

Client Scripts

User Specified files, scripts, etc.

Monte-Moos scripts

Comments, other notes

client_loop.sh

```
while (Perpetual=yes || queue_empty=no)
| if (file named force-quit exists)
| | break
|
| clean.sh
| run_next.sh
| if (queue_empty=yes && perpetual=yes)
| | sleep 30 seconds
done
```

run_next.sh

```
if update:
    remove cache files

wget queue ← host-job-queue
decrypt queue
Select a job → exit if queue is empty
wget job_dir ←
decrypt, unzip job_dir ←
run_job.sh kerbs/path/to/job/job_filename
if there was an error,
    add job to bad-jobs.txt
```

job-path job_filename
job_dirs/kerbs/path/to/job/job-foobar
job_dir

run_job.sh

```
check_job.sh
update_dirs.sh
xlaunch_job.sh
extract_results.sh
```

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update_dirs.sh

```
for each repo_links.txt file
|   for each repo in repo_links.txt
|   |   if repo is in job_file
|   |   |   if repo is not in .built_dirs
|   |   |   |   clone/update
|   |   |   |   build.sh
|   |   |   |   add repo to .built_dirs
|   |   |   endif
|   |   endif
|   done
done

for each repo in job_file
|   if repo is not in .built_dirs
|   |   return an error
|   endif
done
```

check_job.sh

Check if job_file exists
Check shoreside has been set
Check that the number of vehicles is consistent
Check that the job timeout is set
Check if godacora can be accessed

xlaunch_job.sh

Add EXTRA_BIN_REPOS to PATH,
EXTRA_LIB_REPOS to IVP_BEHAVIOR_DIRS

source launch.sh ./launch_shoreside.sh	} Shore MoosDB
for each vehicle	} Vehicle MOOSDB's (optional)
source launch.sh ./launch_vehicle.sh	
done	
poke Shoreside	START_POKE
Wait for job to complete	
Kill	

extract_results.sh

```
find shorealog file
get mhash
find post_process_results.sh
./post_process_results.sh
push to host
```

{ Start in job_dir/path/to/job
if no script there:
cd..
else:
use that script, break