

WDAS JACK AGENTS

AOSE 2017 CLASS

1. INTRODUCTION

This document needs to prepare the environment for the AOSE class.

2. REQUIREMENTS

- 1- V-REP EDU (Download it from <http://www.coppeliarobotics.com/downloads.html>)
- 2- JACK
- 3- Folder *target.zip*

3. INSTALLATION

1. Unzip the target.zip folder.

3.1 V-REP EXECUTION

- 1- Open v-rep.
- 2- Open the scene warehouseStatic.ttt situated in the vrepFiles folder.

3.2 JACK EXECUTION AND COMPILATION

- 1- Open the terminal and move into the folder target
- 2- Launch the script JDE (if you have windows launch the .bat, if you have macos launch the .sh and if you have Linux modify the .sh file) with the following command (for mac):

```
$ ./JDE.sh
```

If it works, it will open the JDE (see [figure 1](#))

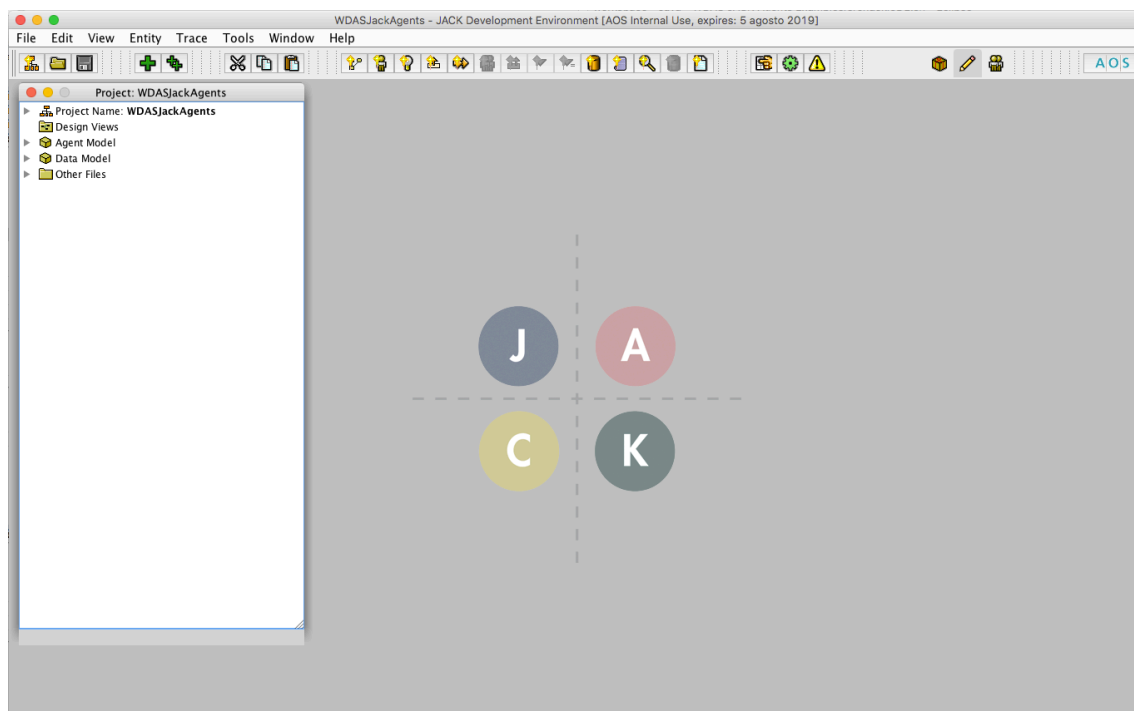


Figure 1

- 3- Open the Compiler Utility, in the Options add to the Project Java Properties

```
java.library.path = ./lib/lib/x
```

where x it's one of the 3 folders in the lib folder : macosx, x64 or x86 (based on the operating system you use).

