# WDAS JACK AGENTS

AOSE 2017 PRACTICAL LABORATORIES

1. INTRODUCTION

This document describes what is needed to set the environment up for the AOSE labs.

2. REQUIREMENTS

1. V-REP EDU - Download it from <http://www.coppeliarobotics.com/downloads.html>
2. JACK
3. Archive *AOSE-JACK-VREP-2017*.zip

3. INSTALLATION

1. Unzip the *AOSE-JACK-VREP-2017*.zip folder.

3.1 V-REP EXECUTION

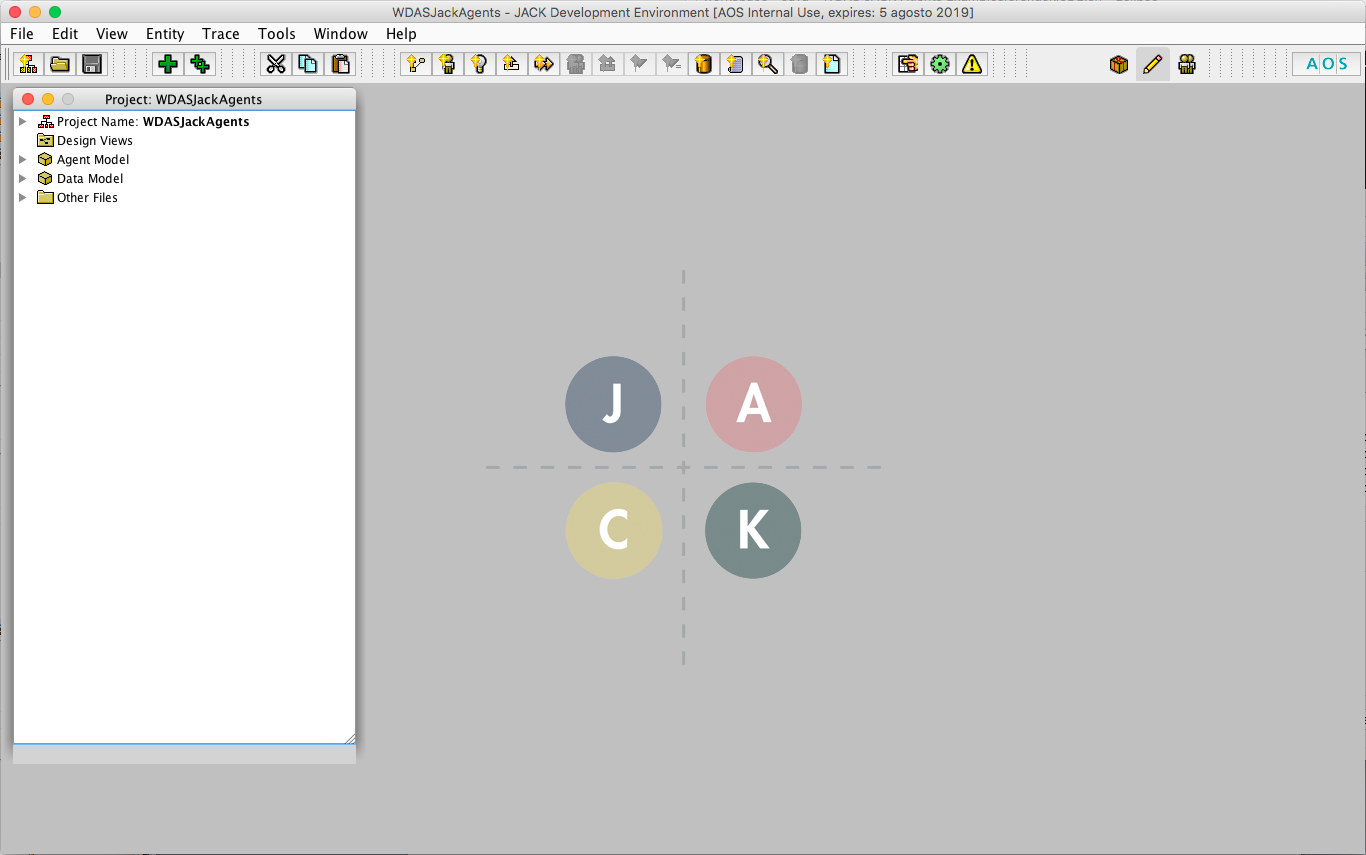
1. Start V-REP.
2. Open the scene **warehouseStatic.ttt** in the **vrepFiles** folder situated in the unzipped archive.

