

Logging a RoboCup Agent in Windows

1. Start the RoboCup server and soccer monitor (refer to tutorial “*Lesson 1: Setting up a Game of RoboCup Soccer*”).
2. In Windows, in the start menu go to Start -> Run and enter “*cmd*” to open a command prompt.
3. Compile an agent, for example, Krislet (refer to tutorial “*Lesson 1: Setting up a Game of RoboCup Soccer*”).
4. Download the LogServer JAR file from the www.nmai.ca website. This is available in the *Downloads* section of the *Software Agent Imitation* page. At the time of writing the current version is *RCSLogServer-0.3.jar*.
5. From the command prompt, in the directory that contains the LogServer JAR (in our case, the M: Drive), type the following command to run the RoboCup LogServer (Figure 1):

“start java -cp RCSLogServer-0.3.jar;. Org.RCSLogServer.RCSLogServer”

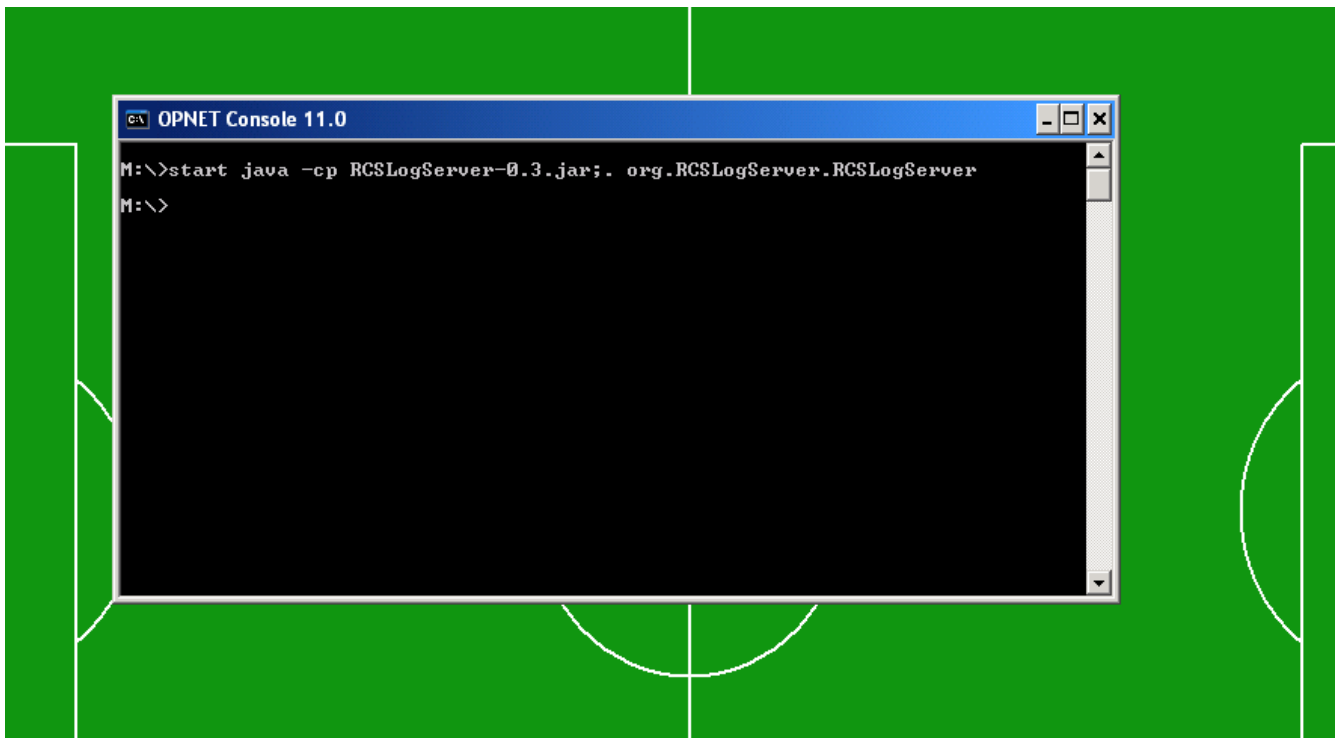


Figure 1: Starting the LogServer

- The LogServer should start and look like Figure 2.

