Tutorial 2: Logging a RoboCup Agent in Windows

Preparation

1. Work through *Tutorial 1: Setting Up a Game of RoboCup Soccer on Windows* (completing the optional networking section is not necessary).
   - Do not delete any files after thcompleting the previous tutorial because all of them are still needed for this tutorial.
2. On the Downloads page at http://www.nmai.ca/research-projects/agent-imitation, download the RCSLogServer JAR file to the RCSS folder.

Start Logging

1. Follow *Tutorial 1* up to and including step 3 in order to prepare the RCSS Server and monitor.
2. From the command prompt, in the RCSS directory type the following command to run the RoboCup LogServer:
   ```
   start java -cp RCSLogServer-0.3.jar;.
   org.RCSLogServer.RCSLogServer
   ```
   The LogServer should start and look like Figure 1.
3. By default the LogServer will listen on port 7000, so run the following command from the Krislet to start the agent and connect it to the server:
   ```
   start java Krislet -team TeamName -port 7000
   ```
   where *TeamName* is the team that the agent should play on
4. If the agent has successfully connected a message will appear in the LogServer window (Figure 2). The agent should appear in the monitor window..
5. The port that the RCSLogServer listens to can be changed with the c_port command line parameter (for example, -c_port 7001).
6. To stop logging, press "Enter" in the RCSLogServer window.
   - For best results when generating case bases later, allow the game to run from start to finish.
7. A separate log file will be generated for each agent in the game and will be located in the same directory as the RCSLogServer-0.4.jar file (If you followed this tutorial exactly, the files will be in thr RCSS folder on your Desktop) (Figure 3). The files will be named *TeamName_Number*.lsf, where *TeamName* is the team name specified when the agent was started, and *Number* is the number of the agent in the game.

