(Object) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Broadcasts a message to all teammates.

When the message is send, it is serialized into a JSON representation, meaning that all public fields, and only public fields, are being serialized into a JSON representation as a DTO (data transfer object).

The maximum team message size limit is defined by `IBaseBot.TEAM_MESSAGE_MAX_SIZE`, which is set to 32768 bytes.

build() - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Builds and returns the `BotInfo` instance based on the data set and added to this builder so far.

builder() - Static method in class dev.robocode.tankroyale.botapi.BotInfo

Returns a builder for a convenient way of building a `BotInfo` object using the builder pattern.

Example of use:

BULLET_FIRED - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `BulletFiredEvent`

BULLET_HIT_BOT - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `BulletHitBotEvent`

BULLET_HIT_BULLET - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `BulletHitBulletEvent`

BULLET_HIT_WALL - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `BulletHitWallEvent`

BulletFiredEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bullet has been fired from a bot.

BulletFiredEvent(int, BulletState) - Constructor for class dev.robocode.tankroyale.botapi.events.BulletFiredEvent

Initializes a new instance of the BulletFiredEvent class.

BulletHitBotEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bullet has hit a bot.

BulletHitBotEvent(int, int, BulletState, double, double) - Constructor for class dev.robocode.tankroyale.botapi.events.BulletHitBotEvent

Initializes a new instance of the BulletHitBotEvent class.

BulletHitBulletEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bullet has collided with another bullet.

BulletHitBulletEvent(int, BulletState, BulletState) - Constructor for class dev.robocode.tankroyale.botapi.events.BulletHitBulletEvent

Initializes a new instance of the BulletHitBulletEvent class.

BulletHitWallEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bullet has hit a wall.

BulletHitWallEvent(int, BulletState) - Constructor for class dev.robocode.tankroyale.botapi.events.BulletHitWallEvent

Initializes a new instance of the BulletHitWallEvent class.

BulletState - Class in dev.robocode.tankroyale.botapi

Represents the state of a bullet that has been fired by a bot.

Initializes a new instance of the ConnectionErrorEvent class.

Constants - Class in dev.robocode.tankroyale.botapi

Constants.

copy(BotInfo) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Copies all fields from a `BotInfo` instance into this builder.

CUSTOM - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `CustomEvent`

CustomEvent - Class in dev.robocode.tankroyale.botapi.events

A custom event occurring when a condition has been met.

CustomEvent(int, Condition) - Constructor for class dev.robocode.tankroyale.botapi.events.CustomEvent

Initializes a new instance of the CustomEvent class.

D

DEATH - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `DeathEvent`

DeathEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when your bot has died.

DeathEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.DeathEvent

Initializes a new instance of the DeathEvent class.

DECELERATION - Static variable in class dev.robocode.tankroyale.botapi.Constants

Deceleration is the decrease in speed per turn, which subtracts 2 units to the speed per turn when the bot is decreasing its speed moving backward.

DefaultEventPriority - Class in dev.robocode.tankroyale.botapi

Default event priorities values.

dev.robocode.tankroyale.botapi - package dev.robocode.tankroyale.botapi

Contains all public classes and interfaces for the Bot API for Robocode Tank Royale.

dev.robocode.tankroyale.botapi.events - package dev.robocode.tankroyale.botapi.events

Contains all event related classes for the Bot API for Robocode Tank Royale.

directionTo(double, double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Calculates the direction (angle) from the botÂ´s coordinates to a point x,y.

DisconnectedEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when bot gets disconnected from server.

DisconnectedEvent(URI, boolean, Integer, String) - Constructor for class dev.robocode.tankroyale.botapi.events.DisconnectedEvent

Initializes a new instance of the DisconnectedEvent class.

distanceTo(double, double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Calculates the distance from the bots coordinates to a point x,y.

Droid - Interface in dev.robocode.tankroyale.botapi

Droid interface to turn your bot into a droid bot, which is used as a specialized team bot.

E

equals(Object) - Method in class dev.robocode.tankroyale.botapi.InitialPosition

fire(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Fire the gun in the direction as the gun is pointing.

forward(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Moves the bot forward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

forward(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Moves the bot forward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

fromFile(String) - Static method in class dev.robocode.tankroyale.botapi.BotInfo

Reads the bot info from a local file on a file system.
The file is assumed to be in JSON format.

See the `BotInfo.fromInputStream(java.io.InputStream)` to see the required JSON format for the file.

fromInputStream(InputStream) - Static method in class dev.robocode.tankroyale.botapi.BotInfo

Reads the bot info from an input stream.
The file is assumed to be in JSON format.