The screen must be similar to this ([figure 2](#)):

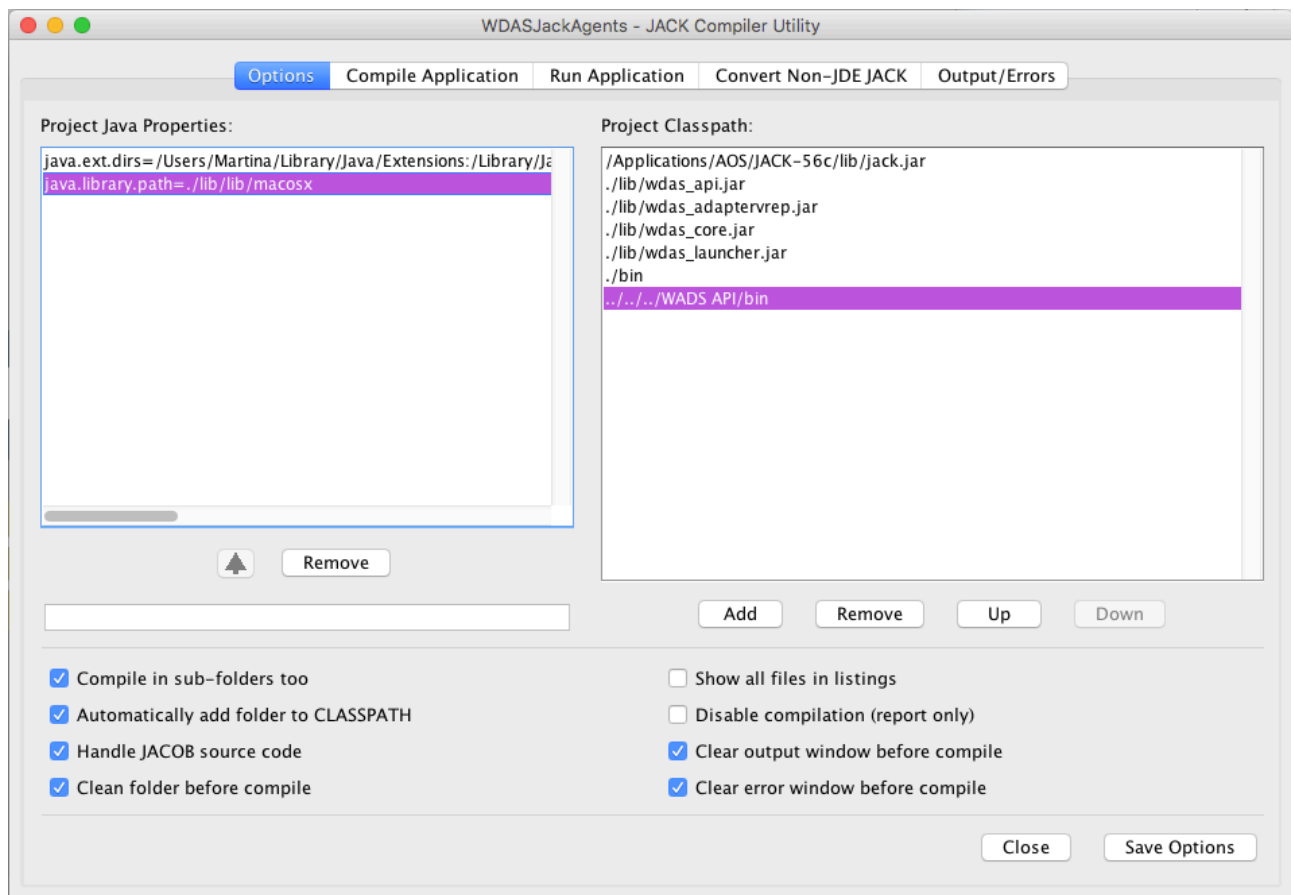


Figure 2

- 4- To run the code, go to the Run Application in the Compiler Utility and in the select file space insert:
`unitn.aose.warehousesim.launcher.Launcher`
then click Run ([figure 3](#)).