Figure 1: The LogServer after opening

```
C:\Windows\system32\java.exe

Initializing RCSLogServer ...
Starting RCSLogServer ...

At any time, press ENTER key to stop.

Awaiting connection ...
```
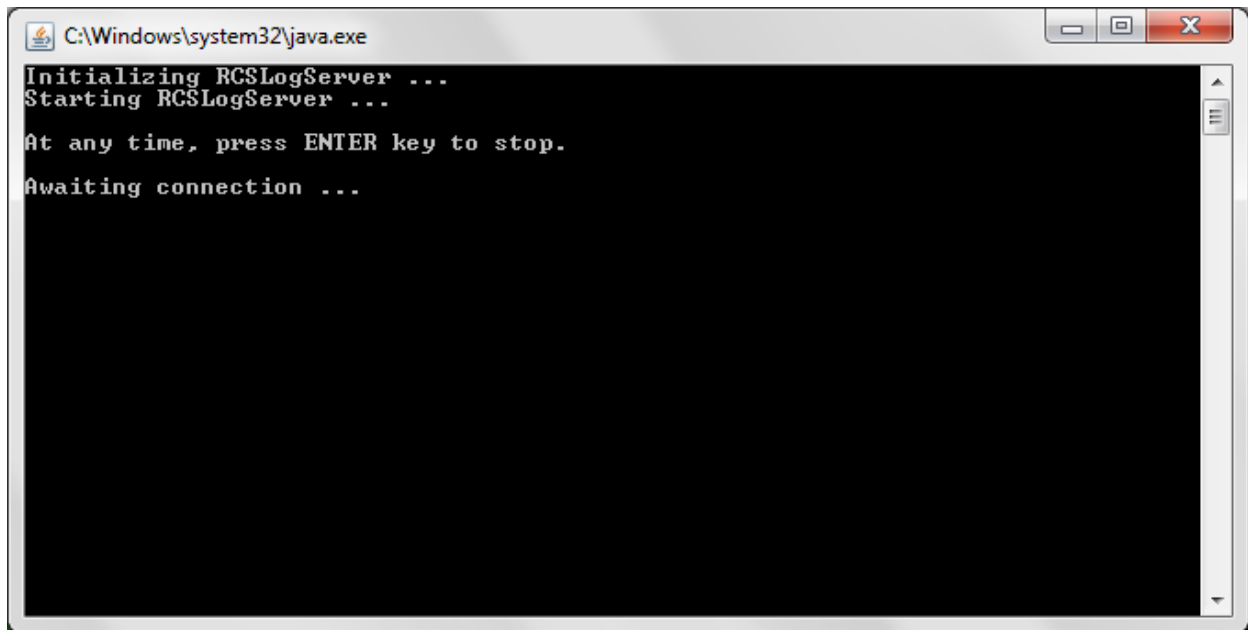
Figure 2: LogServer with a connected agent

```
C:\Windows\system32\java.exe

Initializing RCSLogServer ...
Starting RCSLogServer ...

At any time, press ENTER key to stop.

Awaiting connection ...
Logging initiated for: Blue_1 -> Blue_1.lsf
Awaiting connection ...
```
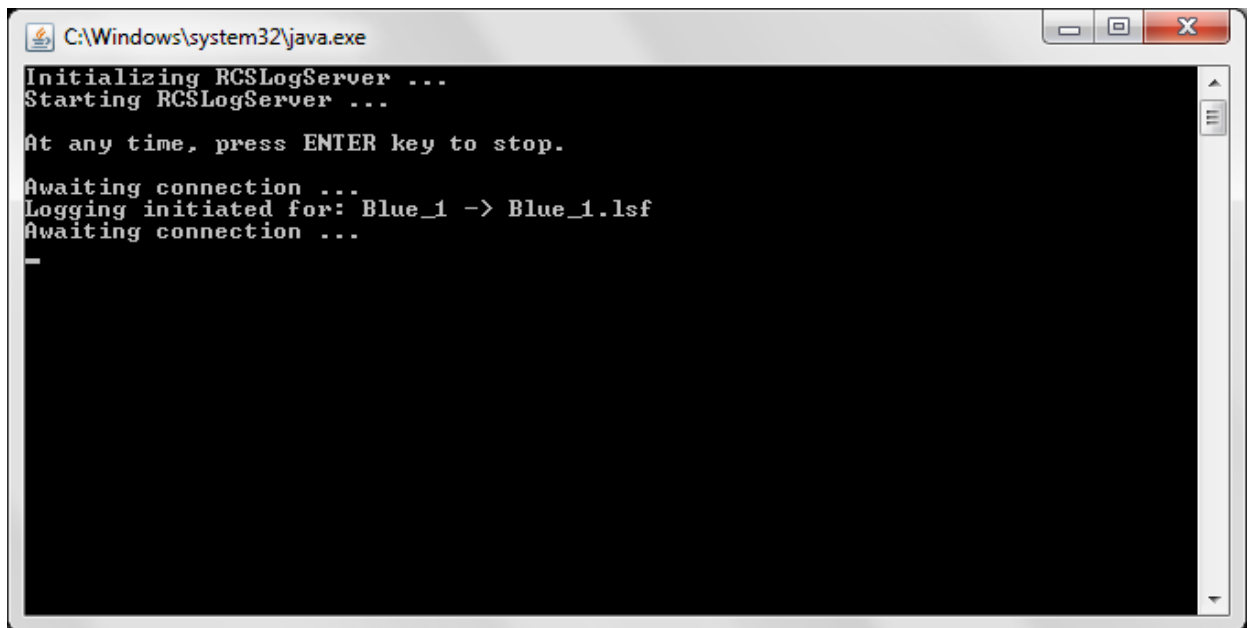
Figure 3: Log files in the RCSS folder

Organize ▾   Include in library ▾   Share with ▾   Burn   New folder

Krislet
File folder

rcssmonitor-14.1.0-win
File folder

rcssserver-14.0.3-win
File folder

Krislet.zip
Compressed (zipped) Folder

rcssmonitor-14.1.0-win.zip
Compressed (zipped) Folder

rcssserver-14.0.3-win.zip
Compressed (zipped) Folder

JIFSA-0.5.jar
Executable Jar File
64.3 KB

RCSImitate-0.4.jar
Executable Jar File
41.2 KB

RCSLogServer-0.3.jar
Executable Jar File
15.4 KB

Blue_1.lsf
Notepad++ Document
6.49 MB

Blue_2.lsf
Notepad++ Document
6.38 MB

Blue_3.lsf
Notepad++ Document
6.35 MB

Blue_4.lsf
Notepad++ Document
6.55 MB

Blue_5.lsf
Notepad++ Document
6.41 MB

Blue_6.lsf
Notepad++ Document
6.75 MB

Red_1.lsf
Notepad++ Document
6.20 MB

Red_2.lsf
Notepad++ Document
6.36 MB

Red_3.lsf
Notepad++ Document
6.46 MB

Red_4.lsf
Notepad++ Document
6.33 MB

Red_5.lsf
Notepad++ Document
6.84 MB

Red_6.lsf
Notepad++ Document
6.95 MB