Example file in JSON format:

fromResourceFile(String) - Static method in class dev.robocode.tankroyale.botapi.BotInfo

Reads the bot info from a resource file, e.g.

fromString(String) - Static method in class dev.robocode.tankroyale.botapi.InitialPosition

Creates a new instance of the InitialPosition class from a string.

G

GameEndedEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when game has just ended.

GameEndedEvent(int, BotResults) - Constructor for class dev.robocode.tankroyale.botapi.events.GameEndedEvent

Initializes a new instance of the GameEndedEvent class.

GameSetup - Class in dev.robocode.tankroyale.botapi

Game setup retrieved when game is started.

GameSetup(String, int, int, int, double, int, int, int) - Constructor for class dev.robocode.tankroyale.botapi.GameSetup

GameStartedEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when game has just started.

GameStartedEvent(int, InitialPosition, GameSetup) - Constructor for class dev.robocode.tankroyale.botapi.events.GameStartedEvent

Initializes a new instance of the GameStartedEvent class.

GameType - Class in dev.robocode.tankroyale.botapi

Predefined game types.

getArenaHeight() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Height of the arena measured in units.

getArenaHeight() - Method in class dev.robocode.tankroyale.botapi.GameSetup

Returns the height of the arena measured in units.

getArenaHeight() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Height of the arena measured in units.

getArenaWidth() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Width of the arena measured in units.

getAuthors() - Method in class dev.robocode.tankroyale.botapi.BotInfo

Returns the list of authors of the bot, e.g., "John Doe (johndoe@somewhere.io)".

getBodyColor() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the color of the body.

getBodyColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color the body.

getBodyColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the body.

getBotState() - Method in class dev.robocode.tankroyale.botapi.events.TickEvent

Returns the current state of this bot.

getBullet() - Method in class dev.robocode.tankroyale.botapi.events.BulletFiredEvent

Returns the bullet that was fired.

getBullet() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitBotEvent

Returns the bullet that hit the bot.

getBullet() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitBulletEvent

Returns the bullet that hit another bullet.

getBullet() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitWallEvent

Returns the bullet that has hit a wall.

getBullet() - Method in class dev.robocode.tankroyale.botapi.events.HitByBulletEvent

Returns the bullet that hit your bot.

getBulletColor() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the color of the fired bullets.

getBulletColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color of the bullets when fired.

getBulletColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the fired bullets.

getBulletDamage() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the bullet damage score.

getBulletId() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the unique id of the bullet.

getBulletKillBonus() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the bullet kill-bonus.

getBulletStates() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current bullet states.

getBulletStates() - Method in class dev.robocode.tankroyale.botapi.events.TickEvent

Returns the Current state of the bullets fired by this bot.

getBulletStates() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current bullet states.

getColor() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the color of the bullet.

getCondition() - Method in class dev.robocode.tankroyale.botapi.events.CustomEvent

Returns the condition that was met to trigger this custom event.

getCountryCodes() - Method in class dev.robocode.tankroyale.botapi.BotInfo

Returns a list of country code(s) defined by ISO 3166-1 alpha-2, e.g.

getDamage() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitBotEvent

Returns the damage inflicted by the bullet.

getDamage() - Method in class dev.robocode.tankroyale.botapi.events.HitByBulletEvent

Returns the damage inflicted by the bullet.

Current driving direction of the bot in degrees.

getDirection() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the driving direction of the bot in degrees.

getDirection() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the direction of the bullet in degrees.

getDirection() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the direction in degrees of the scanned bot.

getDirection() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current driving direction of the bot in degrees.

getDirection() - Method in class dev.robocode.tankroyale.botapi.InitialPosition

Returns the shared direction of the body, gun, and radar;

getDistanceRemaining() - Method in class dev.robocode.tankroyale.botapi.Bot

Returns the distance remaining till the bot has finished moving after having called `IBot.setForward(double)`, `IBot.setBack(double)`, `IBot.forward(double)`, or `IBot.back(double)`.

getDistanceRemaining() - Method in interface dev.robocode.tankroyale.botapi.IBot

Returns the distance remaining till the bot has finished moving after having called `IBot.setForward(double)`, `IBot.setBack(double)`, `IBot.forward(double)`, or `IBot.back(double)`.

getEnemyCount() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Number of enemies left in the round.

getEnemyCount() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the number of enemy bots left on the battlefield.

getEnemyCount() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Number of enemies left in the round.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current energy level.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the energy level of the bot.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitBotEvent

Returns the remaining energy level of the bot that got hit.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.events.HitBotEvent

Returns the remaining energy level of the victim bot.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.events.HitByBulletEvent

Returns the remaining energy level after the bullet hit.

getEnergy() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the energy level of the scanned bot.

getEnergy() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current energy level.

getError() - Method in class dev.robocode.tankroyale.botapi.events.ConnectionErrorEvent

Returns the error.

getEventPriority(Class<BotEvent>) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the event priority for a specific event class.

getEventPriority(Class<BotEvent>) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the event priority for a specific event class.

getEvents() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns an ordered list containing all events currently in the bot's event queue.

getEvents() - Method in class dev.robocode.tankroyale.botapi.events.TickEvent

Returns the name of this condition, if a name has been provided for it.

getNumberOfRounds() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The number of rounds in a battle.

getNumberOfRounds() - Method in class dev.robocode.tankroyale.botapi.events.GameEndedEvent

Returns the number of rounds played.

getNumberOfRounds() - Method in class dev.robocode.tankroyale.botapi.GameSetup

Returns the number of rounds in a battle.

getNumberOfRounds() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The number of rounds in a battle.

getOwnerId() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the id of the owner bot that fired the bullet.

getPlatform() - Method in class dev.robocode.tankroyale.botapi.BotInfo

Returns the platform used for running the bot, e.g., "Java Runtime Environment (JRE) 11".
This field is optional.

getPower() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the bullet firepower level.

getProgrammingLang() - Method in class dev.robocode.tankroyale.botapi.BotInfo

Returns the programming language used for developing the bot, e.g., "Java 11" or "Kotlin 1.7.20".
This field is optional.

getRadarColor() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the color of the radar.

getRadarColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color of the radar.

getRadarColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the radar.

getRadarDirection() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current direction of the radar in degrees.

getRadarDirection() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the radar direction of the bot in degrees.

getRadarDirection() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current direction of the radar in degrees.

getRadarSweep() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the radar sweep angle in degrees, i.e.

getRadarTurnRate() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the radar turn rate in degrees per turn.

getRadarTurnRate() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the turn rate of the radar in degrees per turn (can be positive and negative).

getRadarTurnRate() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the radar turn rate in degrees per turn.

getRadarTurnRemaining() - Method in class dev.robocode.tankroyale.botapi.Bot

Returns the remaining turn in degrees till the radar has finished turning after having called `IBot.setTurnRadarLeft(double)`, `IBot.setTurnRadarRight(double)`, `IBot.turnRadarLeft(double)`, or `IBot.turnRadarRight(double)`.

getRadarTurnRemaining() - Method in interface dev.robocode.tankroyale.botapi.IBot

Returns the remaining turn in degrees till the radar has finished turning after having called `IBot.setTurnRadarLeft(double)`, `IBot.setTurnRadarRight(double)`, `IBot.turnRadarLeft(double)`, or `IBot.turnRadarRight(double)`.

getRank() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the rank/placement of the bot, where 1 means 1st place, 4 means 4th place etc.

getReadyTimeout() - Method in class dev.robocode.tankroyale.botapi.GameSetup

Returns the time limit in microseconds (Âµs) for sending ready message after having received 'new battle' message.

getReason() - Method in class dev.robocode.tankroyale.botapi.events.DisconnectedEvent

Returns a message with the reason for closing the connection, if such reason exists.

getResults() - Method in class dev.robocode.tankroyale.botapi.events.GameEndedEvent

Returns the results of the battle.

getResults() - Method in class dev.robocode.tankroyale.botapi.events.RoundEndedEvent

Returns the accumulated bot results at the end of the round.

getRoundNumber() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current round number.

getRoundNumber() - Method in class dev.robocode.tankroyale.botapi.events.RoundEndedEvent

Returns the round number.

getRoundNumber() - Method in class dev.robocode.tankroyale.botapi.events.RoundStartedEvent

Returns the round number.

getRoundNumber() - Method in class dev.robocode.tankroyale.botapi.events.TickEvent

Returns the current round number.

getRoundNumber() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current round number.

getScanColor() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the color of the scan arc.

getScanColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color of the scan arc.

getScanColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the scan arc.

getScannedBotId() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the id of the bot that was scanned.

getScannedByBotId() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the id of the bot did the scanning.

getSecondPlaces() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the number of 2nd places for the bot.

getSenderId() - Method in class dev.robocode.tankroyale.botapi.events.TeamMessageEvent

Returns the ID of the teammate that sent the message.

