

**Package** [dev.robocode.tankroyale.botapi](#)

# Class GameSetup

java.lang.Object  
dev.robocode.tankroyale.botapi.GameSetup

```
public final class GameSetup
extends java.lang.Object
```

Game setup retrieved when game is started.

## Constructor Summary

### Constructors

Constructor	Description
<a href="#">GameSetup</a> (java.lang.String gameType, int arenaWidth, int arenaHeight, int numberOfRounds, double gunCoolingRate, int maxInactivityTurns, int turnTimeout, int readyTimeout)	

## Method Summary

All Methods    Instance Methods    Concrete Methods

Modifier and Type	Method	Description
int	<a href="#">getArenaHeight()</a>	Returns the height of the arena measured in units.
int	<a href="#">getArenaWidth()</a>	Returns the width of the arena measured in units.
java.lang.String	<a href="#">getGameType()</a>	Returns the game type, e.g.
double	<a href="#">getGunCoolingRate()</a>	Returns the gun cooling rate.
int	<a href="#">getMaxInactivityTurns()</a>	Returns the Maximum number of inactive turns allowed, where a bot does not take any action before it is zapped by the game.

		having received new battle message.
int	<b>getTurnTimeout()</b>	Returns the timeout in microseconds (Âµs) for sending intent after having received 'tick' message.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GameSetup

```
public GameSetup(java.lang.String gameType,
                 int arenaWidth,
                 int arenaHeight,
                 int numberOfRounds,
                 double gunCoolingRate,
                 int maxInactivityTurns,
                 int turnTimeout,
                 int readyTimeout)
```

Method Detail

getGameType

```
public java.lang.String getGameType()
```

Returns the game type, e.g. "melee".

Returns:

The game type.

Returns the width of the arena measured in units.

**Returns:**

The width of the arena measured in units.

### **getArenaHeight**

```
public int getArenaHeight()
```

Returns the height of the arena measured in units.

**Returns:**

The height of the arena measured in units.

### **getNumberOfRounds**

```
public int getNumberOfRounds()
```

Returns the number of rounds in a battle.

**Returns:**

The number of rounds in a battle.

### **getGunCoolingRate**

```
public double getGunCoolingRate()
```

Returns the gun cooling rate. The gun needs to cool down to a gun heat of zero before the gun is able to fire.

**Returns:**

The gun cooling rate.

### **getMaxInactivityTurns**

```
public int getMaxInactivityTurns()
```

### **getTurnTimeout**

```
public int getTurnTimeout()
```

Returns the timeout in microseconds ( $\mu\text{s}$ ) for sending intent after having received 'tick' message.

**Returns:**

The turn timeout in microseconds ( $\mu\text{s}$ ) (where 1 microsecond equals 1/1,000,000 of a second).

### **getReadyTimeout**

```
public int getReadyTimeout()
```

Returns the time limit in microseconds ( $\mu\text{s}$ ) for sending ready message after having received 'new battle' message.

**Returns:**

The ready timeout in microseconds ( $\mu\text{s}$ ) (where 1 microsecond equals 1/1,000,000 of a second).