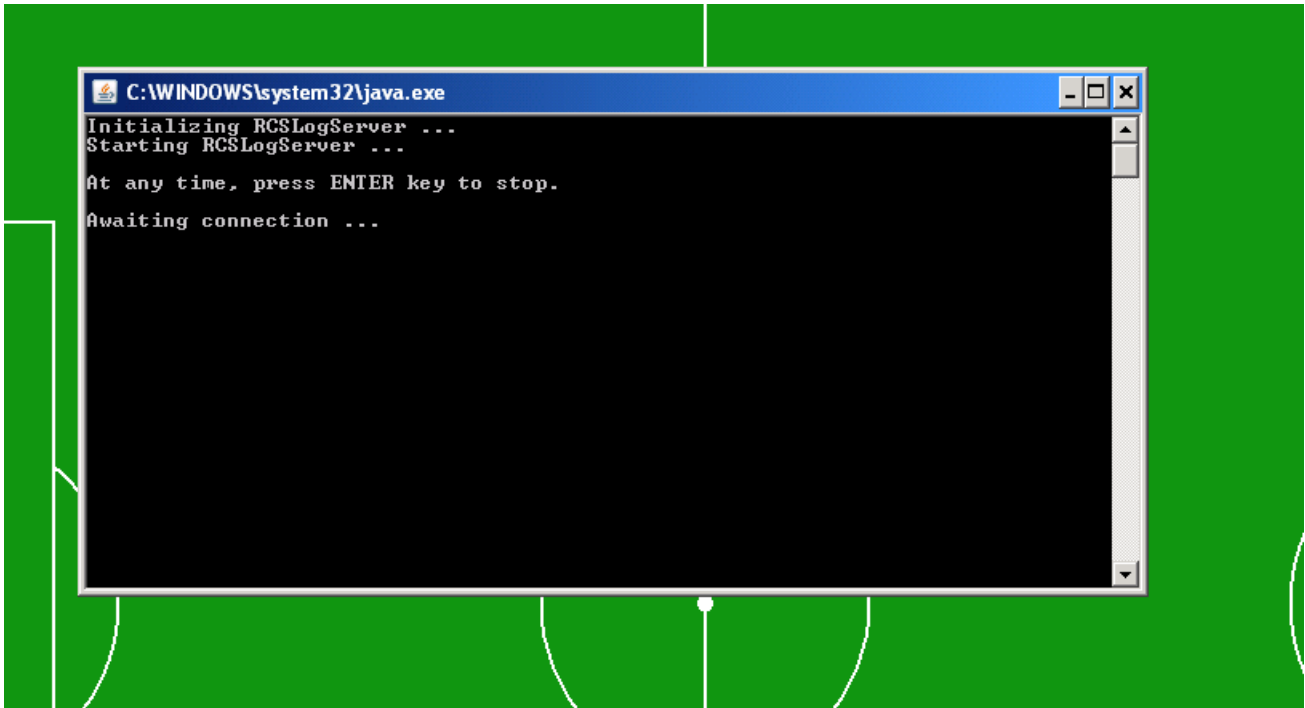


Figure 2: The LogServer after opening

- By default the LogServer will listen on port 7000, so the agent that will be logged should attempt to connect to the LogServer's host on port 7000 (Figure 3).