getSpeed() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The current speed measured in units per turn.

getSpeed() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the speed measured in units per turn.

getSpeed() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the speed of the bullet measured in units per turn.

getSpeed() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the Speed measured in units per turn of the scanned bot.

getSpeed() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The current speed measured in units per turn.

getStatusCode() - Method in class dev.robocode.tankroyale.botapi.events.DisconnectedEvent

Returns a status code that indicates the reason for closing the connection, if such status code exists.

getSurvival() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the target speed in units per turn.

getTeammateIds() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the ids of all teammates.

getTeammateIds() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the ids of all teammates.

getThirdPlaces() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the number of 3rd places for the bot.

getTimeLeft() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The number of microseconds left of this turn before the bot will skip the turn.

getTimeLeft() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The number of microseconds left of this turn before the bot will skip the turn.

getTotalScore() - Method in class dev.robocode.tankroyale.botapi.BotResults

Returns the total score is the sum of all scores and determines the ranking.

getTracksColor() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the color of the tracks.

getTracksColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color of the tracks.

getTracksColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the tracks.

getTurnNumber() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current turn number.

getTurnNumber() - Method in class dev.robocode.tankroyale.botapi.events.BotEvent

Returns the turn number when this event occurred.

getTurnNumber() - Method in class dev.robocode.tankroyale.botapi.events.RoundEndedEvent

Returns the turn number.

getTurnNumber() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current turn number.

getTurnRate() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Returns the turn rate of the bot in degrees per turn.

getTurnRate() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the turn rate of the body in degrees per turn (can be positive and negative).

getTurnRate() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the turn rate of the bot in degrees per turn.

getTurnRemaining() - Method in class dev.robocode.tankroyale.botapi.Bot

Returns the remaining turn in degrees till the bot has finished turning after having called `IBot.setTurnLeft(double)`, `IBot.setTurnRight(double)`, `IBot.turnLeft(double)`, or `IBot.turnRight(double)`.

getTurnRemaining() - Method in interface dev.robocode.tankroyale.botapi.IBot

Returns the remaining turn in degrees till the bot has finished turning after having called `IBot.setTurnLeft(double)`, `IBot.setTurnRight(double)`, `IBot.turnLeft(double)`, or `IBot.turnRight(double)`.

getTurnTimeout() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The turn timeout is important as the bot needs to take action by calling `IBaseBot.go()` before the turn timeout occurs.

getTurnTimeout() - Method in class dev.robocode.tankroyale.botapi.GameSetup

Returns the timeout in microseconds (Âµs) for sending intent after having received 'tick' message.

getTurnTimeout() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

getTurretColor() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the color of the gun turret.

getTurretColor() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Returns the color of the gun turret.

getVariant() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The game variant, which is "Tank Royale".

getVariant() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The game variant, which is "Tank Royale".

getVersion() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Game version, e.g.

getVersion() - Method in class dev.robocode.tankroyale.botapi.BotInfo

Returns the version, e.g., "1.0".

getVersion() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Game version, e.g.

getVictimId() - Method in class dev.robocode.tankroyale.botapi.events.BotDeathEvent

Returns the id of the bot that has died.

getVictimId() - Method in class dev.robocode.tankroyale.botapi.events.BulletHitBotEvent

Returns the id of the victim bot that got hit.

getVictimId() - Method in class dev.robocode.tankroyale.botapi.events.HitBotEvent

Returns the id of the other bot that your bot has collided with.

getX() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current X coordinate of the center of the bot.

getX() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the X coordinate of the bot, which is in the center of the bot.

getX() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the X coordinate of the bullet.

getX() - Method in class dev.robocode.tankroyale.botapi.events.HitBotEvent

Returns the X coordinate of victim bot.

getX() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the X coordinate of the scanned bot.

getX() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current X coordinate of the center of the bot.

getX() - Method in class dev.robocode.tankroyale.botapi.InitialPosition

Returns the x coordinate;

getY() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Current Y coordinate of the center of the bot.

getY() - Method in class dev.robocode.tankroyale.botapi.BotState

Returns the Y coordinate of the bot, which is in the center of the bot.

getY() - Method in class dev.robocode.tankroyale.botapi.BulletState

Returns the Y coordinate of the bullet.

getY() - Method in class dev.robocode.tankroyale.botapi.events.HitBotEvent

Returns the Y coordinate of victim bot.

getY() - Method in class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Returns the Y coordinate of the scanned bot.

getY() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Current Y coordinate of the center of the bot.

getY() - Method in class dev.robocode.tankroyale.botapi.InitialPosition

Returns the y coordinate;

go() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Calculates the bearing (delta angle) between the current direction of the botA´s gun and the direction to the point x,y.

