

Properties Files

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1 Overview

The properties file is a file that specifies details about the simulation that don't affect the way that the simulation runs. This file is different than the simulation spec file in that simulation spec changes actually affect the numbers in the simulation. Properties files use the standard java properties format which is in the **key = value** format. For fields that take a list of values, the individual values are separated by semicolons (;).

2 Keys

Key	Default	EGTA Default	Description
logLevel	0	0	The type of logs to actually output. One of {0, 1, 2, 3}, where 0 is no logging, and 3 is debug logging. The is turned off by default, because it's very slow.
egta	false	true	Whether this run is an egta run or not. egta runs will only output player role, strategy, payoff information and nothing else.
whitelist			A set of regexes that describe which features to output. A feature name must match one of the regexes to be output in the final observation. Multiple regexes can be concatenated by semicolons. To include all features simply add the regex <code>"*"</code> .
periods			The periods at which to sample various periodic information.

Table 1: List of properties configuration keys.