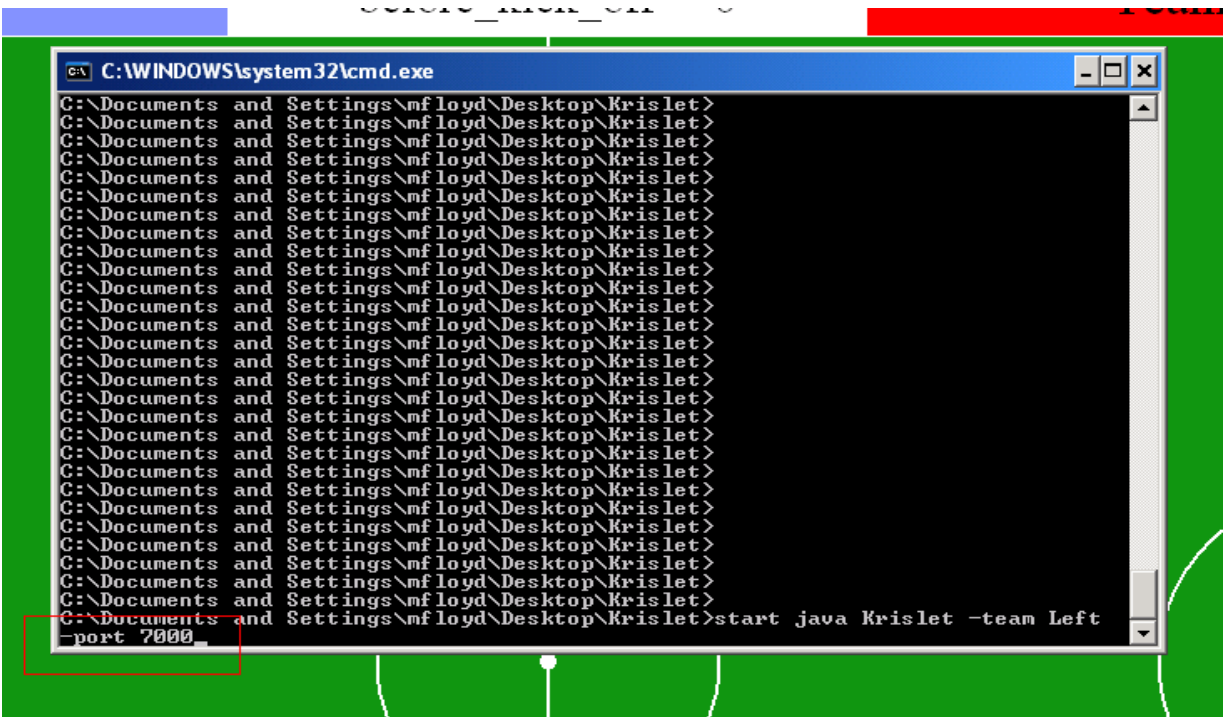


Figure 3: Connecting an agent to the LogServer

8. If the agent has successfully connected a message will appear in the LogServer window (Figure 4). In the monitor window the player should now be connected to the server.

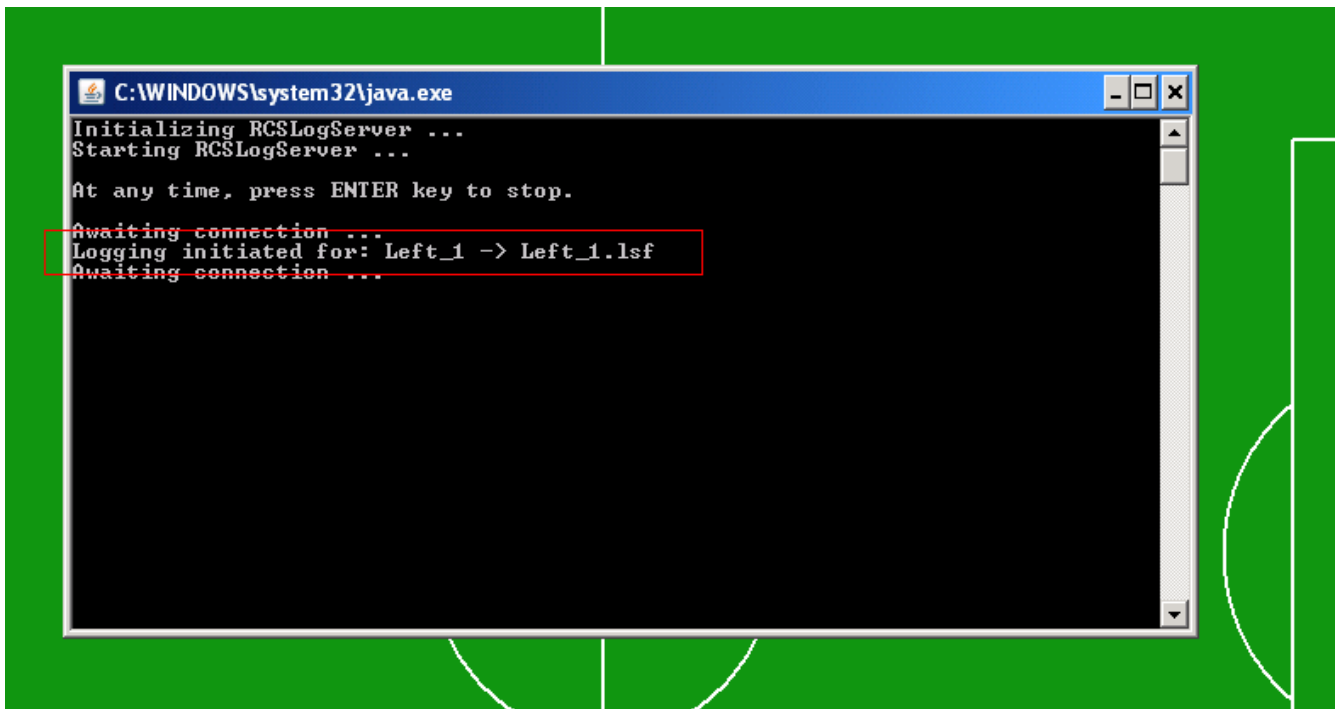


Figure 4: LogServer with a connected agent

9. The port that the LogServer listens to can be changed with the *c_port* command line parameter (for example, *-c_port 7001*). Similarly, the host and port of the RoboCup server can be changed with the *s_port* and *s_host* command line parameters.
10. To stop logging, press “Enter” in the LogServer window.
11. The generated log files will be located in the same directory as the LogServer JAR file.