H

hashCode() - Method in class dev.robocode.tankroyale.botapi.InitialPosition

HIT_BOT - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `HitBotEvent`

HIT_BY_BULLET - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `HitByBulletEvent`

HIT_WALL - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `HitWallEvent`

HitBotEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bot has collided with another bot.

HitBotEvent(int, int, double, double, double, boolean) - Constructor for class dev.robocode.tankroyale.botapi.events.HitBotEvent

Initializes a new instance of the BotHitBotEvent class.

HitByBulletEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bullet has hit your bot.

HitByBulletEvent(int, BulletState, double, double) - Constructor for class dev.robocode.tankroyale.botapi.events.HitByBulletEvent

Initializes a new instance of the HitByBulletEvent class.

HitWallEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when your bot has hit a wall.

HitWallEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.HitWallEvent

Initializes a new instance of the BotHitWallEvent class.

I

IBaseBot - Interface in dev.robocode.tankroyale.botapi

Interface containing the core API for a bot.

IBot - Interface in dev.robocode.tankroyale.botapi

Interface for a bot that extends the core API with convenient methods for movement, turning, and firing the gun.

IEvent - Interface in dev.robocode.tankroyale.botapi.events

Interface for an event.

InitialPosition - Class in dev.robocode.tankroyale.botapi

Initial starting position containing a start coordinate (x,y) and the shared direction of the body, gun, and radar.

InitialPosition(Double, Double, Double) - Constructor for class dev.robocode.tankroyale.botapi.InitialPosition

Initializes a new instance of the InitialPosition class.

isAdjustGunForBodyTurn() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Checks if the gun is set to adjust for the bot turning, i.e.

isAdjustGunForBodyTurn() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Checks if the gun is set to adjust for the bot turning, i.e.

isAdjustRadarForBodyTurn() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Checks if the radar is set to adjust for the gun turning, i.e.

isAdjustRadarForGunTurn() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Checks if the radar is set to adjust for the gun turning, i.e.

isCritical() - Method in class dev.robocode.tankroyale.botapi.events.BotEvent

Indicates if this event is critical, and hence should not be removed from event queue when it gets old.

isCritical() - Method in class dev.robocode.tankroyale.botapi.events.DeathEvent

Indicates if this event is critical, and hence should not be removed from event queue when it gets old.

isCritical() - Method in class dev.robocode.tankroyale.botapi.events.SkippedTurnEvent

Indicates if this event is critical, and hence should not be removed from event queue when it gets old.

isCritical() - Method in class dev.robocode.tankroyale.botapi.events.WonRoundEvent

Indicates if this event is critical, and hence should not be removed from event queue when it gets old.

isDebuggingEnabled() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Flag indicating if graphical debugging is enabled and hence if `IBaseBot.getGraphics()` can be used for debug painting.

isDebuggingEnabled() - Method in class dev.robocode.tankroyale.botapi.BotState

Checks if graphical debugging is enabled.

isDebuggingEnabled() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Flag indicating if graphical debugging is enabled and hence if `IBaseBot.getGraphics()` can be used for debug painting.

isDisabled() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Specifies if the bot is disabled, i.e., when the energy is zero.

isDisabled() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Specifies if the bot is disabled, i.e., when the energy is zero.

isDroid() - Method in class dev.robocode.tankroyale.botapi.BotState

Checks if the bot is a droid or not.

isRammed() - Method in class dev.robocode.tankroyale.botapi.events.HitBotEvent

Checks if the other bot got rammed by your bot.

isRemote() - Method in class dev.robocode.tankroyale.botapi.events.DisconnectedEvent

Checks if closing the connection was initiated by the remote host.

isRunning() - Method in class dev.robocode.tankroyale.botapi.Bot

Checks if this bot is running.

isRunning() - Method in interface dev.robocode.tankroyale.botapi.IBot

Checks if this bot is running.

isStopped() - Method in class dev.robocode.tankroyale.botapi.BaseBot

Checks if the movement has been stopped.

isStopped() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Checks if the movement has been stopped.

isTeammate(int) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Checks if the provided bot id is a teammate or not.

isTeammate(int) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Checks if the provided bot id is a teammate or not.

M

MAX_DESCRIPTION_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the description.

MAX_FIREPOWER - Static variable in class dev.robocode.tankroyale.botapi.Constants

The maximum firepower, which is 3.