3.2 JACK EXECUTION AND COMPILATION

1. Open a terminal emulator (a CLI on Windows) and move into the *AOSE-JACK-VREP-2017* folder.
2. Launch the JDE script. If you have Windows, launch the .bat file; if you have Mac OS, launch the .sh script; and, if you have Linux, run the .sh file. For instance, on Macs use the following command:

$ ./JDE.sh

If it works, it will open the JDE (see [figure 1](#Figura1))



Figure

1. Open the Compiler Utility. In the Options add to the Project Java Properties:

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

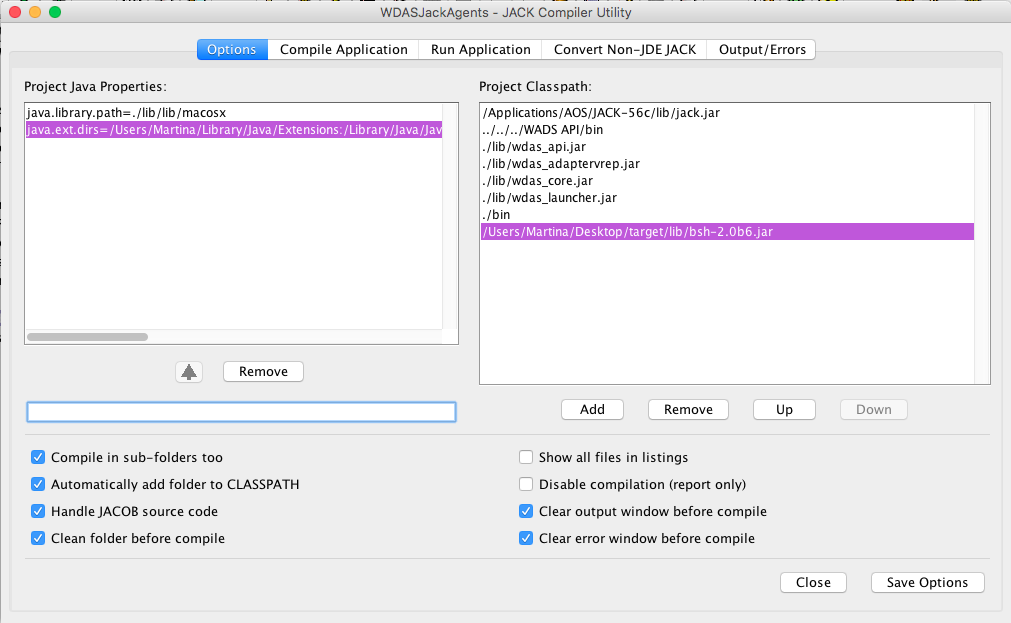
where **x** is one of the 5 folders in the **lib/lib** folder of the unzipped archive: macosx, x64 or x86, linux32 or linux64 (choose the right one based on the operating system you use).

Click Add (under the ProjectClasspath) and select the bsh-2.0b6.jar file situated in the lib folder.

If there is another java.library.path, remove it.

Check the Project Classpath as well. If there are more lines compared to figure 2 remove them too.

The screen should look similar to this ([figure 2](#Figura2)):



WARNING! If you have changed the default path of the JACK installation, remember to modify the first line of the Project Classpath with the correct path.

1. To run the code, go to Run Application in the Compiler Utility and in the **select file** field write:

unitn.aose.warehousesim.launcher.Launcher

then click Run ([figure 3](#Figura3)).

Remember to **clean up** and compile into the WDAS JACK Agents/src/jack path before running the program. In this path there are all the files you need.

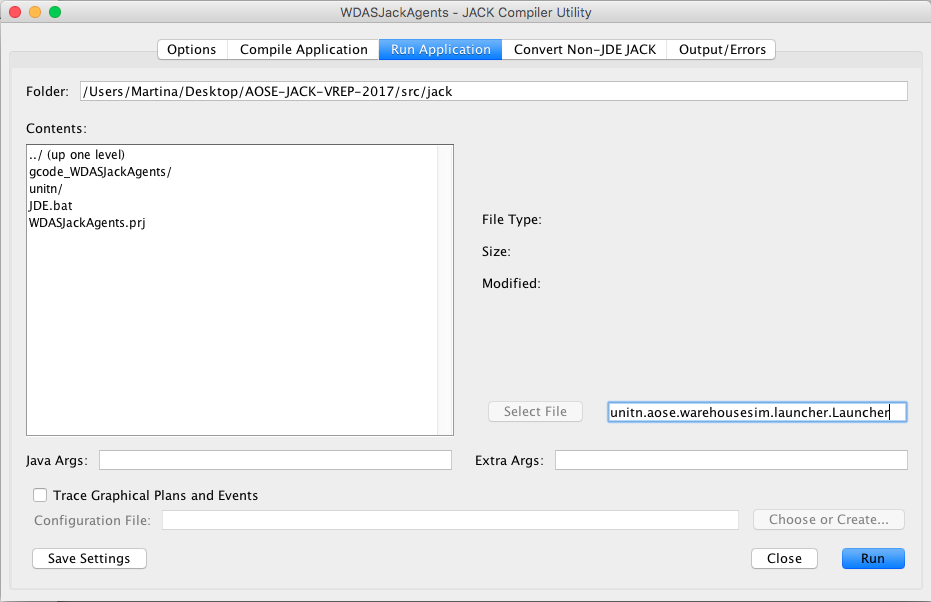


Figure 3