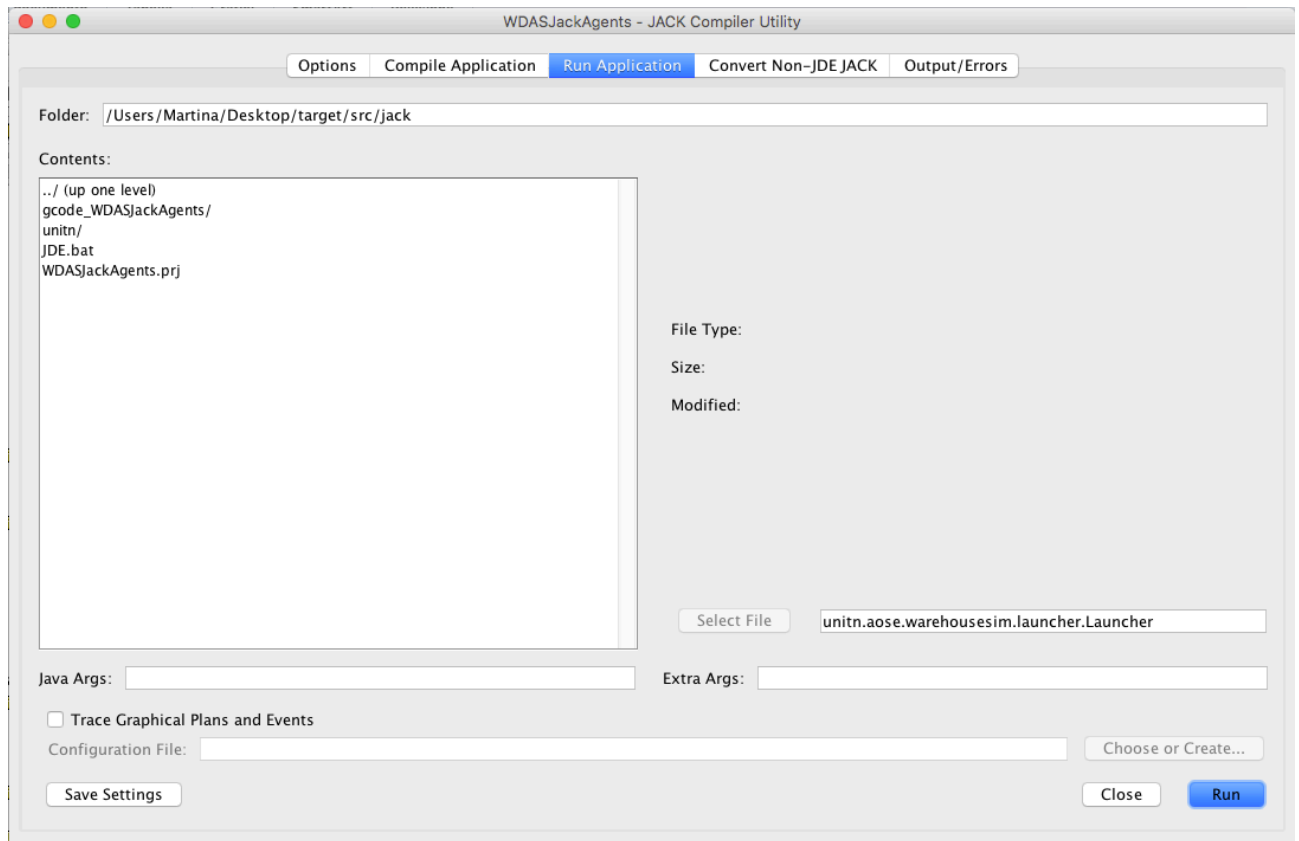


Figure 3

5- Remember to clean up and compile into the WDAS JACK Agents/src/jack folder.