MAX_GAME_TYPE_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for a game type.

MAX_GUN_TURN_RATE - Static variable in class dev.robocode.tankroyale.botapi.Constants

The maximum gun turn rate, which is a constant of 20 degrees per turn.

MAX_HOMEPAGE_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the link to the homepage.

MAX_NAME_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the name.

MAX_NUMBER_OF_AUTHORS - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of authors accepted.

MAX_NUMBER_OF_COUNTRY_CODES - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of country codes accepted.

MAX_NUMBER_OF_GAME_TYPES - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of game types accepted.

MAX_NUMBER_OF_TEAM_MESSAGES_PER_TURN - Static variable in interface dev.robocode.tankroyale.botapi.IBaseBot

The maximum number of team messages that can be sent per turn, which is 10 messages.

MAX_PLATFORM_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the platform name.

MAX_PROGRAMMING_LANG_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the programming language name.

MAX_RADAR_TURN_RATE - Static variable in class dev.robocode.tankroyale.botapi.Constants

The maximum radar turn rate, which is a constant of 45 degrees per turn.

MAX_SPEED - Static variable in class dev.robocode.tankroyale.botapi.Constants

The maximum absolute speed, which is 8 units per turn.

MAX_TURN_RATE - Static variable in class dev.robocode.tankroyale.botapi.Constants

The maximum possible driving turn rate, which is max.

MAX_VERSION_LENGTH - Static variable in class dev.robocode.tankroyale.botapi.BotInfo

Maximum number of characters accepted for the version.

MELEE - Static variable in class dev.robocode.tankroyale.botapi.GameType

Melee battle with a minimum of 10 bots battling each other on an arena of 1000 x 1000 units.

MIN_BULLET_SPEED - Static variable in class dev.robocode.tankroyale.botapi.Constants

The minimum bullet speed is 11 units per turn.

MIN_FIREPOWER - Static variable in class dev.robocode.tankroyale.botapi.Constants

The minimum firepower, which is 0.1.

N

NextTurnCondition - Class in dev.robocode.tankroyale.botapi.events

Prebuilt condition that can be used for waiting for the next turn.

dev.robocode.tankroyale.botapi.IBaseBot

Normalizes an angle to an absolute angle into the range [0,360[

normalizeRelativeAngle(double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Normalizes an angle to a relative angle in the range [-180, 180).

O

onBotDeath(BotDeathEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when another bot has died.

onBulletFired(BulletFiredEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has fired a bullet.

onBulletHit(BulletHitBotEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has hit another bot with a bullet.

onBulletHitBullet(BulletHitBulletEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a bullet fired from the bot has collided with another bullet.

onBulletHitWall(BulletHitWallEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a bullet has hit a wall.

onConnected(ConnectedEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when connected to the server.

onConnectionError(ConnectionErrorEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a connection error occurs.

onCustomEvent(CustomEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when some condition has been met.

onDeath(DeathEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when this bot has died.

onDisconnected(DisconnectedEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when disconnected from the server.

ONE_VS_ONE - Static variable in class dev.robocode.tankroyale.botapi.GameType

One versus one (1-vs-1) battle between exactly two bots alone on an arena of 1000 x 1000 units.

onGameEnded(GameEndedEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a game has ended.

onGameStarted(GameStartedEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a game has started.

onHitBot(HitBotEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has collided with another bot.

onHitByBullet(HitByBulletEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has been hit by a bullet.

onHitWall(HitWallEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has hit a wall.

onRoundEnded(RoundEndedEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

onScannedBot(ScannedBotEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has skipped a turn.

onSkippedTurn(SkippedTurnEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Handles the event triggered when the bot skips a turn.

onTeamMessage(TeamMessageEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has received a message from a teammate.

onTick(TickEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when a game tick event occurs, i.e., when a new turn in a round has started.

onWonRound(WonRoundEvent) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The event handler triggered when the bot has won a round.

R

radarBearingTo(double, double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Calculates the bearing (delta angle) between the current direction of the botÂ´s radar and the direction to the point x,y.

removeCustomEvent(Condition) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Removes triggering a custom event handler for a specific condition that was previously added with `IBaseBot.addCustomEvent(dev.robocode.tankroyale.botapi.events.Condition)`.

removeCustomEvent(Condition) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Removes triggering a custom event handler for a specific condition that was previously added with `IBaseBot.addCustomEvent(dev.robocode.tankroyale.botapi.events.Condition)`.

rescan() - Method in class dev.robocode.tankroyale.botapi.Bot

Scan (again) with the radar.

rescan() - Method in interface dev.robocode.tankroyale.botapi.IBot

Scan (again) with the radar.

resume() - Method in class dev.robocode.tankroyale.botapi.Bot

Resume the movement prior to calling the `IBaseBot.setStop()` or `IBot.stop()` method.

resume() - Method in interface dev.robocode.tankroyale.botapi.IBot

Resume the movement prior to calling the `IBaseBot.setStop()` or `IBot.stop()` method.

RoundEndedEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a round has just ended.

RoundEndedEvent(int, int, BotResults) - Constructor for class dev.robocode.tankroyale.botapi.events.RoundEndedEvent

Initializes a new instance of the RoundEndedEvent class.

RoundStartedEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a new round has just started.

RoundStartedEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.RoundStartedEvent

Initializes a new instance of the RoundStartedEvent class.

run() - Method in interface dev.robocode.tankroyale.botapi.IBot

The run() method is used for running a program for the bot like:

The radius of the radar's scan beam, which is a constant of 1200 units.

SCANNED_BOT - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `ScannedBotEvent`

ScannedBotEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bot has scanned another bot.

ScannedBotEvent(int, int, int, double, double, double, double, double) - Constructor for class dev.robocode.tankroyale.botapi.events.ScannedBotEvent

Initializes a new instance of the ScannedBotEvent class.

sendTeamMessage(int, Object) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sends a message to a specific teammate.

When the message is sent, it is serialized into a JSON representation, meaning that all public fields, and only public fields, are being serialized into a JSON representation as a DTO (data transfer object).

The maximum team message size limit is defined by `IBaseBot.TEAM_MESSAGE_MAX_SIZE`, which is set to 32768 bytes.

sendTeamMessage(int, Object) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sends a message to a specific teammate.

When the message is sent, it is serialized into a JSON representation, meaning that all public fields, and only public fields, are being serialized into a JSON representation as a DTO (data transfer object).

The maximum team message size limit is defined by `IBaseBot.TEAM_MESSAGE_MAX_SIZE`, which is set to 32768 bytes.

setAdjustGunForBodyTurn(boolean) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the gun to adjust for the botÂ´s turn when setting the gun turn rate.

setAdjustGunForBodyTurn(boolean) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the gun to adjust for the botÂ´s turn when setting the gun turn rate.

setAdjustRadarForBodyTurn(boolean) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the radar to adjust for the body's turn when setting the radar turn rate.

setAdjustRadarForBodyTurn(boolean) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the radar to adjust for the body's turn when setting the radar turn rate.

setAdjustRadarForGunTurn(boolean) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the radar to adjust for the gun's turn when setting the radar turn rate.

setAdjustRadarForGunTurn(boolean) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the radar to adjust for the gun's turn when setting the radar turn rate.

setAuthors(List<String>) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets the names(s) of the author(s) of the bot.

setBack(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the bot to move backward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

setBack(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the bot to move backward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

setBodyColor(Color) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the color of the fired bullets.

setBulletColor(Color) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the color of the fired bullets.

setCountryCodes(List<String>) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets the country codes for the bot.

setDescription(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets a short description of the bot.

setEventPriority(Class<BotEvent>, int) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Changes the event priority for an event class.

setEventPriority(Class<BotEvent>, int) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Changes the event priority for an event class.

setFire(double) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the gun to fire in the direction that the gun is pointing with the specified firepower.

setFire(double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the gun to fire in the direction that the gun is pointing with the specified firepower.

setFireAssist(boolean) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Enables or disables fire assistance explicitly.

setFireAssist(boolean) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Enables or disables fire assistance explicitly.

setForward(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the bot to move forward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

setForward(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the bot to move forward until it has traveled a specific distance from its current position, or it is moving into an obstacle.

setGameTypes(Set<String>) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets the game types that this bot is capable of participating in.

setGunColor(Color) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the color of the gun.

setGunColor(Color) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the color of the gun.

setGunTurnRate(double) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the turn rate of the gun, which can be positive and negative.

setGunTurnRate(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Sets the turn rate of the gun, which can be positive and negative.

setGunTurnRate(double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the turn rate of the gun, which can be positive and negative.

setHomepage(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets a link to the homepage for the bot.

setInitialPosition(InitialPosition) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets the initial position of this bot.

setInterruptible(boolean) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Call this method during an event handler to control continuing or restarting the event handler, when a new event occurs again for the same event handler while processing an earlier event.

setTargetSpeed(double) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the new target speed for the bot in units per turn.

setTargetSpeed(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Sets the new target speed for the bot in units per turn.

setTargetSpeed(double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the new target speed for the bot in units per turn.

setTracksColor(Color) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the color of the tracks.

setTracksColor(Color) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the color of the tracks.

setTurnGunLeft(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the gun to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnGunLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the gun to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnGunRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the gun to turn to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnGunRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the gun to turn to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnLeft(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the bot to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the bot to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRadarLeft(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the radar to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRadarLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the radar to turn to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRadarRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the radar to turn to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRadarRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Set the radar to turn to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRate(double) - Method in class dev.robocode.tankroyale.botapi.BaseBot

Sets the turn rate of the bot, which can be positive and negative.

setTurnRate(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Sets the turn rate of the bot, which can be positive and negative.

setTurnRate(double) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the turn rate of the bot, which can be positive and negative.

setTurnRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Set the bot to turn to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

setTurnRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

setTurretColor(Color) - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

Sets the color of the gun turret.

setVersion(String) - Method in interface dev.robocode.tankroyale.botapi.BotInfo.IBuilder

Sets the bot version.

SKIPPED_TURN - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `SkippedTurnEvent`

SkippedTurnEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when the bot has skipped a turn, meaning that no intent has reached the server for a specific turn.

SkippedTurnEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.SkippedTurnEvent

Initializes a new instance of the SkippedTurnEvent class.

start() - Method in class dev.robocode.tankroyale.botapi.BaseBot

The method used to start running the bot.

start() - Method in interface dev.robocode.tankroyale.botapi.IBaseBot

The method used to start running the bot.

stop() - Method in class dev.robocode.tankroyale.botapi.Bot

Stop all movement including turning the gun and radar.

stop() - Method in interface dev.robocode.tankroyale.botapi.IBot

Stop all movement including turning the gun and radar.

stop(boolean) - Method in class dev.robocode.tankroyale.botapi.Bot

Stop all movement including turning the gun and radar.

stop(boolean) - Method in interface dev.robocode.tankroyale.botapi.IBot

Stop all movement including turning the gun and radar.

T

TEAM_MESSAGE - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `TeamMessageEvent`.

TEAM_MESSAGE_MAX_SIZE - Static variable in interface dev.robocode.tankroyale.botapi.IBaseBot

The maximum size of a team message, which is 32 KB (32.786 bytes).

TeamMessageEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bot has received a message from a teammate.

TeamMessageEvent(int, Object, int) - Constructor for class dev.robocode.tankroyale.botapi.events.TeamMessageEvent

Initializes a new instance of the TeamMessageEvent class.

test() - Method in class dev.robocode.tankroyale.botapi.events.Condition

You can choose to override this method to let the game use it for testing your condition each turn.

test() - Method in class dev.robocode.tankroyale.botapi.events.NextTurnCondition

This method tests if the turn number has changed since we created this condition.

TICK - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `TickEvent`

TickEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring whenever a new turn in a round has started.

TickEvent(int, int, BotState, Collection<BulletState>, Collection<BotEvent>) - Constructor for class dev.robocode.tankroyale.botapi.events.TickEvent the specified amount of degrees.

turnGunLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the gun to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnGunRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Turn the gun to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

turnGunRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the gun to the right (following the decreasing degrees of the unit circle) until it turned the specified amount of degrees.

turnLeft(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Turn the bot to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the bot to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRadarLeft(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Turn the radar to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRadarLeft(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the radar to the left (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRadarRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Turn the radar to the right (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRadarRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the radar to the right (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRight(double) - Method in class dev.robocode.tankroyale.botapi.Bot

Turn the bot to the right (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

turnRight(double) - Method in interface dev.robocode.tankroyale.botapi.IBot

Turn the bot to the right (following the increasing degrees of the unit circle) until it turned the specified amount of degrees.

W

waitFor(Condition) - Method in class dev.robocode.tankroyale.botapi.Bot

Blocks until a condition is met, i.e.

waitFor(Condition) - Method in interface dev.robocode.tankroyale.botapi.IBot

Blocks until a condition is met, i.e.

WON_ROUND - Static variable in class dev.robocode.tankroyale.botapi.DefaultEventPriority

Event priority for the `WonRoundEvent`

WonRoundEvent - Class in dev.robocode.tankroyale.botapi.events

Event occurring when a bot has won the round.

WonRoundEvent(int) - Constructor for class dev.robocode.tankroyale.botapi.events.WonRoundEvent

Initializes a new instance of the WonRoundEvent class.

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ALL CLASSES